

Research to Action:

Leveraging Information Technologies for Population-Wide Physical Activity Promotion

Abby C. King, PhD

Stanford Healthy Aging Research & Technology Solutions Lab
Stanford Prevention Research Center
Stanford University School of Medicine



IOM Roundtable on Obesity Solutions, April, 2015, Bethesda, MD

Acknowledgements

- Sandi Winter
- Lisa Goldman Rosas
- Deborah Salvo
- Jylana Sheats
- Cynthia Castro
- Eric Hekler
- Matt Buman
- Tim Bickmore
- HARTs lab staff & students
- SPRC colleagues

- mediaX, Office of Community Health, Office of International Affairs, & Center for Innovation in Global Health, Stanford
- Instituto Nacional de Salud Pública, Mexico
- Universidad de los Andes, Bogotá, Colombia



Presentation Objectives

- Discuss some current trends in information technology (IT) of particular promise for physical activity promotion
- Highlight some future directions in the field



The CHALLENGE

 Technology = major "driver" of many of society's comforts, conveniences & advances



 But, has engineered regular movement & activity out of our daily lives



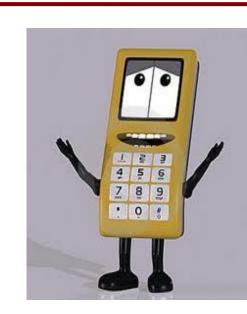
 How can we harness technology for "good" in PA area?



Technology as a Solution?

It Offers:

- Real-time Information capture
- Delivery of personalized,
 contextually relevant messages
 & information
- Population Reach (& impact)



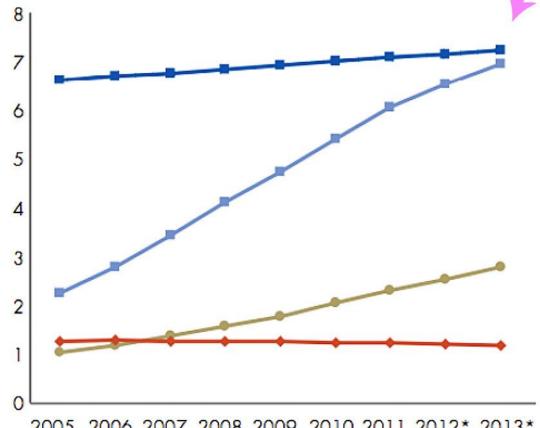


For example-

EXPLOSION of **Cellphones** around the world

- About as many mobile phone subscriptions as people in the world
- 91 countries have more cell phones than people (2011)
- mobile phone growth regardless of economic -- Population development

United Nations Millennium Develop. Goals Report, 2013 Estimated number of mobile-cellular subscriptions, Internet users and fixed-telephone subscriptions, 2005-2013 (Billions)



2006 2007 2008 2009 2010 2011 2012* 2013*

Mobile-cellular subscriptions

nternet users

Fixed-telephone subscriptions

* Data for 2012 and 2013 are preliminary estimates.

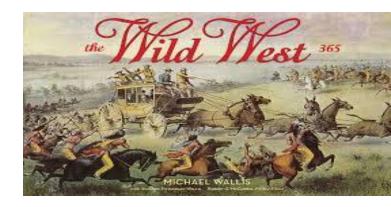
BUT . . .

While IT potential is vast...

• "Wild West", little evaluation of efficacy

 Traditional Science too slow, not agile enough to capture current trends, innovations







What's Needed – one possibility

Community-Engaged 'Citizen Science'

that brings together:



to harness potential of IT/mobile devices to solve 'big hairy PA promotion challenge"





Can Apply this approach to different IT Domains, including:

Me



We





"ME" domain



Quantified Self (mobile & wireless devices)

- Large # of "N-of-1 individual experiments" occurring across the population at large, involving . . .
- Personalized "just-in-time" sensing & data collection by a growing number of individuals
- 'Data hubs' in public & private sectors are emerging to combine & make sense of all these data
- Significant opportunities in PA & other arenas through partnering with industry

