

Vihara Innovation Network Commitment



Narrative

Vihara in partnership with Jhpiego NISHTHA is setting up Learning Labs in Meghalaya to deploy Innovative tools and techniques for increase in the uptake of Family Planning services amongst young and low parity couples in this geography.

It is working with health and wellness centers at different thresholds in the state of Meghalaya, India. The aim is to reach out to eligible young couples. With scalability as a pillar of this project, the aim is to build the capacity of 60 CHOs (Community Health Officers), 100 ANMs (Auxiliary Nurse Midwives), and over 250 ASHAs (Accredited Social Health Activists). This will also comprise targeted counseling and awareness generation for family planning products and services.

The expected outcome is to increase the uptake of Family Planning products by 30 % within two districts of Meghalaya. By 2024, with strategic collaborations, we aim to reach out to adolescents, boys & girls, young men, and women in over 400-500 villages.

GOC (Game of Choice, not Chance) is a USAID-funded, narrative-based virtual game for adolescent boys and girls to enable informed choice and decision-making around SRH and gender relations. It aims to provide young adolescent girls and boys with the sexual health knowledge they need and guides them on a path where they have more agency with regard to their reproductive health using low bandwidth, low-literacy, scenario-based interactive video game. The digital platform which has been developed for the same has over 600 reviews and 50,000 downloads on the play store as of 10th Oct 2022.

Outcomes & Values

- Expanding network of collaborators, knowledge sharing and exploring synergies with potential partners. The aim would be to have focused dialogues around Vihara's areas of interest- Gender and Health, Family Planning, Tuberculosis, and Mental Health.
- Liaising and networking with government agencies to ensure that projects are contextualized and sustainable.