

REVIEW

article « Impact of 3 Communication Channels on the Dissemination of a Serious Game Designed to Enhance COVID-19 Prevention»

The fight against the COVID-19 pandemic is a global task for the entire world society and concerns every country, regardless of the level of economic, technological or other development.

The presented article proposes ways to fight the pandemic and highlights the obtained preliminary results. However, authors need to more thoroughly and clearly explain some elements of their own author's proposals. It is about the following:

1) in point 2.1, it is necessary to clearly explain the essence of the proposed game, in particular, build the following table:

Table 1

Characteristics of implementation of the game "Escape COVID-19"

Elements	Characteristics
Subjects (individual)	
Objects	
Task	
Functions	
Principles	
Methods	
Tools (means)	

2) in point 3, it is appropriate to systematically summarize the obtained results, in particular to build the following table:

Table 2

Problems and results of the game "Escape COVID-19" by periods of implementation

Implementation periods	Implementation problems	Implementation results
The first period ("SNSF Period")		
The second period ("HUG Period")		
The third period ("FOPH Period")		

3) in point 4.1, it is appropriate to highlight the prospects for further implementation and improvement of the game, in particular to build the following table or figure:

Table 3

Elements of the progressive spread of the game "Escape COVID-19": methods of improvement, prospects for implementation, influencing factors

Elements of distribution		
Ways to improve the game	Prospects (future results) of game distribution	Factors affecting the spread of the game

This table or figure will allow us to show the assumptions of the authors, subject to the continued distribution of the game under study in the future.