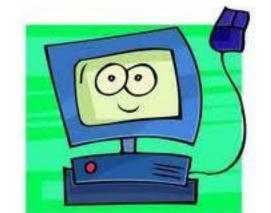




"ME" - continued

In addition to quantification & assessment,

 Personalized "IT Advisors" for physical activity promotion (intervention)



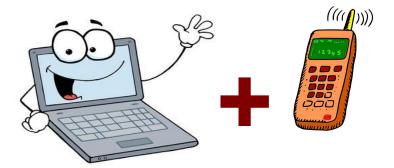




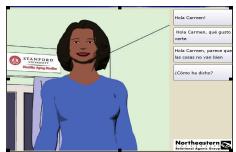
Individually-Adapted IT Interventions:

EXAMPLES

Tele-health



'Virtual' Advisors



Smartphone App platforms



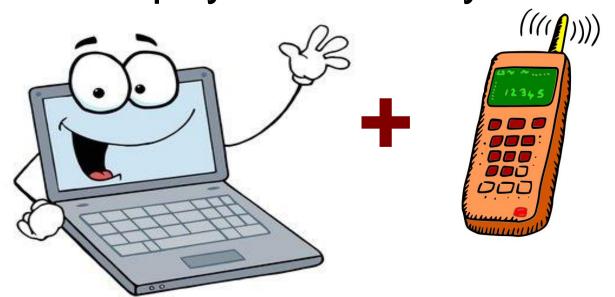
Fortunately, *Evidence-based* Behavioral Strategies that work *across Communication Channels*

- Realistic outcome expectations
- Increased awareness (mindfulness)
- Exploring personal benefits & costs
- Personal goal-setting
- Self-monitoring
- Regular feedback
- Social support



Tele-Health by Computer

Can *Automated systems* replace
Human instructors in promoting regular
physical activity?

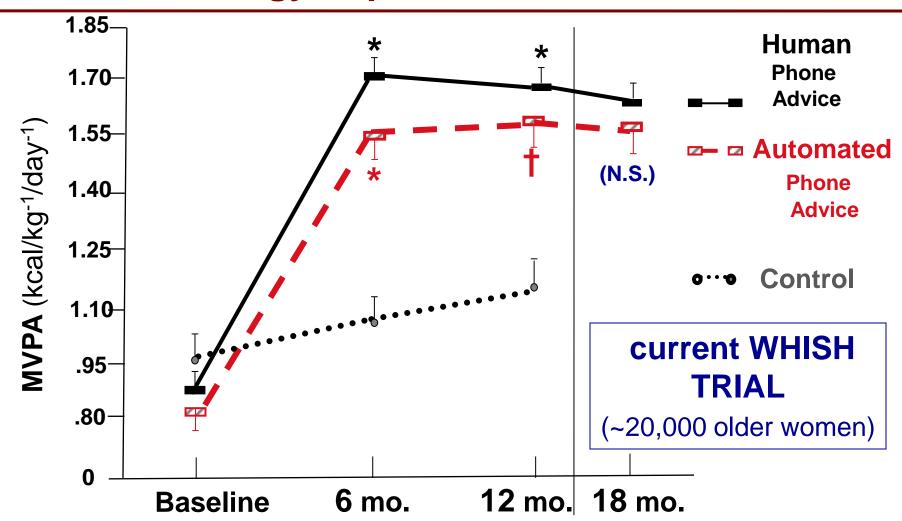


(think phone-based airline reservations "agent")



(CHAT)

Estimated Energy Expenditure in MVPA (7-day PAR)



