

GHS2026 Conference Workshops

***Day One - Tuesday 9 2026, 1:45pm-3:45pm
Room 401***

From Awareness to Action: Strengthening One Health Surveillance through Serious Games and Community Engagement

Aim:

This interactive workshop aims to build participants' capacity to design, implement, and strengthen integrated One Health surveillance systems through participatory, game-based learning.

Objectives:

- Demonstrate best practices in One Health surveillance and early warning systems using the ALERT serious game and other experiential tools to simulate real-world decision-making across human, animal, and environmental health sectors.
- Promote community engagement and co-construction of risk reduction strategies, showcasing how participatory education and local knowledge can enhance the effectiveness and sustainability of surveillance networks.
- Raise awareness and foster collaboration among policymakers, practitioners, and researchers to embed prevention and early detection within national health security frameworks.

Target audience:

This workshop is intended for public health professionals, policymakers, veterinarians, environmental specialists, researchers, and civil society representatives. It welcomes all conference delegates interested in operationalizing the One Health approach through innovative training and awareness methods.

Proposed Geographical or Population Focus:

The workshop is global in scope, drawing from field experiences in Africa, Asia, and Latin America through the PREZODE Initiative, an international coalition of 30 countries and 260 organizations from 88 countries. The lessons are designed to be transferable and adaptable to diverse contexts, emphasizing local ownership and intersectoral collaboration.