



iManageCancer

Results of a European R&D Project on Empowering Patients and Strengthening Self-Management in Cancer Diseases

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www.mascc.org/meeting

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Faculty Disclosure

X	No, nothing to disclose
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Company Name	Honoraria/ Expenses	Consulting/ Advisory Board	Funded Research	Royalties/ Patent	Stock Options	Ownership/ Equity Position	Employee	Other (please specify)

iManageCancer

EMPOWERING PATIENTS AND STRENGTHENING SELF-MANAGEMENT IN Fraunhofer CANCER DISEASES



University of

IEO

PROMOTION SOFTWARE

Istituto Europeo di Oncologia

UNIVERSITÄT

SAARLANDES

PHILIPS

DES

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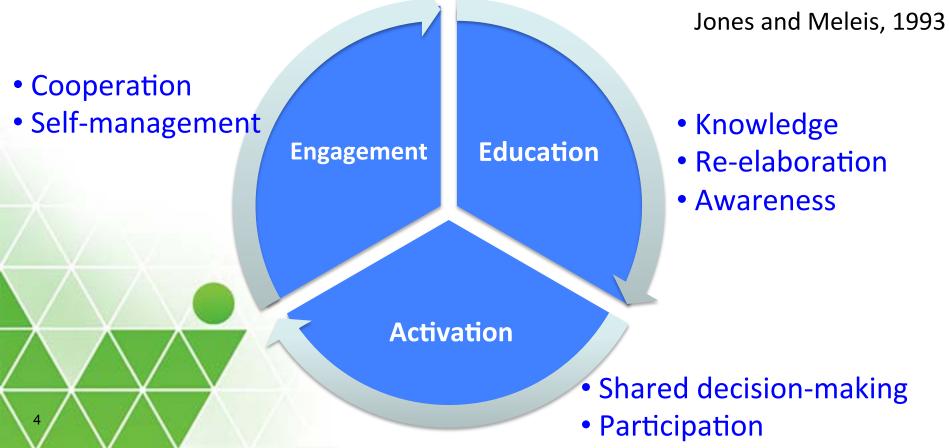
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2/2015 – 7/2018 http://imanagecancer.eu/

Motivation: Cancer as a chronic disease

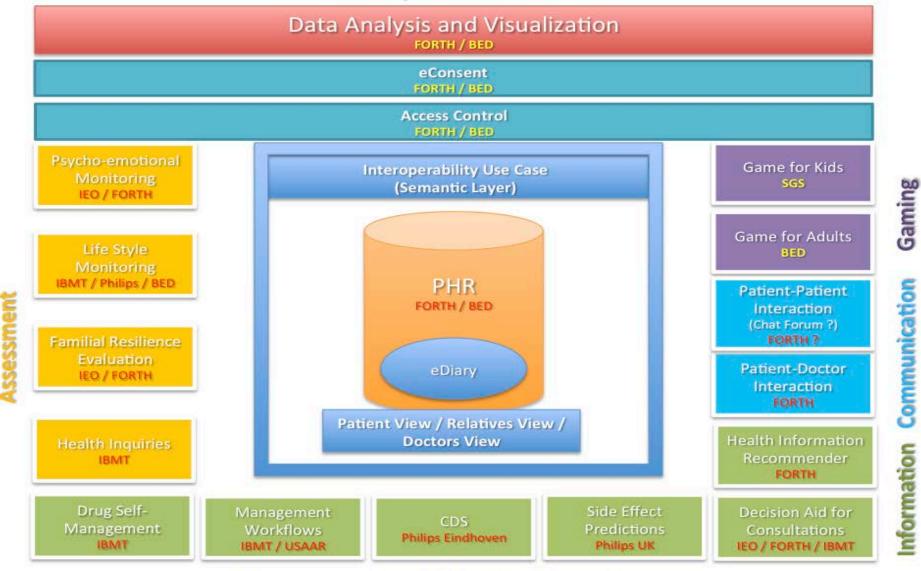
Patient empowerment

"Social process of recognizing, promoting, and enhancing people's abilities to meet their own needs, solve their own problems, and mobilize necessary resources to take control of their own lives"