^{*}Intervention > control, $p \le .01$; †Intervention > control, p = .05

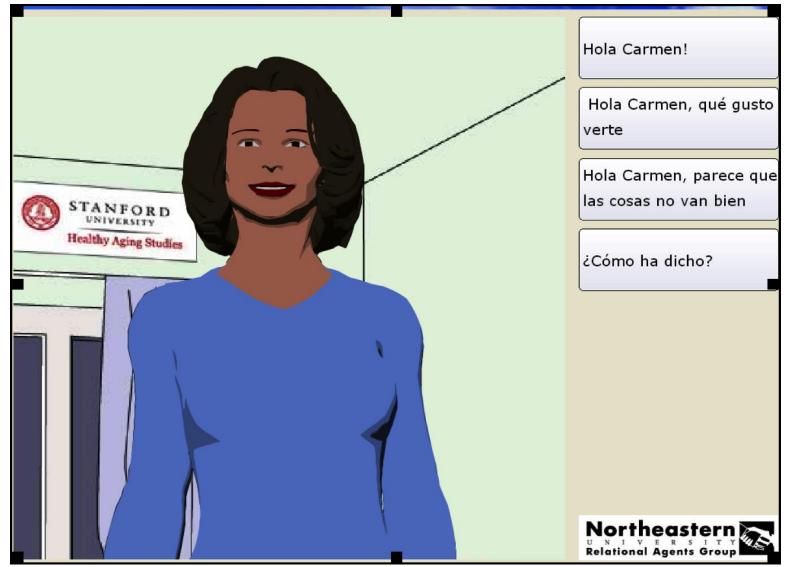
Another side to Personalized Technology:

Preventing Widening of Health Disparities Gap ("digital divide")

- Language issues
- Reading levels
- Computer access/skills/comfort levels
- & Health literacy
- 'Virtual Advisors'
 - Provide tailored interactions
 via both simple verbal &
 nonverbal communication







Carmen

(Culturally adapted, bi-lingual, touch-screen interface)

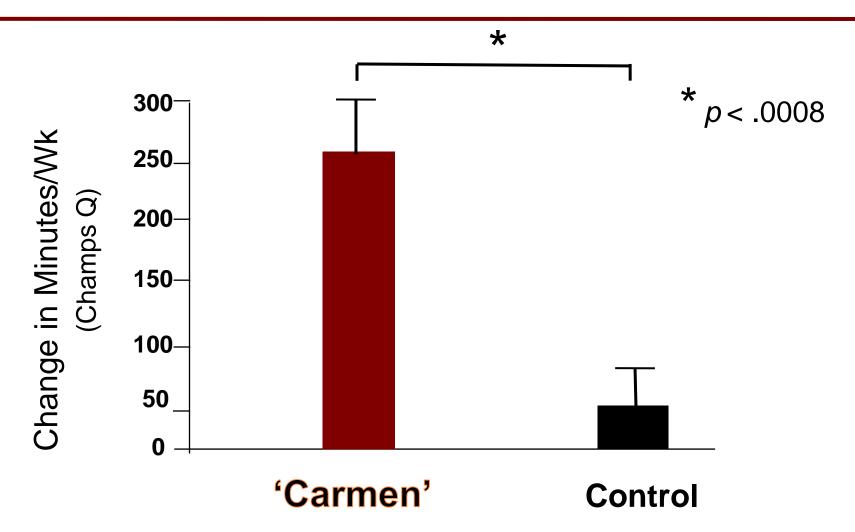




COMPASS - RESULTS

4-month Change in Minutes of Walking/Week

(N = 40; low-income Latino Older Adults with low computer literacy)

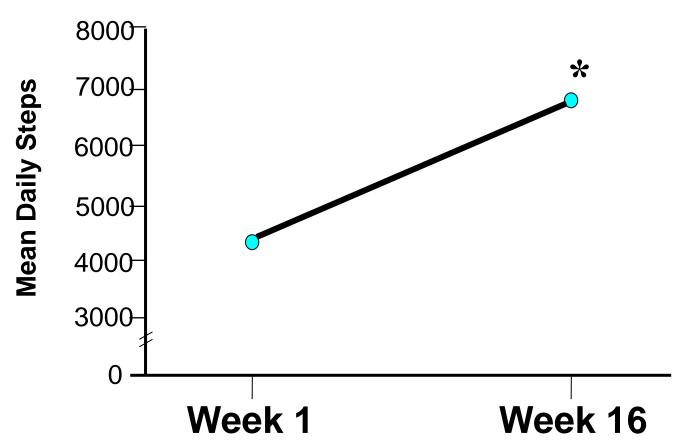


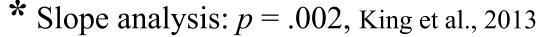
4-month Change in Daily Steps

(Omron Pedometer)

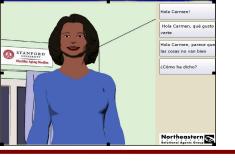
Intervention Participants (n = 20)











At 4-month Post-test, *Intervention* participants indicated that . . .

