

'My Journey' Mobile App

Sarah Amani

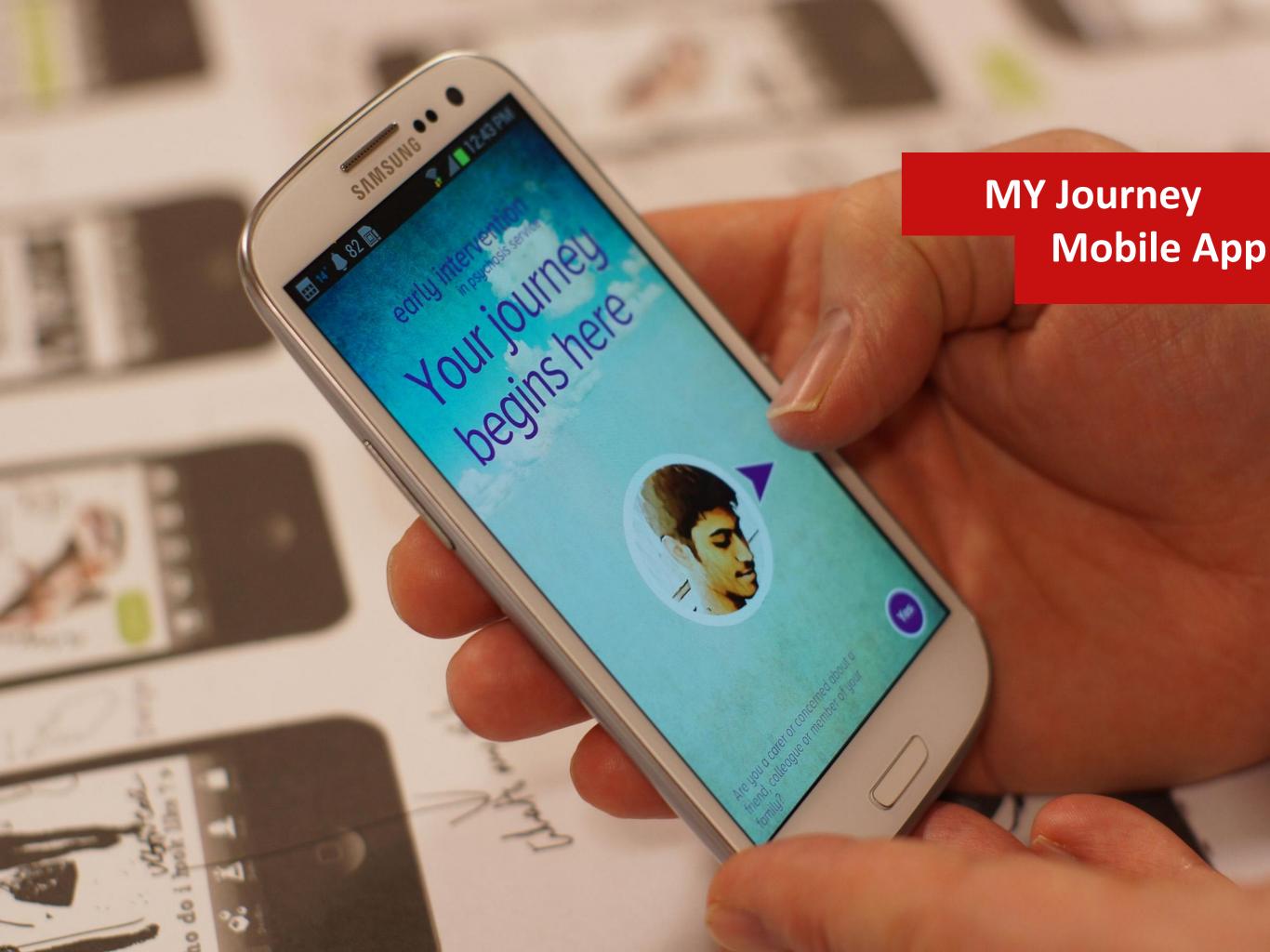
Manager of Early Intervention in Psychosis Service &

Youth Mental Health Network Lead for

NHS South of England (East)

Children and Young People's Services

For a better life



What Is Early Intervention?

Early Intervention in Psychosis (EIIP) is a mental health service for 14-35 year olds experiencing a First Episode of Psychosis

EIIP aims to Reduce Delays in treatment & increase chances of Recovery.





"Following a wide eyed collective gasp of realization, we were quickly swept up in a heady conversation about how useful it would be to have a designated mobile app that could help young people manage their mental health through reminders and trackers."

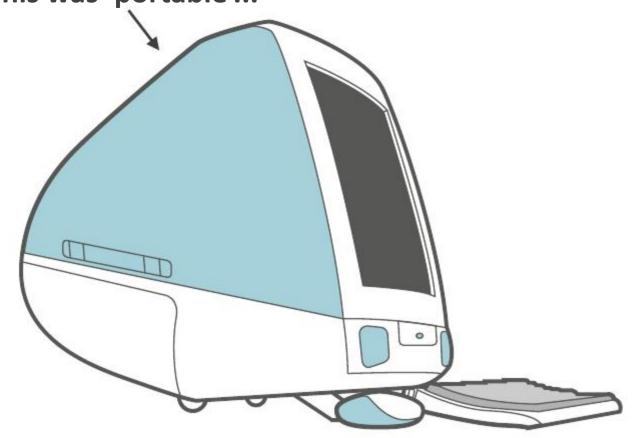
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Department of Health Maps & Apps Competition – September 2011 7th out of 500 ideas submitted for health apps





This was 'portable'...