Use Case scenarios

Analysis scenarios



Communication

nformation

Management and Decision Support

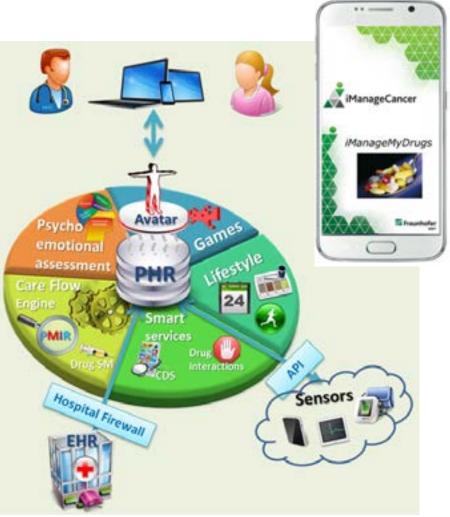
Features

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mHealth platform to support cancer patients and their relatives

- Cancer specific PHR and eDiary
- Drug management and drug safety
- Intelligent information services and decision aids
- Management support for pain, fatigue and psycho-emotional resilience
 - Predictive models for side-effects during chemotherapy
 - Serious games for kids and adults to educate and motivate





iManageCancer Platform (1)



Game for Adults Manage your health city

iPHR Intelligent personal health record and e-

diary

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Game for Kids

Kill the cancer cells with the help of your social network



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MyHealthAvatar Monitoring and managing lifestyle

iManageCancer

iManageCancer Platform (2)



Visual Analytics for patient cohorts with e-consent and de-identification tool

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Care Flow Engine and Model Repository

Care flows and predictive decision support for patients and doctors



physician and predictive patient management

Empowering patients and strengthening self-management in cancer diseases

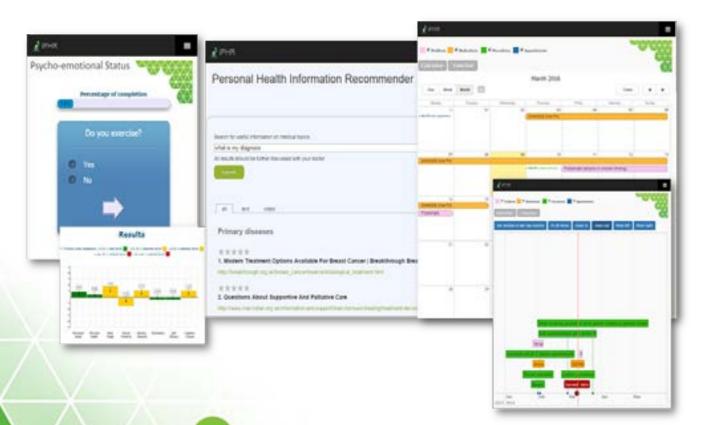
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iPHR

e-diary)

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Enabling an individual to own and manage a complete, secure, digital copy of their health information



PHR applications:

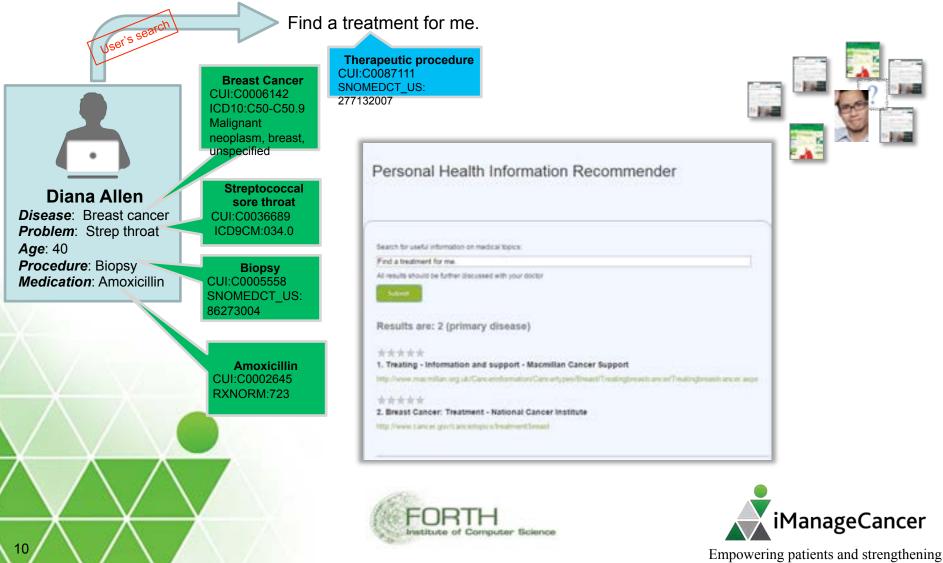
- eDiary
- Problems
- Demographics
- Allergies
- Medications
- Laboratories
- Procedures
- PHIR
- Measurements
- Appointments
- Profiler
- ALGA-C
- Contact
- Export RDF/XML
- Bulk import