- 'Carmen' cared about them (mean rating = 6.2 out of 7)
- Felt close to 'Carmen' (mean= 6 out of 7)
- Trusted 'Carmen' (mean= 6 out of 7)
- Were interested in continuing to work with 'Carmen'

(& did so **over next 5 months** after research ended)

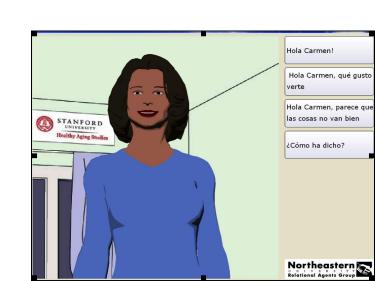


Next Steps for Virtual Advisor

• Testing Carmen in more *community settings* to evaluate **longer-term effectiveness**, vs. humans, in inactive, Latino aging adults [NIH R01HL11644802]

Examples of Other Potential Settings:

- Clinics; pharmacies
- Libraries
- Worksites
- Recreational centers
- Schools
- Shopping Malls



Smartphone applications –

Increasingly popular & ubiquitous channel

- Huge # that passively assess PA via built-in sensors (i.e., accelerometer, GPS) & may provide justin-time feedback for behavior change
- But few employ other theoretically- or empiricallybased strategies to systematically enhance motivation & behavior over time







Smartphone Apps for walking more & sitting less

(using different motivational frames)

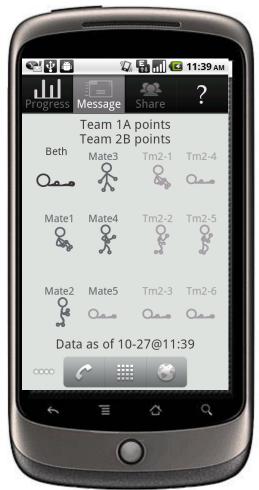
Analytic



Affect/Play



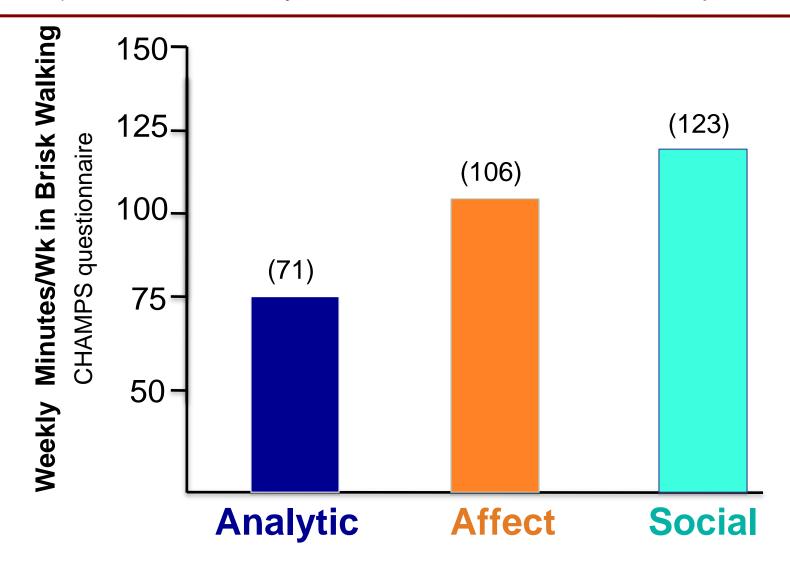
Social





MILES study - Increase in Daily Walking (2 months)

(n = 68 adults \geq 45 yrs, inactive, 1st contact with Smartphones)



When tested in an Experiment

(2 months; with Calorific control app)

Using smartphone's built-in accelerometer:

- MVPA: Social app did best (p<.05)
 - Other 2 apps = More variability in R; (which app for whom?)



 Sedentary time: Analytic app decreased TV sitting time relative to apps without explicit sedentary feedback



What does the Future hold?

