# Our Communities, Our Health Digital tools for mental health



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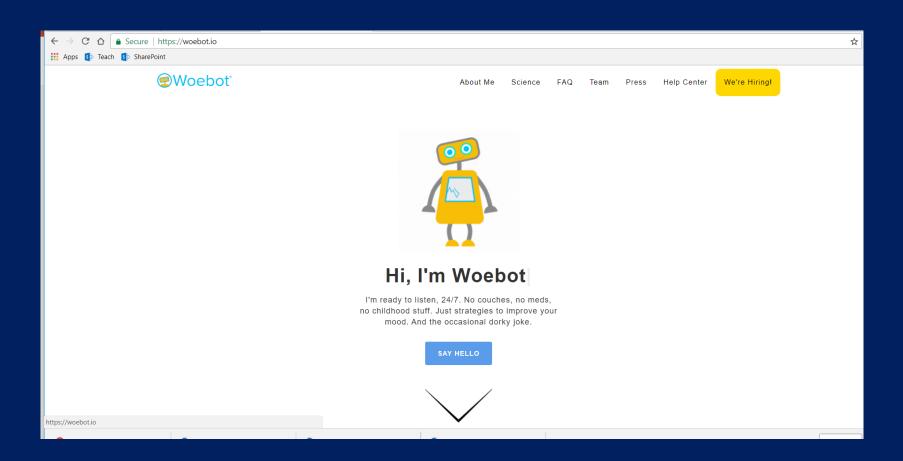
- Digital mental health tools varied & exploding area
- 2. PART of the way forward
- 3. If you are keen to do these...
- Try some first
- MUCH more effective to do these in a joined up way
- Smart Co-design is essential

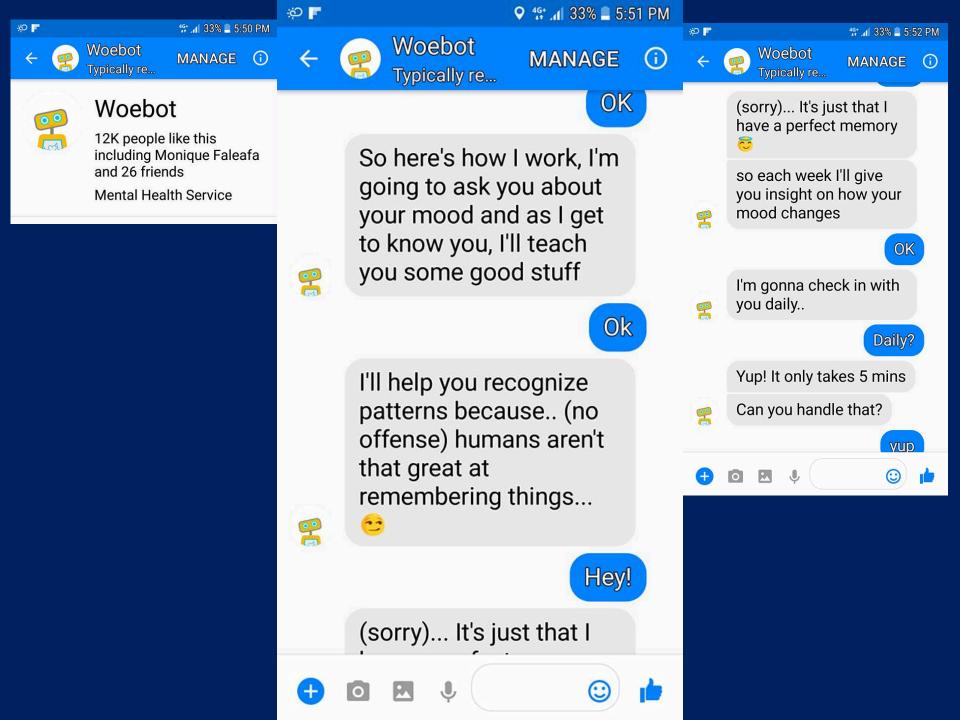
### 1. What

- Apps, programs & websites
- Chat bots & Chat people
- VR and AR
- Repurposed games