Some of the iPHR apps (from left to right: psycho-emotional status, profiler, personal health information search engine,



Personal health information recommender

Smart access to cancer related content for information and education



self-management in cancer diseases

Novel questionnaire based electronic tools to empower cancer patients

GSRH (2)

· Pain (2)

· Fatigue (3)

· Appetite (1)

· Physical abilities (4)

· Social abilities (3)

Financial problems

Sexual problems (3)

Body image (3)

Psycho-social

Perceived

health state

- Psycho-emotional status monitoring based on extended ALGA-C questionnaire
- Family resilience evaluation tool
- Decision aid to support patient's participation in consultations

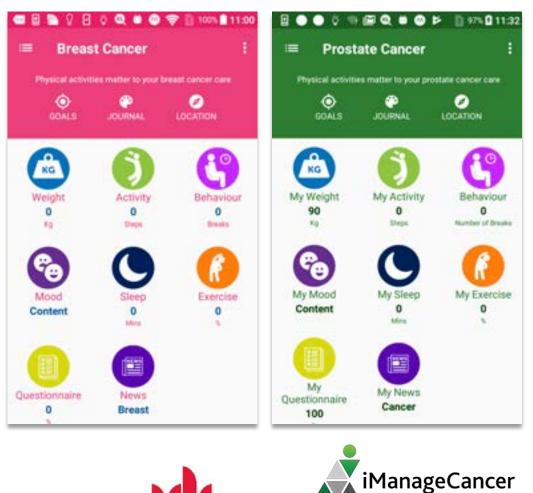


MyHealthAvatar

Promote healthy lifestyle and support patients in achieving their health goals

- Goal setting
- Health program and education
- Measure & detect the quality of life change
- Focus on prostate cancer and breast cancer





iManageMyHealth App

Support patients in managing their drugs and their paper based health information

Services:

Drug management

Easy creation of a medication plan with reminders for drug intakes. Recording of outcome and side effects.

Drug safety

Check for contra indications and drug-drug interactions

Document management

Vital sign monitoring

Specific management services

Pain, fatigue, ...

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Serious games to fight cancer

Game for children:

- Shooter game where the child fight against its own cancer cells
- Support from friends and relatives through a strong social component

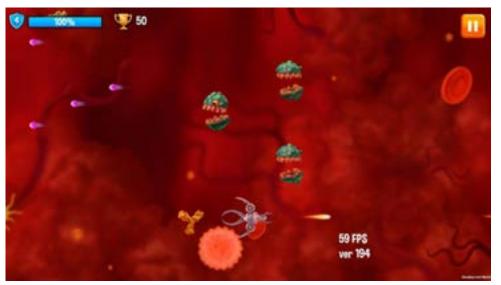
Main objectives

change

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- Aid with psycho-emotional support
- Let the child focus on the right enemy, the cancer cells
- Let the child learn about its disease
- Raises the child's acceptance of the treatment
- Measure & detect the quality of life





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Serious games to fight cancer



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Game for adults:

A lifestyle management game The user will balance available activities in order to

increase their avatars happiness while managing symptoms and treatments. The game's purpose is **education** in healthcare.

- Gameplay is based on achieving goals using a mobile device's click and drag interface. The user will play through a number of scenarios containing management challenges, completing challenges will allow progression to the next scenario and earn rewards.
- The users can draw parallels between their avatars improvements and their own real life.





