PolyU-led projects awarded the Beat Drugs Fund

Principal Investigator	Project Title	Project Summary
Prof. Hector TSANG Wing-hong, Cally Kwong Mei Wan Professor in Psychosocial Health, Head and Chair Professor of Department of Rehabilitation Sciences	STEAM (Smart Teen Education Against Marijuana): Production of a teen-driven mini-film package (film plus full guide) for prevention of marijuana and cannabidiol use in teens	Film, as an edutainment intervention for teenagers, is already recognised to be valid. This package is generated with reference to a recently developed local practice model derived for substance abuse prevention and is designed to help teens combat the temptation of marijuana and cannabidiol (CBD). The film production team will be composed of four major stakeholders: youths, school personnel, parents and healthcare professionals. Together, they will develop effective approaches to drug abuse prevention, conveying ideas in the storylines after learning about the experiences of those who have successfully quit drugs. Virtual reality will be adopted to allow audiences to experience simulated psychological, cognitive and physical consequences of drug misuse, such as impaired body movement, altered senses, hallucinations and drowsiness, so as to heighten their resistance to drugs. The full guide developed by this project will be available for various users, including teachers, social workers, counsellors and healthcare professionals to incorporate into relevant activities.

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Appendix
附錄

Dr Katherine LAM Ka-wai, Research Assistant Professor of School of Nursing	An integrated programme led by nursing students as peer role models supported by the use of robots to promote anti-cannabis messages for parents and their children	Peer influence remains the most common reason for youngsters to engage in drug abuse. This project will deliver an integrated programme to train at least 50 nursing students as ambassadors to take a peer role in clarifying some of the misunderstandings about cannabis. In parallel with interactive activities by robots for parents and their children aged 13-20, the student ambassadors will lead educational workshops, introducing the health consequences of cannabis, simulation of its effects, legal scenario discussions and available anti-cannabis services. As noted above, to increase the attractiveness and interactivity of the project, robots will be used to help disseminate information in an interesting and comprehensible way. Robots can speak, play multimedia such as music and video, and move around to reach out to event participants. As a district-based project, after the workshops all participants will be invited to join a video competition to promote anti-cannabis initiatives, demonstrating their increased awareness of cannabis-related harm.

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