Technology that informs/motivates but "gets out of the way" of Active Living

Experiencing the World through a *Screen*







Going up a level:

"WE" domain

- Empowering 'Citizen scientists' to assess
 & advocate for healthier neighborhoods & communities
- Social environments & physical activity



'Citizen Science' healthy neighborhood projects aim to:



- Use simple technology to help Low-Income, underserved residents identify Neighborhood features that:
 - Help or hinder Active Living & Healthy Eating
- Residents prioritize issues (feasible, low-cost)
- learn how to Build community partnerships
- learn to Advocate for change with community decision-makers

residents use **Stanford Healthy Neighborhood Discovery Tool**

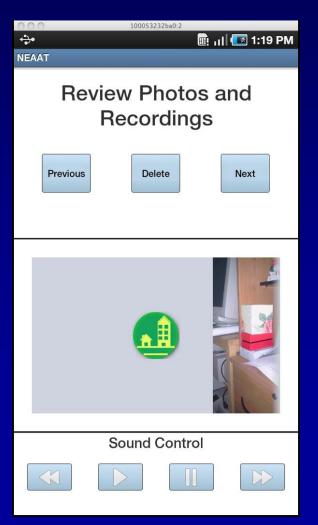


Captures Barriers to Walking/Food Access

(Tool collects neighborhood info via GPS Route tracking/ Geo-coded Photos & Audio narratives)



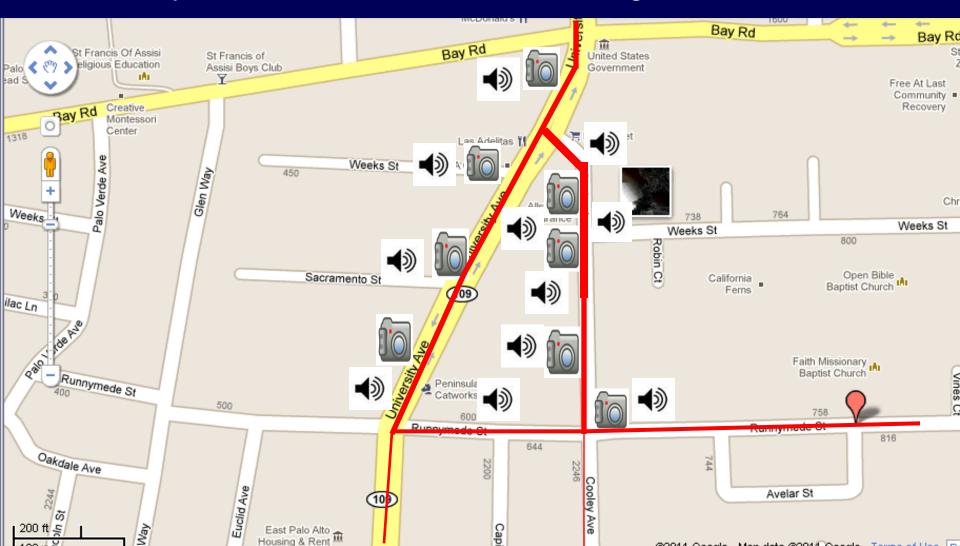




Goal: Aggregated View for Policymakers

('crowd-sourcing' tool to empower residents)

Runnymeade Gardens Senior Housing, East Palo Alto



Examples of barriers in E. Palo Alto: lack of Safe Crossings & Paths to Public Transit

(Residents have worked with city & other organizations)







Improved Access to Public Transportation

NEAAT Successes in East Palo Alto, CA



- Older low-income Residents were able to use Discovery tool to identify neighborhood barriers to PA/food & advocate for changes
- In response, City planning committee & City Council allocated ~\$400,000 for needed citywide sidewalk repairs & improvements (e.g., shade trees) to facilitate walking



Other Successes, using the "Citizen Science" model include:

- N. San Mateo County, CA— Increasing Food Access: 84% of low-income residents contacted local policy maker, or used a new community food service [Senior Advocacy Team formed]
- N. Fair Oaks, CA—Intergenerational Solutions: Latino teens & older adults have improved neighborhood for walking
- Cuernavaca, Mexico—Improving
 Healthy Living: Citizen coalition to
 increase neigh. cohesion & safety