Decision Support Framework



Care Flow Engine and Model Repository

Care flows and predictive decision support for patients and doctors

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iSupportMyPatients

Data sharing with the physician and predictive patient management



iManageMyHealth Managing drugs, drug safety, vital signs, lab values, pain and fatigue

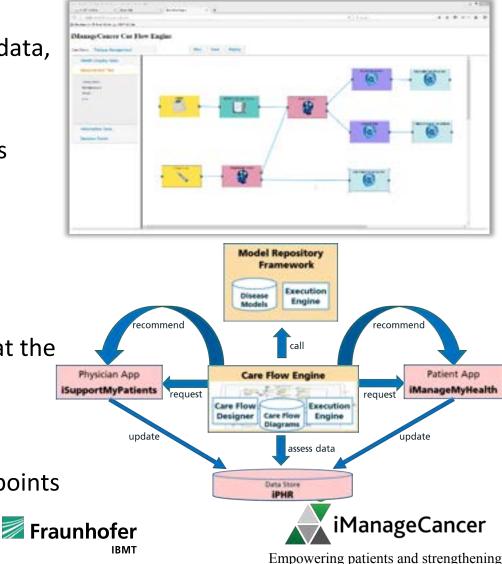




Guidance to manage side effects and therapy with patient pathway models

- Care Flow Engine analyses recorded data, detects health problems and provides individualized support.
- Care Flow Engine executes workflows (processes) within the system that involve patients and doctors.
- Clinical expert can design a formal management workflow for a specific therapy related problem (i.e. fatigue management, pain management) that the system will execute.
 - Models for side effect prediction (i.e. neutropenia) can be included in the management workflows at decision points

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self-management in cancer diseases

Decision support for chemotherapy monitoring



Patient develops adverse event, such as fever (alarm for febrile neutropenia)

 Return to hospital setting (infection prone environment) for a blood test and if WBC (normally ANC and ALC) is low then there is possible G-CSF administration and antibiotic treatment.

Fact: Cancer patients have a 30% higher risk in acquiring infections (neutropenic -> febrile neutropenia)

Adverse clinical outcome

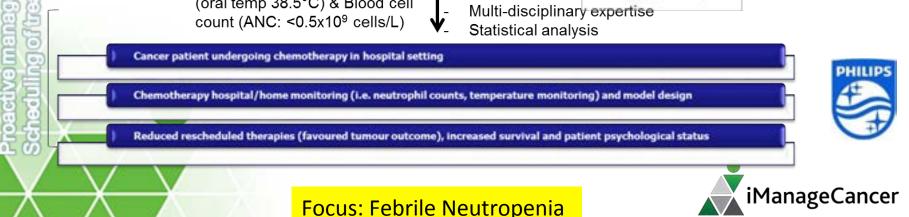
- Impact on patient's Quality of life
- Frequently results in treatment adjustments: rescheduling, dose decrease (~25% lower than those approved in clinical trials)
- · Unfavourable clinical outcome (i.e. tumour progression) with increased mortality rates

Chemotherapy - Close patient monitoring

Thermometer (oral temp 38.5°C) & Blood cell count (ANC: <0.5x10⁹ cells/L)

Predictive algorithms

- Broad data sets
- Multi-centre
 - Multi-disciplinary expertise
 - Statistical analysis



Empowering patients and strengthening self-management in cancer diseases

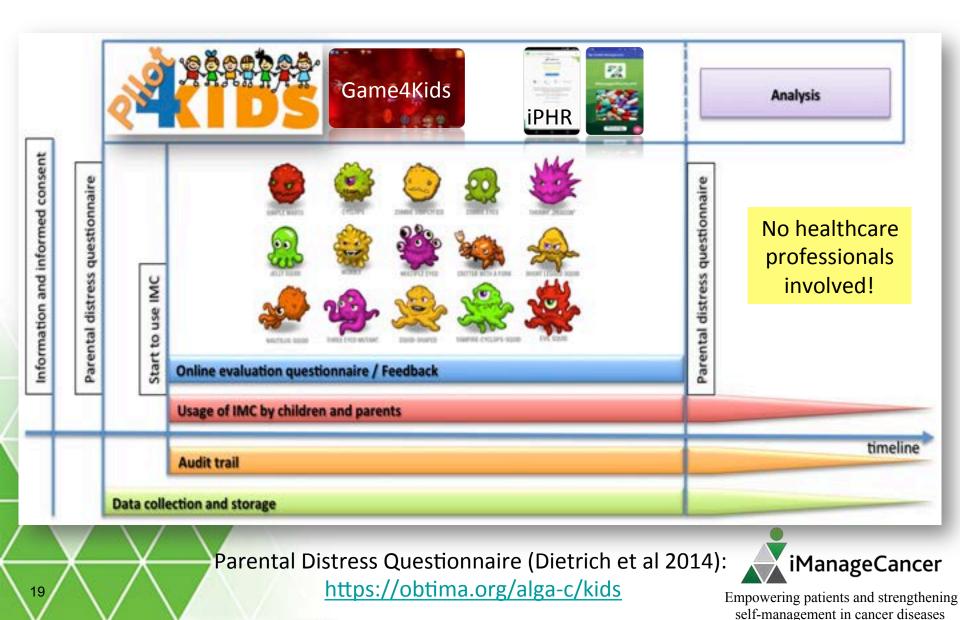
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Current Scenario