<10 years...

Released: 1998

CPU: 233 MHz

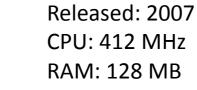
RAM: 32 MB (512 MB max)

Storage: 4 GB (+ optical drive)

Display: 38.1 cm Millions of colours

Dimensions: 40.1 x 38.6 x 44.7 cm

Weight: 17.3 kgs



Storage: 4 GB (8 GB max)

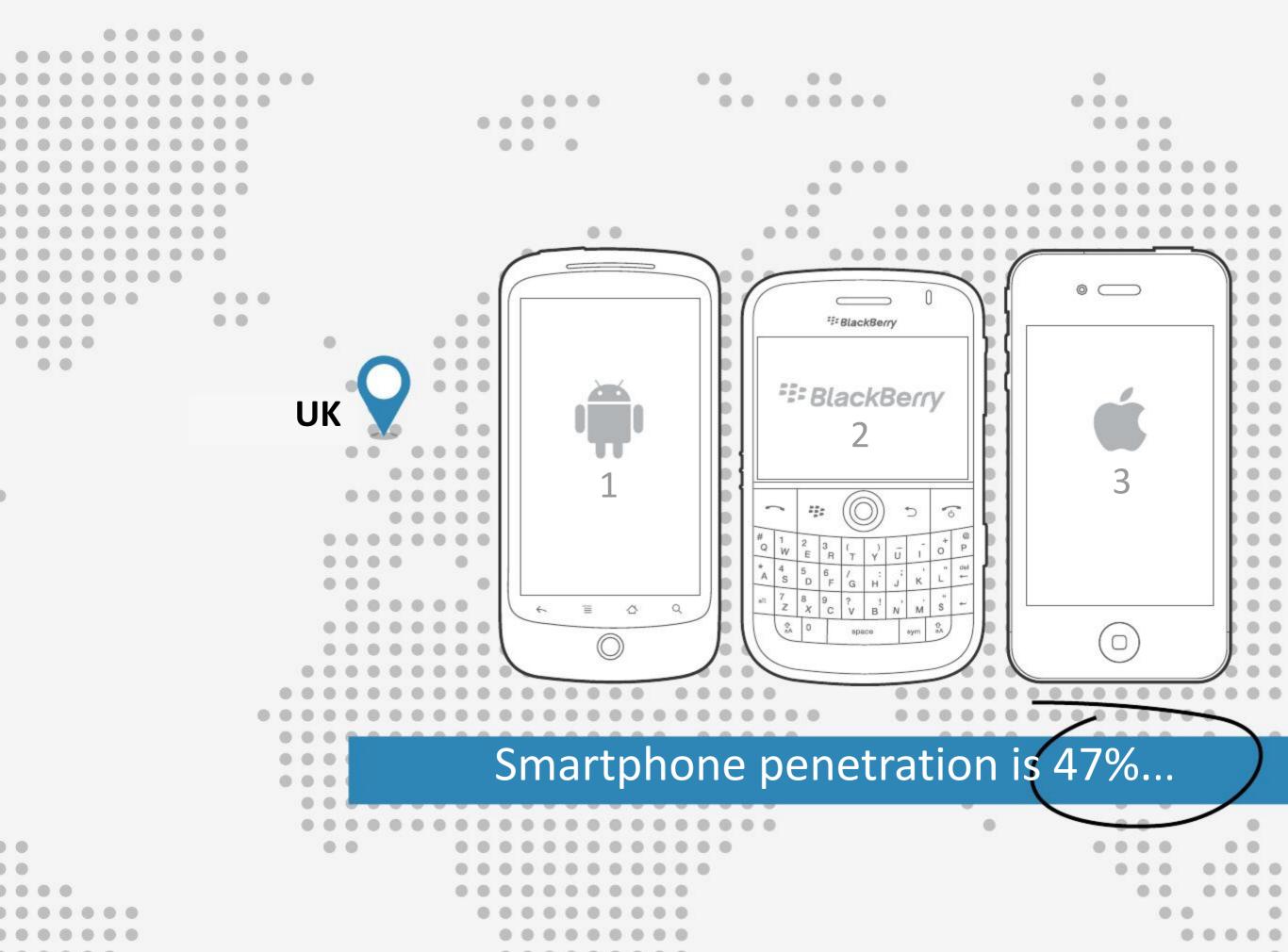
Display: 8.9 cm Millions of colours

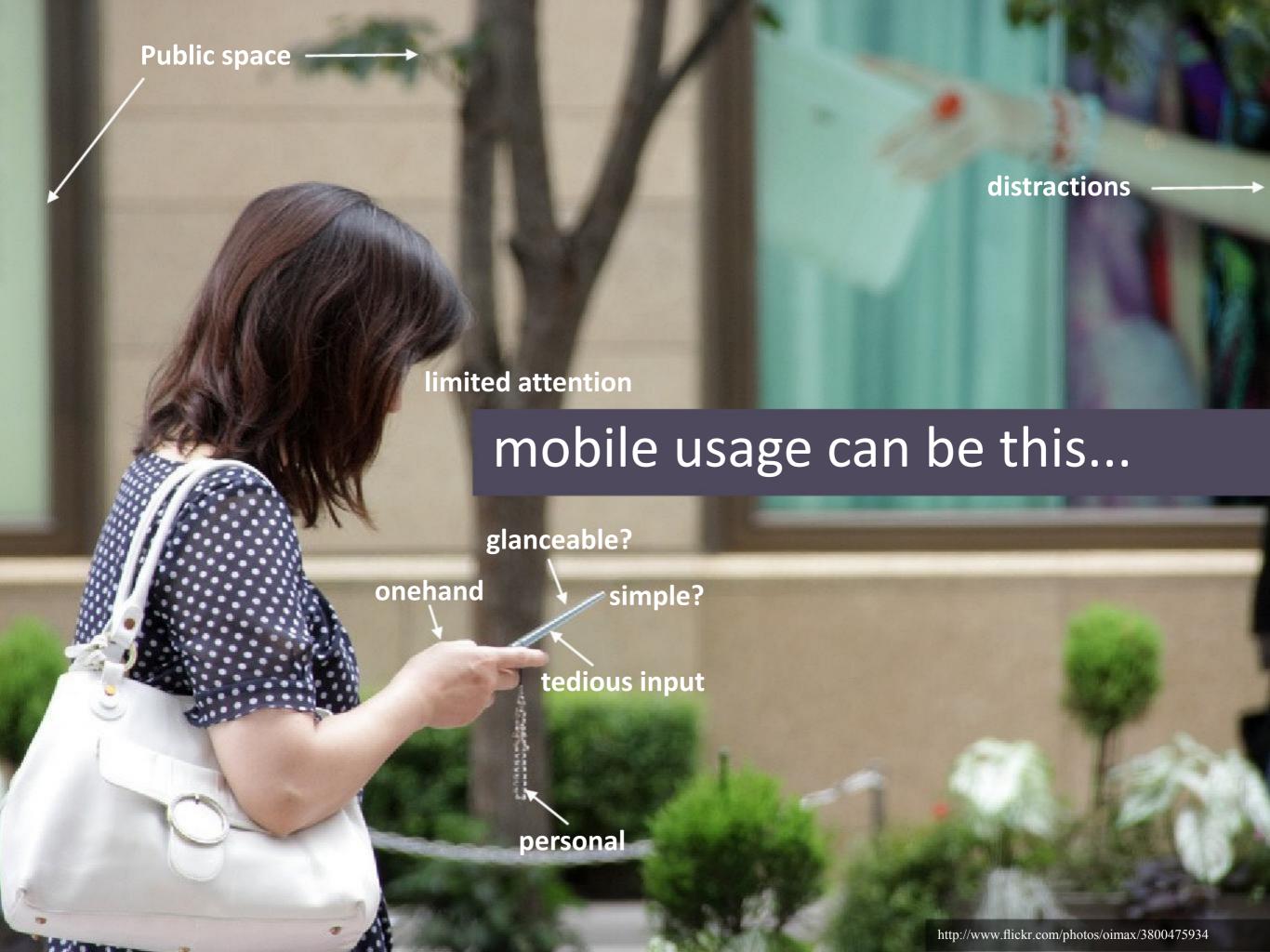
Dimensions: 11.4 x 6.1 x 1.2 cm

Weight: 135 g

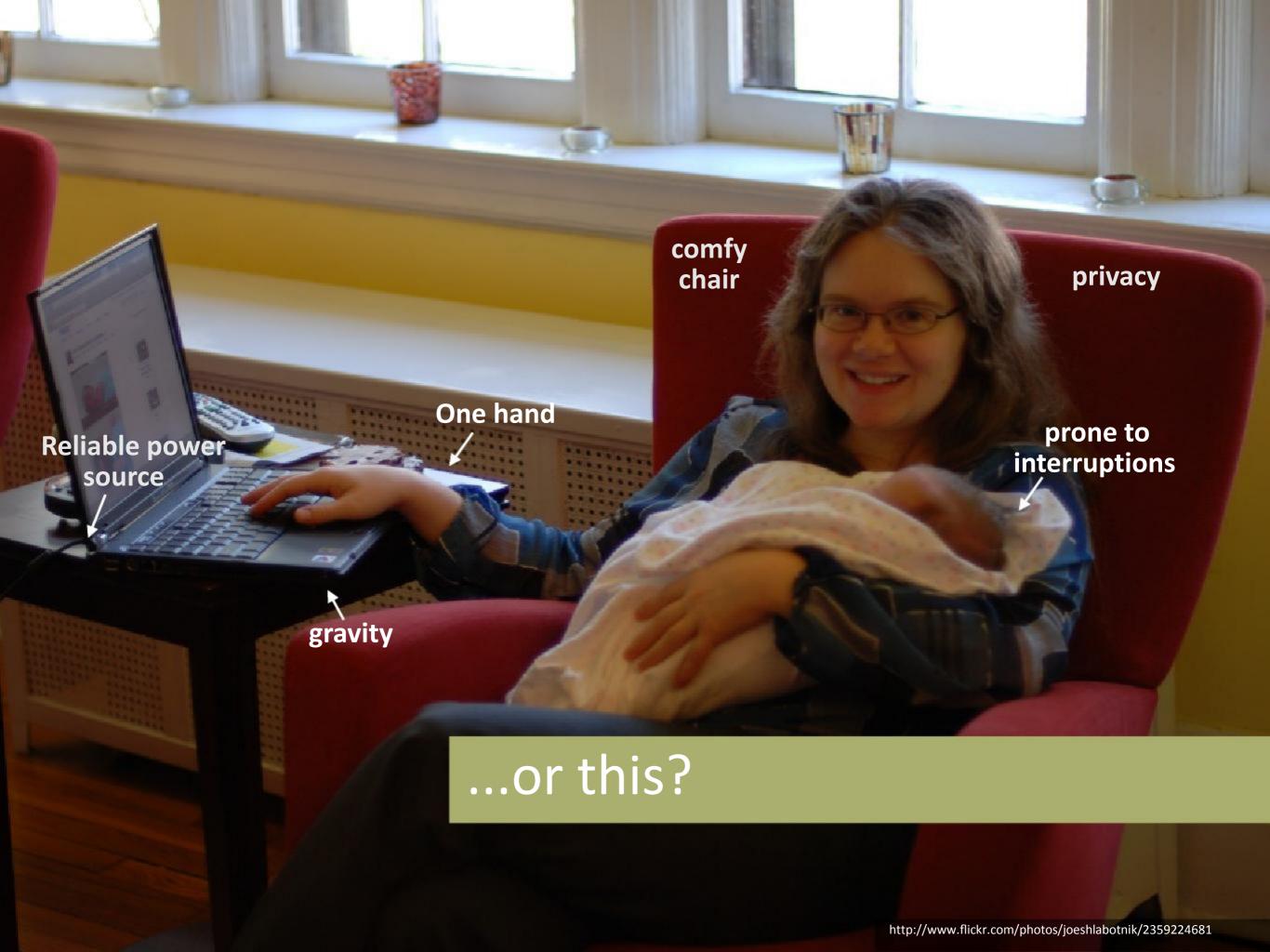








