





How can we minimise the risk, impact and number of falls by encouraging people to stay active and live life to the full, through use and take up of technology:

Discovery phase review

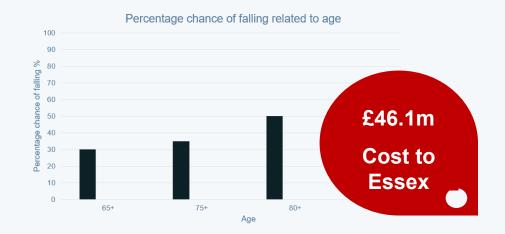
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Bringing Ingenuity to Life paconsulting.com

Background: Falls

- Leading cause of accident related mortality
- 400+ risk factors associated with falling.
- 30% chance of fall if 65+ years, 35% chance over 75 years, 50% chance of falling if 80+ years
- If you fall once you are 2-3x more likely to fall again
- Leads to loss of confidence, decreasing activity levels and social isolation



Evolution of problem statement

To explore and understand users' requirements for a wearable technology for the lower limb to capture real-time information on gait and balance enabling detection of an increased risk of falling



How can we minimise the risk, impact and number of falls by encouraging people to stay active and live life to the full, through use and take up of technology?

Research methodology



Observations: Healthy balance classes and care home (3)



Interviews (5)



Focus groups (2)







Example socks to promote discussion

Wearable and sensor requirements prioritisation results from focus groups



Testing of desk-based research requirements (64) in focus groups



1



Idea generation



Horizon scanning (4)



Post workshop discussion

Workshop



Paper prototyping of solution

Exploring the problem to solve

"We don't just want to identify people (at risk of falling) and do nothing with it (support them)."

(Service provider focus group)

"Going into hospital took away my independence."

(Resident interview)

"It would be useful to have the figures – know where the highest number of fallers are coming from, you could target the resources here."

(Service provider focus group)

"Exercises are boring."

(Resident interview)

"I would do anything to help my walking."

(Resident interview)

"People don't want to see themselves as getting old."

(Service provider focus group)

"Increased fear is associated with increased risk of falls."

(Professional carers and Healthcare professionals focus group) "I can't see any progression (doing the exercises)."

"I see what I can't do but not what I can do!"

(Resident interview)

User journey map for being referred to and attending the healthy balance class

Step 1: Identify person

- History of falls
- · Poor score on Berg Balance tests, Timed up and go (TUAG) tests
- Observation from carers, family
- Self awareness of declining balance

Step 3: Assess suitability for class

· Based on referral data, inclusion and exclusion criteria

Step 5: Discharge from class

- · Discharged following 12 sessions with exercise plan to continue with
- · Option to continue via self-funded progression class

Step 2: Referral

· Referrals from GP, physio, healthcare professionals, self referral

Step 4: Attend class

- · Attend designated/ chosen class location
- Attend 12 sessions, x1/ week



Insights derived from user research were used to formulate user needs

As someone who should be doing my exercises

I need to see the benefit of the exercises I do

So that I am motivated to continue with them.

As someone who needs encouragement to do exercises

I need to be watched doing my exercises

So that I am motivated to do my exercises.

As an exercise instructor for falls patients

I need classes/ exercises to not label people as fallers

So that people are encouraged to attend/participate.

As someone who has been given exercises

I need exercises to be creative

So that I want to do the exercises.

As someone who used to play league tennis

I need to have a goal to worl towards

So that I am motivated to continue **my exercises**.

As a healthcare professional assessing and treating patients who fall

I need to be able to offer a solution that is equivalent to Apple Tech on a Careline budget

So that it is effective and affordable.

As someone who needs to do my rehab exercises

I need to exercise in a group

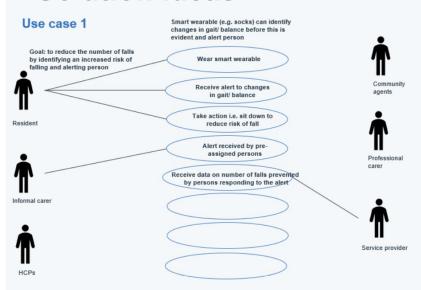
So that I am motivated and can socialise.

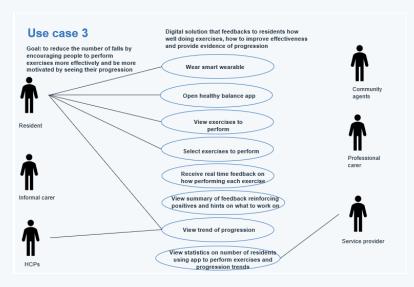
As a service provider

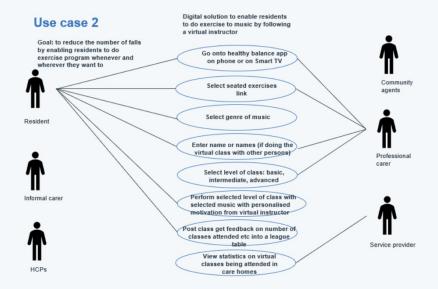
I need to provide a rehabilitation service that is effective and promotes adherence

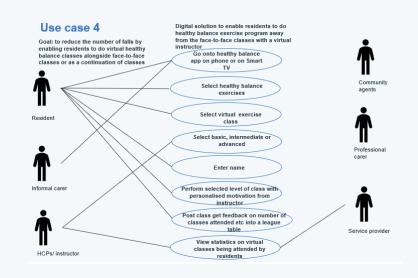
So that I can demonstrate a reduction in the number of people falling.

