



# PRECIOUS: Dissemination, Exploitation, and Future Research

PRECIOUS Showcase Seminar,

London, Friday 23rd September 2016

#### Outline

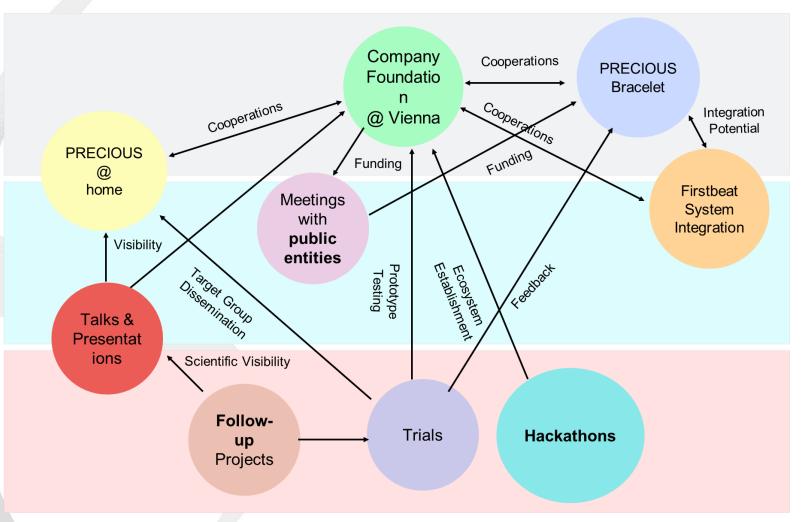
- Part 1: Dissemination & Exploitation
  - Scientific track
  - Industrial track
  - Startup track
- Part 2: Future Research
  - Some key takeaways
  - Future research directions



# Part 1: Dissemination & Exploitation









#### Scientific Track

Startup-Track Company Cooperations **PRECIOUS** Foundatio **Bracelet** Cooperations Integration @ Vienna Potential Funding **PRECIOUS** Funding @ home **Firstbeat** Industrial-Track Meetings System with Integration public Visibility entities Establishment Establishment Dissernination Talks & Presentat Scientific-Track ions Scientific Visibility Follow-**Trials Hackathons** up **Projects** 





#### Scientific Dissemination

 Numerous posters, conference presentations and publications targeting a scientific audience















#### eHealth Hackathon



- On the 23<sup>rd</sup> of September, UNIVIE hosts a eHealth
   Hackathon with the purpose of evaluating PRECIOUS
   platform from a developer's perspective
- For this purpose we've built a **development environment** facilitating the creation of health apps for our platform, which will be used during a 24h coding marathon

http://hackathon.cs.univie.ac.at/



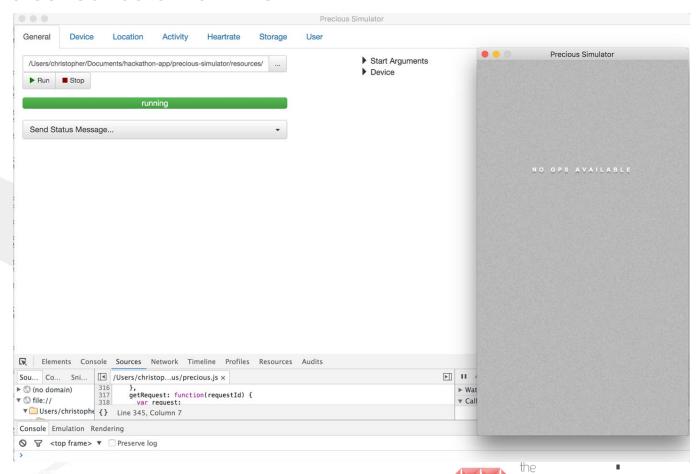




#### eHealth Hackathon



- The tool greatly simplifies app creation via HTML/JS/CSS
- Rapid-prototyping
- Access to native sensor data via APIs





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

### Follow-up projects



- Meal logger collaboration with Keegan Knittle's grant proposal.
- Virtual hospital collaboration of HUS The Hospital District of Helsinki and Uusimaa.