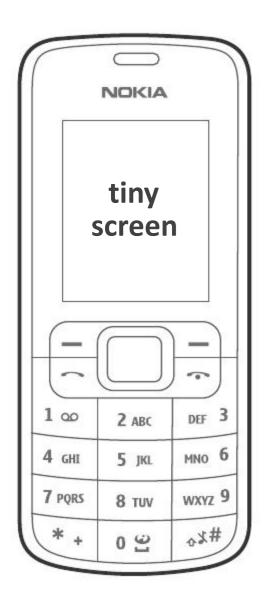


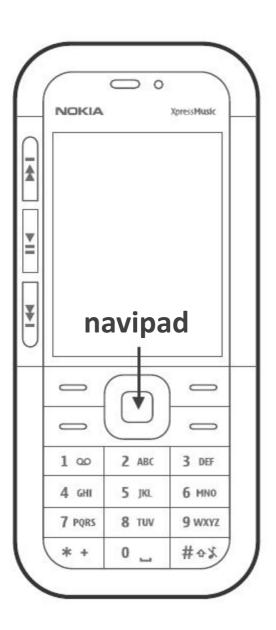


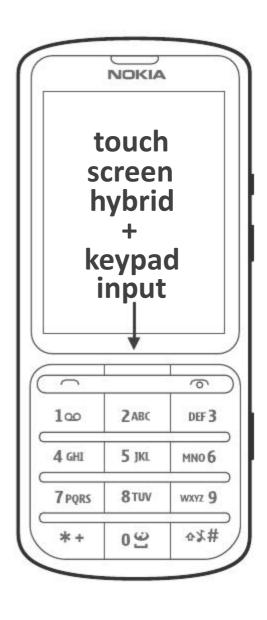


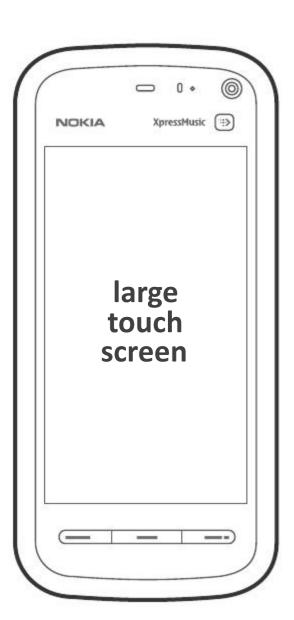


Mobile Opportunities



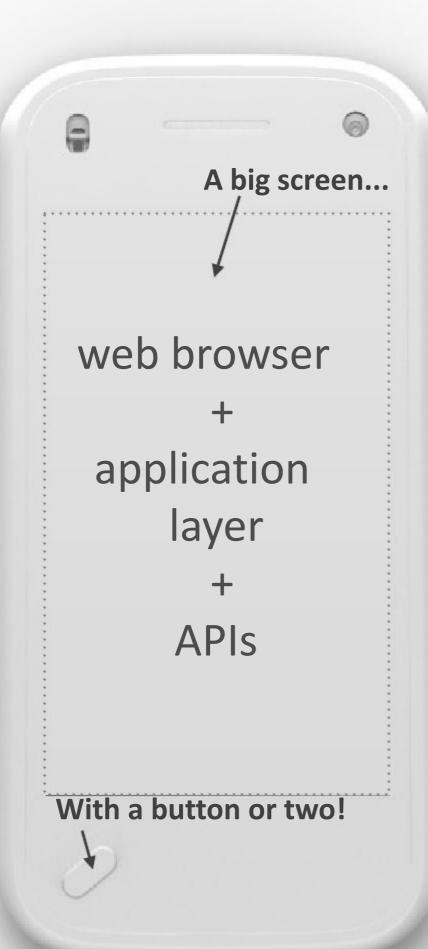






many of these are now <£50

yesterday today



Is now a highly customisable always on, always connected blank canvas...



camera

work

communication

play

sharing

learning

enabling users to choose their own experience

music

chat

navigation

discovery

Health

creativity

video

Gauge the Opportunity	Business Drivers	Mobile App Examples	Costs, Benefits, ROI		Build vs. Buy Decision
Compare Mobile Platforms	Mobile Market Overview		Platform Analysis and Selection		
Focus Business Requirements	(30als and Chiectives		lication irements	Security and Privacy	
Develop the Application	Keys to Success Required		d Resources	Resources Development and Testing	
Launch, Measure, Iterate	Launch and Promotion Feedba		k and Metrics		uture Releases