Solution ideas

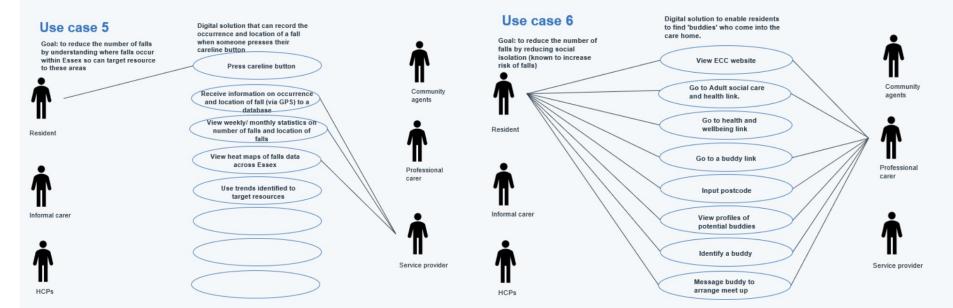








Solution ideas



Insight:

"It would be useful to have the figures – to know where the highest number of fallers are coming from, you could target the resources here."

(Service providers focus group)

Solution rejected in the workshop due to requirement to provide a solution that directly helps to reduce the number of falls

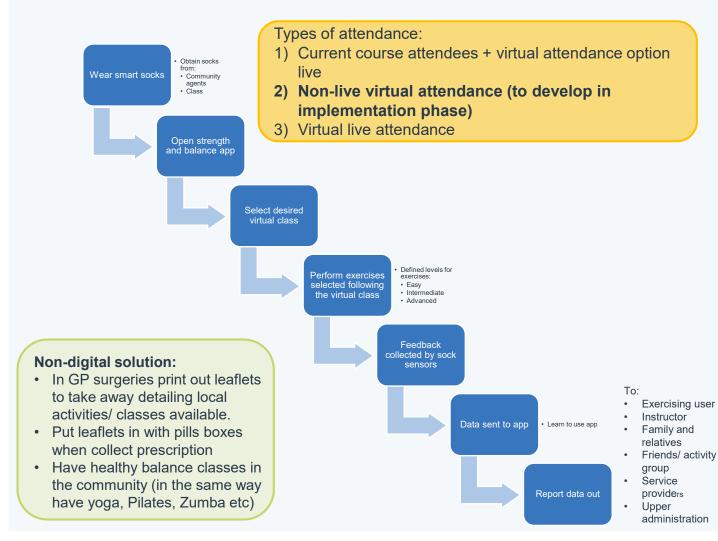
Insight:

In a care home there was a poster advertising school children coming into care homes and buddying up with residents.

(Observation in care home)

Solution rejected in the workshop due to requirement to provide a solution that directly helps to reduce the number of falls (isolation is only indirectly related to falls risk)

Digital solution to improve adherence and motivation to perform Strength and Balance exercises away from face to face classes based on an amalgamation of use cases 1-4



Data provided by app:

- · Confirmation exercises done
- · Feedback quality rating
- Data points:
 - Strength/ force produced whilst performing exercise
 - Balance %
 - Comparison with previous days data
 - Comparison against age appropriate norms
- Feedback how to improve
- Feedback on readiness for exercise progression
- Group messaging or 1:1 messaging
- Rewards for achievement (vouchers/ discounts)
- · League table competition
- · Battery/ sensor status

Rationale for selected digital solution

- Issues with access to the classes
- Motivation and adherence away from/ in between the classes
- Motivation and adherence once have finished assigned quota of classes
- Progression of exercises once have finished assigned quota of classes
- The need for people to see their progress to encourage them to continue with their
- exercises

Ideas based on users insights from user research Digital solution proposed is unique

 User centred digital solution + sensor feedback that can be used in the home environment (not just a clinical environment) to help improve adherence to doing strength and balance exercises

- Patient representative for the digital team was shown the proposed digital solution schematic along with a paper prototype depicting some of the user interface screens.
- Feedback they provided will be used to create some iterative paper prototype designs to conduct some more early usability testing at the beginning of the implementation phase

Positive feedback from early usability testing with paper prototypes

Multiple benefits for stakeholders

- Improving adherence to strength and balance classes means:
- Users reduced likelihood of falling
- Informal carers reduced stress as less worried about loved ones falling
- Healthcare professionals (HCPs) can direct resource to those at risk of falling and adopt a preventative approach
- Service providers use output to build a business case to continue/ expand the program

Learnings from discovery phase process

☐ Commence and establish engagement with key users/ stakeholders at the beginning of the project/ pre beginning of the project by organising a kick off meeting with all stakeholders so vision can be shared and can seek feedback at this very early stage Explore what other councils are doing and seek to collaborate where shared topics/ visions exist to enhance activities, outputs and potential reach of the project ☐ Cast the net wide as engagement uptake can be variable, especially in the summer Be prepared to be flexible mid field work Be prepared for initial hypothesis to change: Emphasis changed from detection of falls in the original problem statement to a solution framed around supporting strength and balance classes, as a result of conducting the user research. Be prepared to be surprised by findings! Keep referring back to and refining the problem statement Think about outcome measures throughout the discovery phase