 Finnish Academy funded project "Selfdetermined motivation for work and health: investigating fluctuations and identifying effective strategies for motivational selfmanagement" 2016-2020 led by Dr Nelli Hankonen.

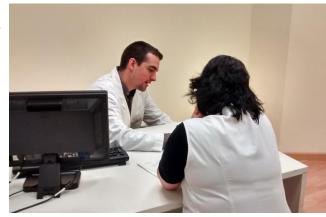




### Follow-up projects



- Clinical trial with a representative sample of pre-morbid obesity patients is being designed.
- To provide knowledge and training to developers of digital health solutions about how to adapt motivational strategies to increase adherence in healthy lifestyles (research project)







### Follow-up projects

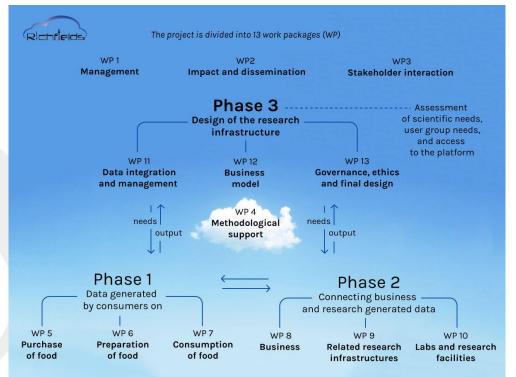




- RICHFIELDS (H2020)
  - Supporting WP9 (Connecting with Related Research Infrastructures), leading case study 4 that will collect data related to food intake in addition to information about physical activity, stress and sleep behaviour (through the PRECIOUS platform)



www.richfields.eu

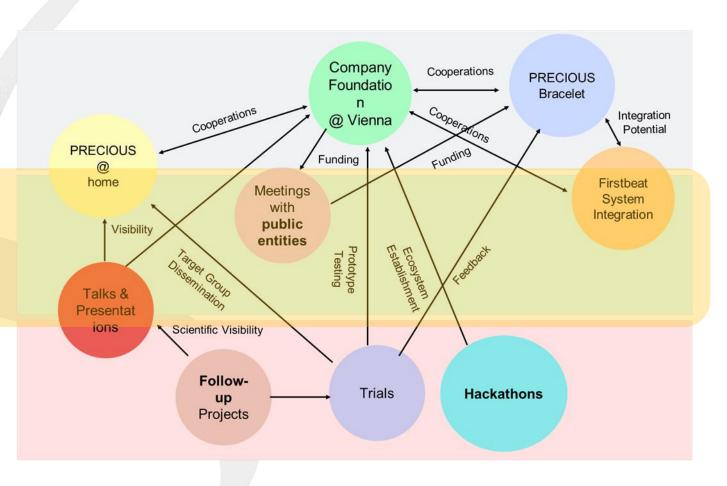






#### **Industrial Track**

Startup-Track Industrial-Track Scientific-Track





### eHealth Industry Workshop

- 28th January 2016, Next Generation eHealth, Vienna
  - More than 50 people from insurance, government & private sector
  - Presented results, ecosystem opportunities
  - Live demos, hands-on, interactive app-design workshop