Making it Happen

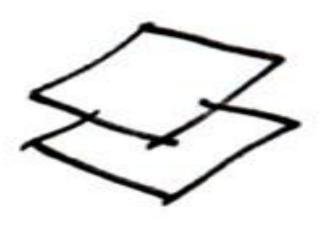




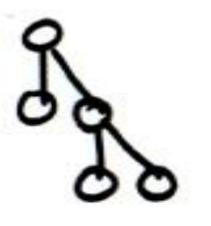


METAPHOR

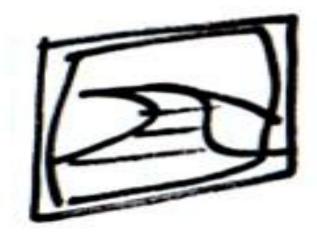




MODEL







DISPLAY



CONTROL

PHASE 1 – February 2012





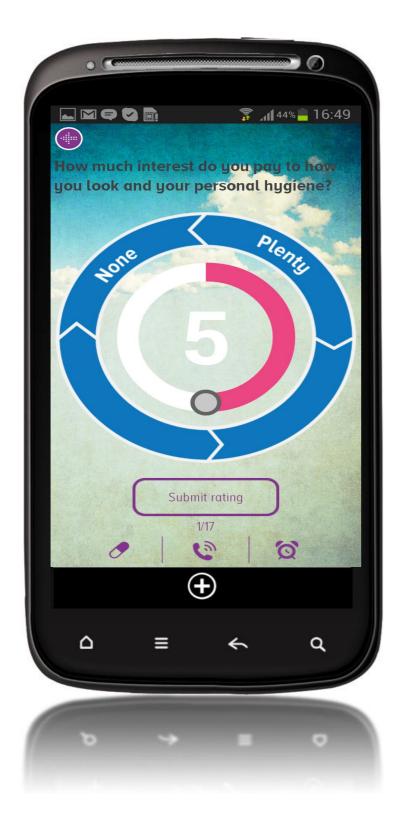
PHASE 2 – September 2012

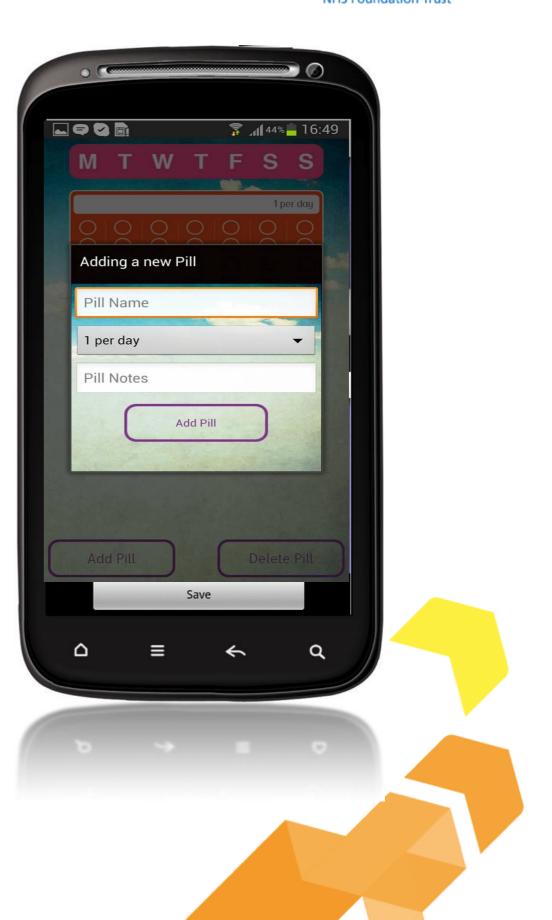




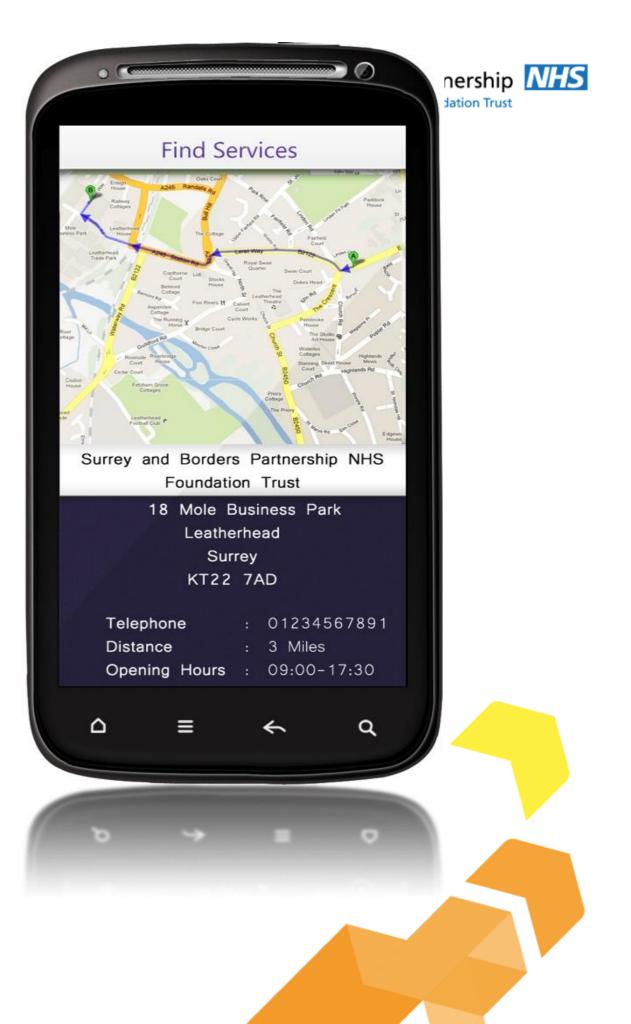