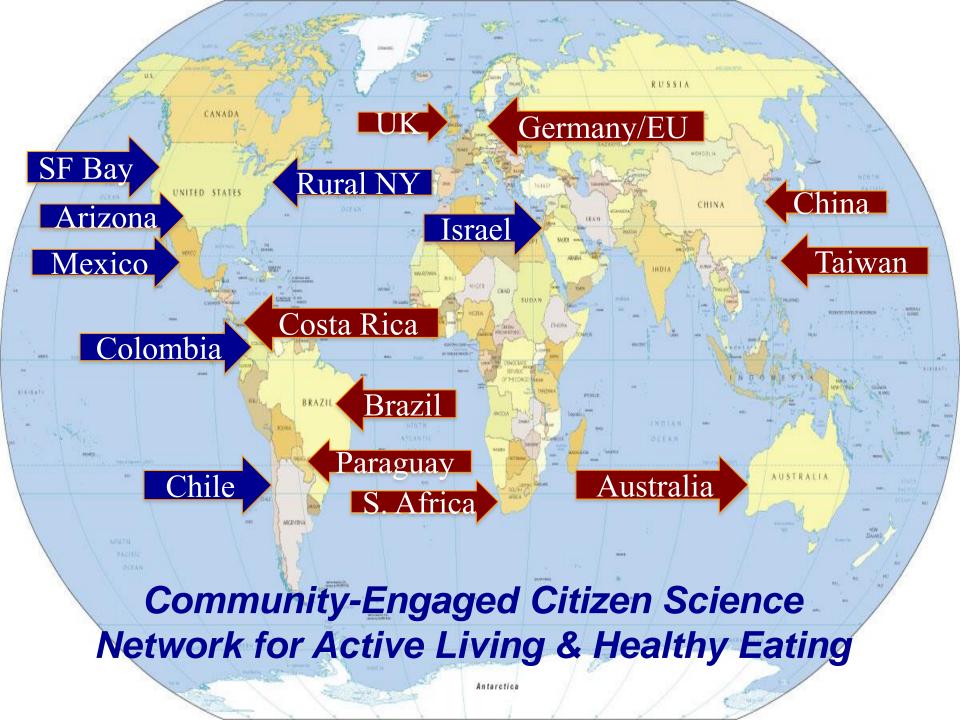


Citizen Science Activities - continued

- Israel—Multi-cultural cooperation for active living: Israeli Arab & Jewish residents are generating collaborative solutions
- Bogotá, Colombia—Evaluating citywide recreational offerings among diverse groups (including homeless)
- 4 Rural Counties in Upstate NY—
 Catalyzing positive change in rural food
 & activity environments











Harnessing **Social Networks** for Change

Through processes like *Homophily* -

Perceived similarity between people promotes identification, social modeling

Field is ripe for more research on "spread of Physical Activity" via Social Networks



In Summary – Some Thoughts about What we Can Do

- Harness power of Intersectoral & Intergenerational teams to "push the envelope" in PA field & learn IT language/'culture'/opportunities
- Look for opportunities to partner with private sector, as well as community organizations
- Employ culturally informed technologies to extend program reach for <u>all groups</u> to address <u>health</u> <u>disparities</u>

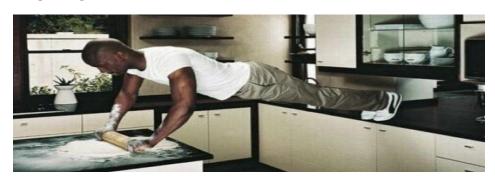
Some Thoughts about What we Can Do - continued

- Different communication channels may work best for different population segments ('whiches' conundrum)
- Consider 'stealth' interventions that tap into nonhealth values & motives (e.g., 'exergames'/fun, social connections, family, environ. sustainability, well-being)

Tackle issues of *privacy*, anonymity, informed consent

Some Thoughts about What we Can Do - continued

 Continue to proactively promote physical activity & dietary change as complementary & synergistic partners in population-wide behavioral health



 Tackle built environment challenges not only from top down (e.g., policies) but simultaneously from bottom up through citizen science engagement



In Closing,

Through challenging ourselves to *expand* beyond our usual 'comfort zones' in leveraging the potential of IT . . .



We will be better able to meet the Challenge of not only anticipating the future, but <u>Creating</u> it