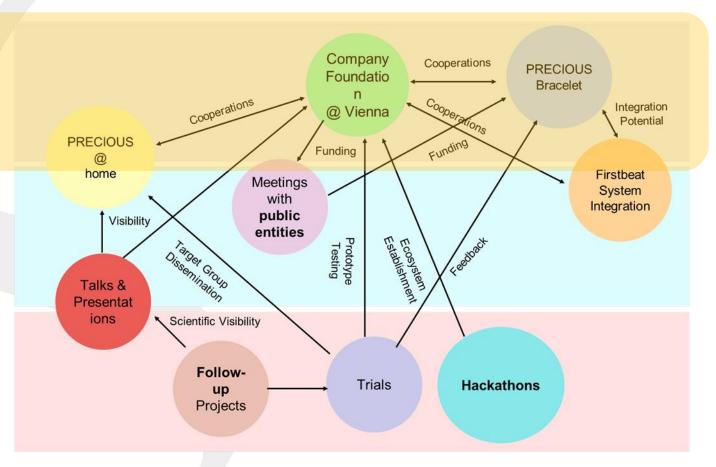






### Startup Track

Startup-Track Scientific-Track Industrial-Track



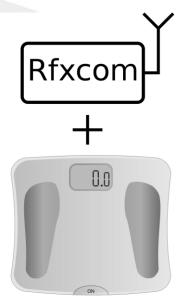


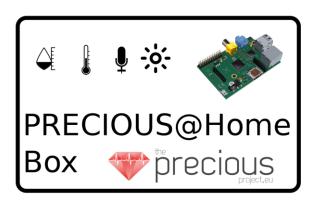
#### PRECIOUS Home Box

#### Presentation



- User context characterization (Temperature, Humidity, Light and sound level)
- User feedbacks (personalized user notifications: smartphone, text message on TV, light, etc...)







#### PRECIOUS Home Box

#### **Prototype Costs**



Component	Price (TVA free, Euros)	Unit	Total
SEN51035P: Humidity and Temperature	12,5	1	12,5
SEN10171P: Digital light sensor	8,25	1	8,25
ROB51043P: Vibration motor	2,5	1	2,5
SEN02281P: Loundness sensor	4,92	1	4,92
Shield GrovePi	22,92	1	22,92
Cables (lot 5 cables)	2,42	1	2,42
RaspberryPi model B	25	1	25
			78.51
Body Weight Scale, GR101 Oregon Scientific + Rfxcom	99 + 107.95	1	206.95
			285.46

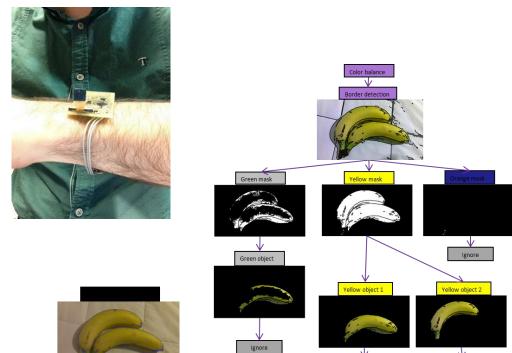


#### Wearable for Food Detection



- Prototype developed and tested at Aalto
- Bittium Wireless engaged to assess the bracelet design, provide quote for production of 100 prototypes etc.

**Bittium** 



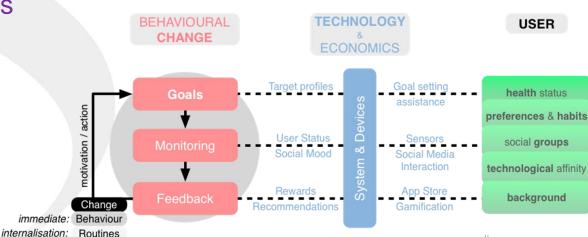


# Part 2: Future Research Directions





- Digitisation of behaviour change techniques (BCT) is a useful tool in mhealth settings
  - Faster exchange between: evidence from science (BCT's) –
     practical ideas –> user experience -> pilot to mHealth -> user experience -> changes -> implementation
  - Implementation of digital BCT to mHealth (e.g. with Smartphones) compares favourably to "face to face" approaches







- Collaboration between app developers and theoretical/clinical researchers is essential since the first stages of any health app.
- Adapting motivational frameworks into an app architecture is challenging but possible.
- The test of measures such as app usability and acceptance is necessary in more early stages





- Gamification is a strong motivational element.
  - Borrow gaming concepts (e.g. goal setting, progress, competition, achievement and rewards) to quantify and promote behavioural change
  - Use of social aspect (networks, small groups) in mHealth