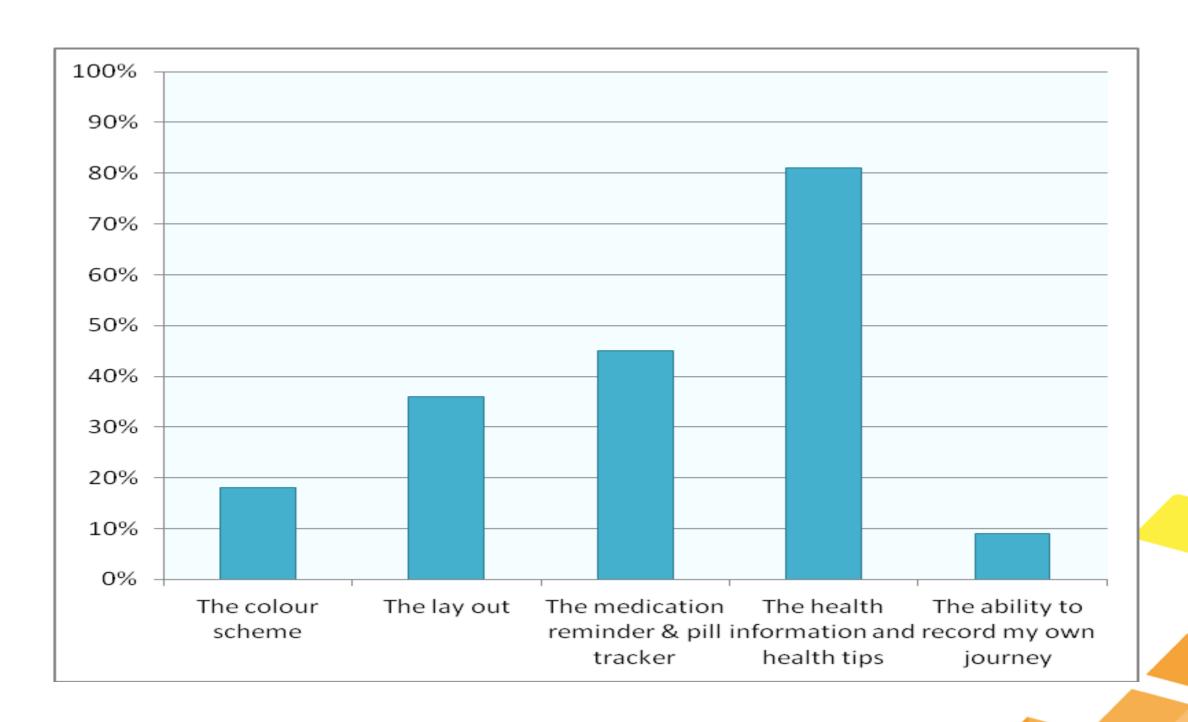






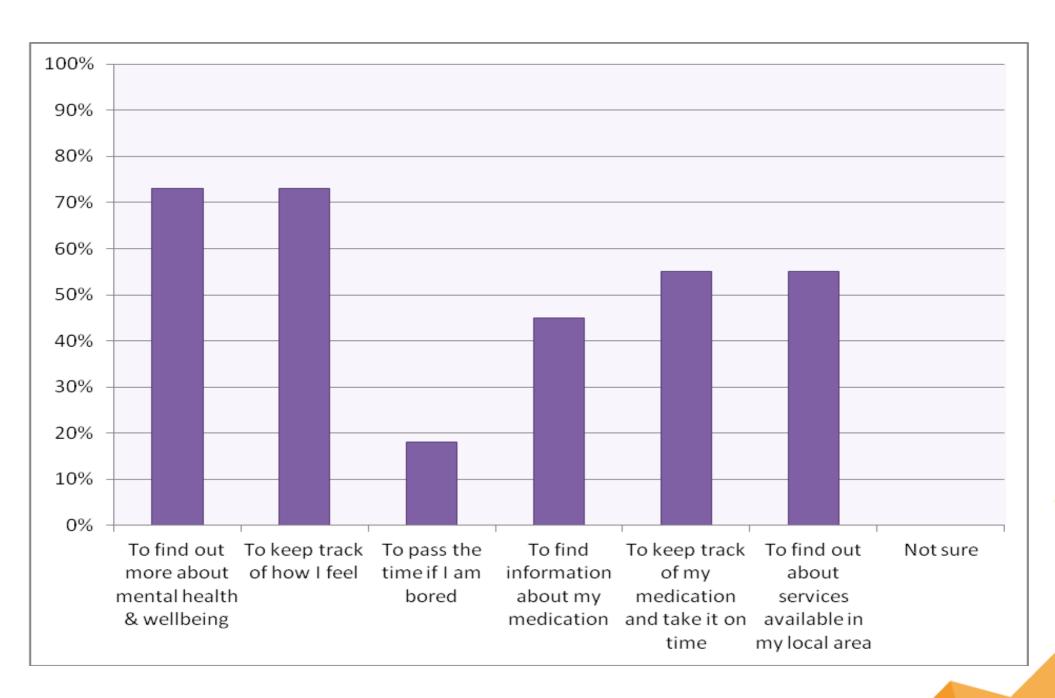


The best feature of the APP is:

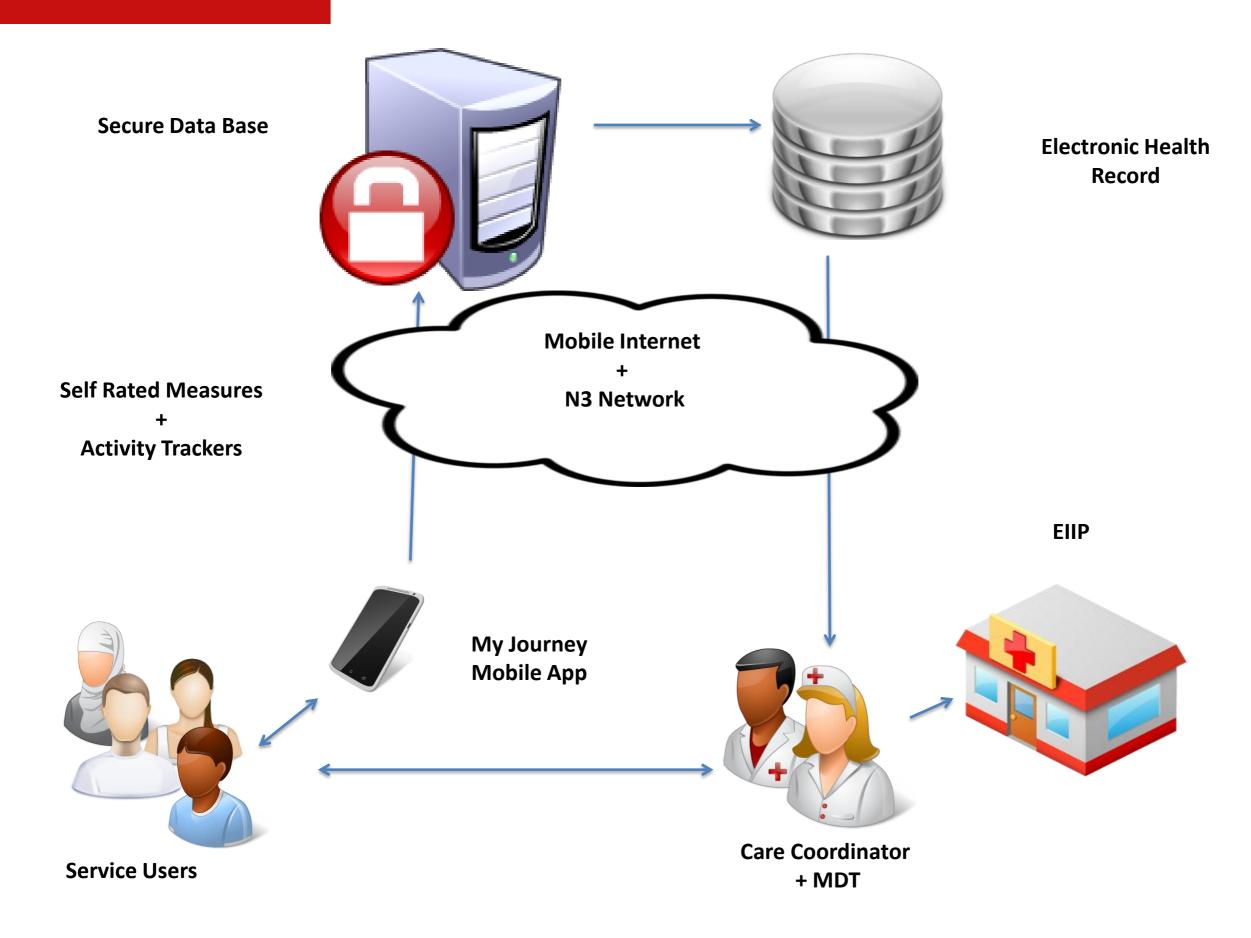




What would you use this APP for?



