



Development of a preventive healthcare system to promote healthy lifestyles: measurement of food intake

Sarah Kuczora¹, Paul Finglas², Carlos Ramos², Jose Costa Requena³, Todor Ginchev³

¹Campden BRI; ²EuroFIR AISBL; ³Aalto University

Overview

Introduction to the project (PRECIOUS)

- Self monitoring of food intake
 - Methods & challenges
 - Role of technology

Approaches in PRECIOUS

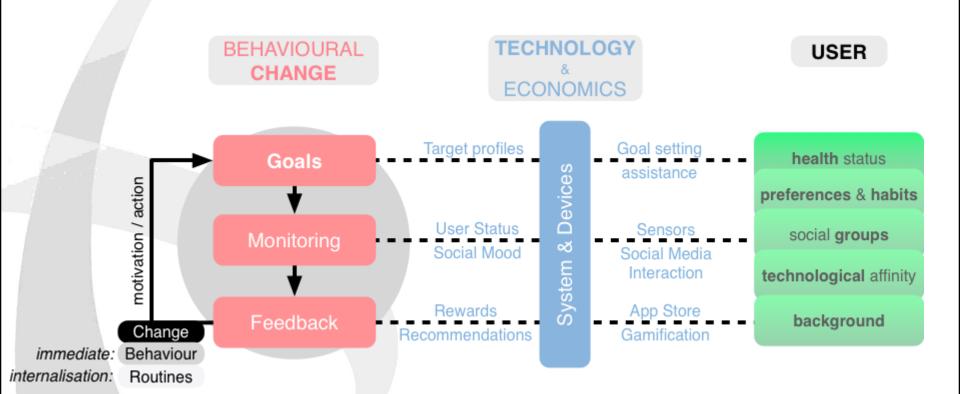




www.thepreciousproject.eu



The big picture



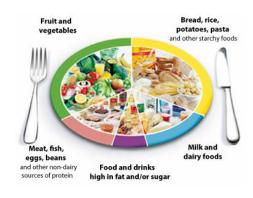


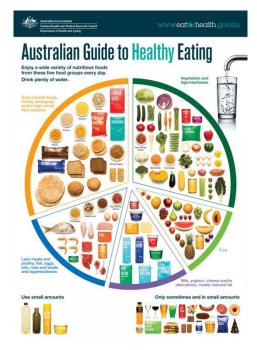


Food intake and health

- Diet strongly linked to health
 - In particular obesity and related complications
- Factors
 - Total energy intake
 - Balance of nutrients / food types
 - Energy density
 - Portion size











Monitoring food intake

 Self monitoring recommended to improve dietary habits



- Current methods
 - Mostly diary / food log & barcode scanning
 - Burdensome for user
 - Relies on quality of data (in and out)
 - Majority don't motivate
 - Lack personalised advice
 - Is all information useful / relevant?





Key research questions

 How can we collect regular food intake data with minimal user input?

What information does the user need?

What information does the user want?





How could technology help?

- Portable
 - On-the-go monitoring
- Connected
 - Rapid dissemination of information
 - Links with health professionals
- Fun
 - Games / graphics / competition / social
- Transparent monitoring?



PRECIOUS approach

- 1. Gather user opinions
- 2. Review & test current food intake tools
- 3. Design a user friendly food intake tool
 - Listen to user feedback
 - Reduce recording & information burden
 - Use gamification to assist learning





"Well I'm concerned about my weight"

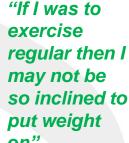
User opinions

"I'm standing there and I take it because you think 'oh I fancy that' and the minute you've eaten it you think oh well actually I didn't really need it I'm going home to have my tea"



"I eat my lunch in the canteen, and the portions

there are quite big, so, I want to bring lunch from home now"















Functionality of the technology

- To control calorie intake & portion size
- Link calorie intake, nutrients, weight gain and body shape



Link calorie intake to exercise



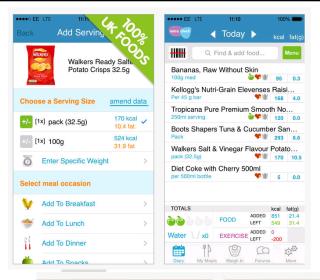
4. Scan product labels or menus (!!



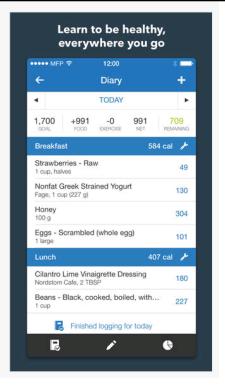
- 5. Food diary & recommend healthier alternatives
- Message alert e.g. consumption Vs goals
- 7. Visual output, simple, easy to use
- Customise the programme















Market examples from Apple App Store (July 2014)



This project has received funding from the European Union's Seventh Framework Programme for research, technological development and demonstration under grant agreement no 611366





Novel tools / tools under development









Tool development: Smartwatch concept



- Based on capturing images
 - Camera + accelerometer & gyroscope
 - Digital image processing to identify food type
- Communicate with PRECIOUS via Bluetooth, Wifi or Internet
- Android software for prototype









Gamification

<u>alessio.falco@helsinki.fi</u> <u>johanna.nurmi@helsinki.fi</u>

- Examine whether a game can be used to:
 - Enhance food knowledge & increase motivation towards a healthy diet
- Rank food items based on nutritional value
 - Personal avatar gains/loses weight or energy/power
- Learning assessed using multiple choice questions given during the game
- Measure changes in motivation-related physiological responses to food images





Summary



YEAR 1

Define user requirements ✓
Review state of the art ✓
Develop tool concept ✓

YEAR 2

Test current tools & gather user opinions Develop prototype tool

YEAR 3

Finalise tool Test tool in field trials





Thank you to the PRECIOUS consortium...





















Any questions?