Global Reward System

 Activity Coins
 Karma Coins
 Health-Coins
 Activity Level
 Reputation Level
 Experience Level
 Micro-Goals, Short-Term Progress
 Macro-Goals, Long-Term Progress

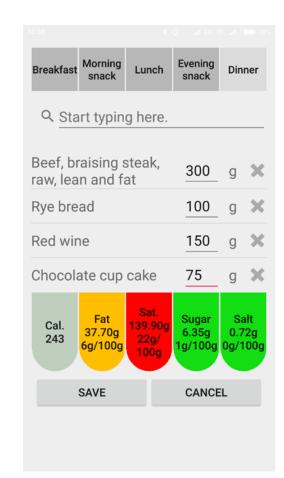




Momentary Status

**Health Status** 

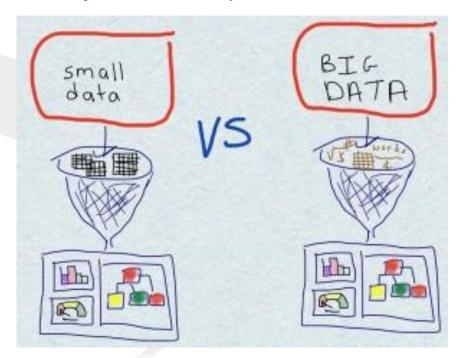
- Accurate measurement of the energy intake (kJ or kcal) of a person in day-to-day life is complex
- High penetration of smartphones makes them an ideal platform to enhance health interventions
  - Advances in smartphone sensors, paired wearables etc. still required for food intake monitoring







- Decision making based on small data
  - Quality vs. Quantity
  - Add a user context: improve meaning and relevance of data
  - Flexible dynamic non-predefined data handling





http://www.beautifulinsanity.com/small-vs-big-data/



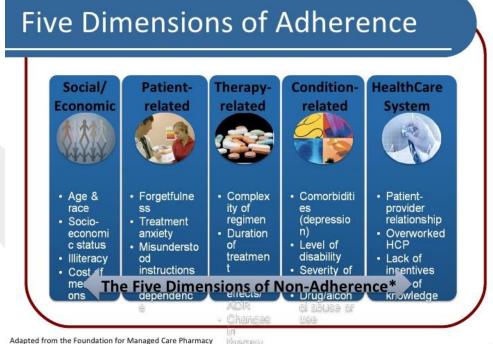
- Humanoid robots in the user environment
  - Decision sharing between human and system
  - Enhance adherence of the user; embody recommendation system, coach, support...
  - Maintain benefits on the long term: more autonomy, self-learning capabilities with humans
  - Strong technical integration with home and connected objects







 The framework of the app could be expanded to other topics (stress management, therapeutic compliance etc.)



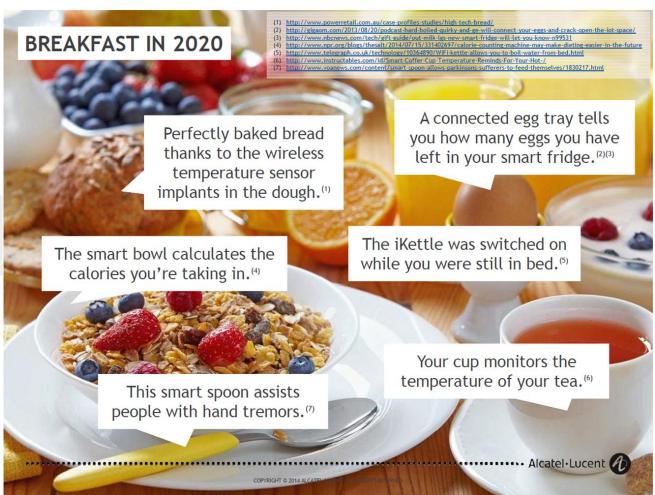






\*Adherence to long-term therapies: evidence for action. World Health Organization 2003

 Advances in sensing and managing of large number of health/behavioural sensors (massive M2M, health IoT, 5G)







## gThank you!





### Supplementary slides