So What?

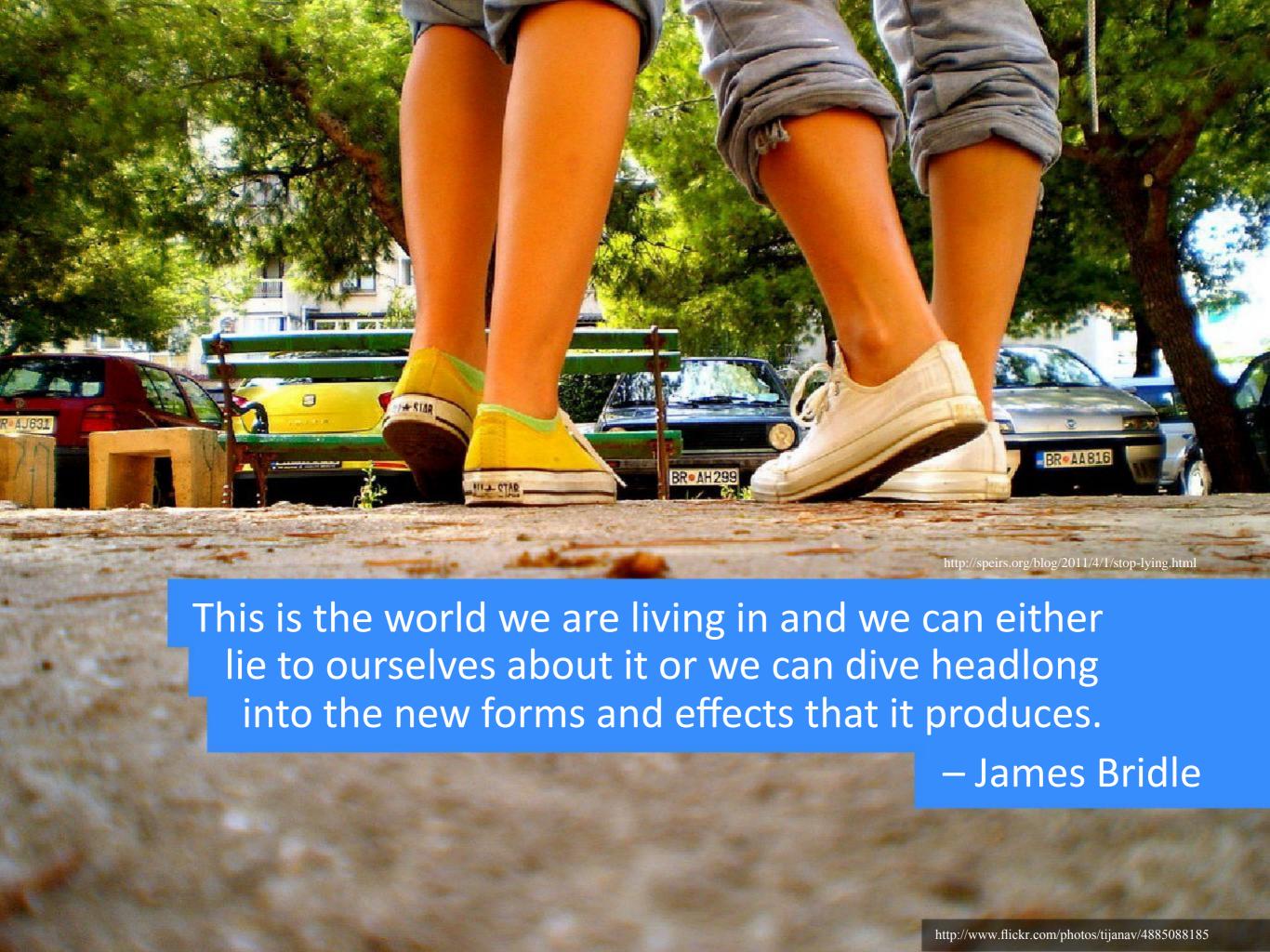


- 47 Adolescents & 6 clinicians
- Outpatient Clinic
- Self Reported Mental Health Outcomes for 4 weeks
- First week 91% entries completed
- 88% said data reflected actual experiences
- 92% adolescents found app 'helpful' in understanding their condition + collaborating with clinician in managing their health

1. Reid et al (2011) A mobile phone application for the assessment and management of youth mental health problems in primary care: a randomized controlled trial.

2. Reid et al (2012) Using a Mobile Application in Youth Mental Health

Journal of Australian Family Physician http://www.ncbi.nlm.nih.gov/pubmed/22962650





Thank You

Questions?

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Children and Young People's Services