



Comic Books Explain ICU, Stroke To Kids



The sudden hospitalisation of a family member is traumatic for anyone old enough to understand the circumstances and consequences of a health emergency. For children left confused and frightened by a family illness, two new comic books have come to the rescue, featuring five superheroes called Medikidz who explain the human body in all its functions and frailties.

Fictional Characters With Factual Stories

The new books are part of a series of Medikidz comic books, which aim to help children understand complex medical conditions that might affect family members or friends. The stories are set in the fictional Mediland, which is a replica of the human body. There are over 100 titles available to explain health conditions including diabetes, HIV, malaria and now stroke.

The Illustrated ICU

'Medikidz Explain the Intensive Care Unit' is based on the real experiences of a six-year-old child whose mother was in critical care for six weeks. Young Matteo meets the team of superheroes who guide him through the ICU, explaining the different stages of his mother's treatment and how the equipment helps in patient care. The book's writing was supported by the medical company B. Braun.

Superheroes Explain Stroke

In 'Medikidz Explain Stroke', the superheroes describe the events that lead up to stroke, and why some abilities such as movement and speech can be compromised. The book draws on the true story of 12-year-old Ethan, whose grandfather suffered a stroke. In the days and weeks that followed, Ethan distanced himself from his grandfather because he did not understand why he had trouble moving and speaking. The Medikidz teach Ethan to identify the signs of stroke and what treatment options are available. The book received support from Boehringer Ingelheim and has been endorsed by the Stroke Association. Nearly 200 people die from stroke every day in the UK.

Future Adventures of Medikidz

Dr. Kate Hersov, the co-founder of Medikidz, hopes to build the global brand. Eventually, the stories should be accessible in all forms of media, not only as printed comic books but also as videos and online. There are further plans to design digital apps that allow children to manage their own diseases and to understand those of their loved ones. By offering support tools, young people will be able to care for themselves and others in a

protected community of shared experience and peer support.

[Source: PMLiVE](#) and [Express](#)

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