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Pilot for children





Faced obstacles



Parents had the following problems and concerns:

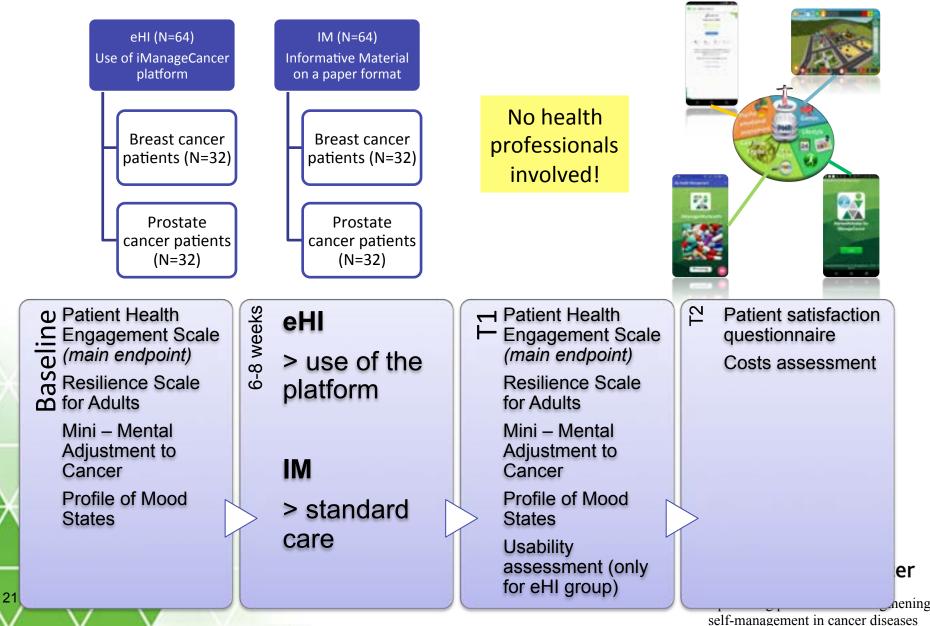
- Further stress with using such an IT tool
- Complaints that data need to be deleted after the end of the project
- They do not want that their children spend too much time with playing online games
- Fear that the game will cause stress for the children. They may feel that they are responsible if treatment fails because they don't play well enough or long enough
- Number of friends supporting their kids might be lower than in other children
- **Children** showed the following problems:
 - Under chemotherapy they just want to sleep in the hospital
 - At home they want to play with their friends and not to think about their disease

After a while the game looses attractiveness 20



Pilot for adults





Intermediate results and issues faced

- Recruitment rate 46.5%
- Difficulties using the apps (bugs, technological literacy)
- Lack of time and interest in the apps
- Stress
- Lack of indication on how much time to dedicate
- Perceived usefulness of the platform is low in prostate cancer patients
- Women found the monitoring features useful (exercise, sleep, mood, etc) as well as the post surgical physiotherapy exercises.
 - Patients appreciated search engine: provision of reliable information



Empowering patients and strengthening self-management in cancer diseases

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Conclusions and lessons learned

- Comprehensive mobile platform for cancer patients provided
- Usability is a major key to success. KIS principle.
- 'One-size-fits-all'-approach does not work for cancer
- Readiness of patients to use health apps
- The value of the tools is much higher if the clinicians are in the loop

 Standardized clinical guidelines required to advice patients how to cope with monitored findings ageCancer

Acknowledgements



Empowering patients and strengthening self-management in cancer diseases





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