For mental health & wellbeing

## Facebook's Woebot

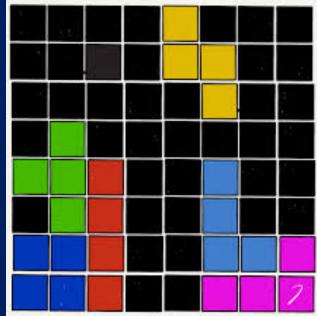




# VR for phobias...



# Tetris for Intrusive thoughts





# Some of the Currently Available...

#### Local

- SPARX
- Ask Auntie Dee
- The Journal
- The Lowdown & Depression.org
- Beating the Blues
- Brave Online (CDHB)
- Big White Wall (ADHB)
  - & in development

#### **International**

- SuperBetter \*
- Happify\*
- Calm\*
- Headspace\*
- https://ecouch.anu.edu.au
- MoodGYM (AUD39)
- Biteback
- \* Frenium

#### **Headspace 15 million users**



Happify
40 000 new users per
month









FEELINGS

THOUGHTS
UNWARPING
DE-STRESSING

PROGRESS

#### EXERCISE: "Activity Scheduling"

This EXERCISE provides a form set out to do that for you.

But to give you an example, let's see what JANE has organised for herself.

#### JANE'S Activity Plan



"Hi, Well I did that Pleasant Events Schedule (and it took me quite a while I might say) and found that the following activities were fun for me: Being with children, rearranging my room, going on picnics and walks, and buying something for my self.

So... Well obviously I can't go picnicking everyday since I have to work, I've tried to schedule some of these activities into my daily roster. Also some of them are genuine one-offs, there is no point rearranging my room everyday...

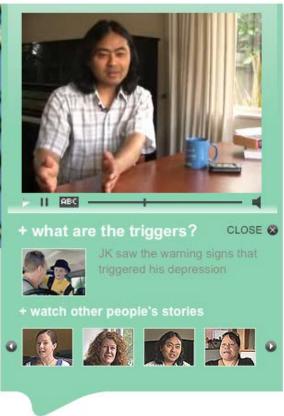
I've booked these activities into my daily schedule, but I'm planning to rearrange my weekend to change my room. I'm also thinking about a part-time job working with kids."

|      | Friday 27 July                        |                                 |
|------|---------------------------------------|---------------------------------|
| HOUR | ACTIVITY                              | PLEASANT RATING<br>(0-2)        |
| 7-8  | Breakfast followed by 20 minute walk. | 2 - I'm glad I'm doing<br>this. |

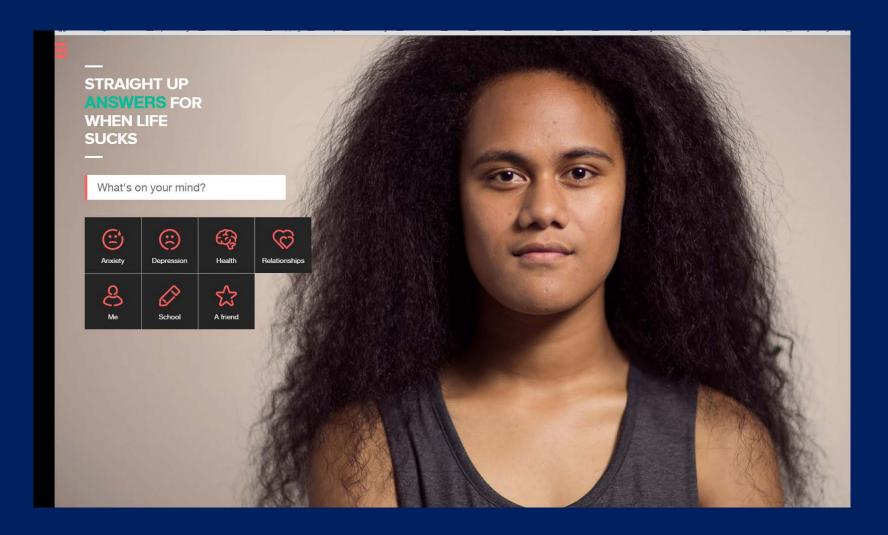




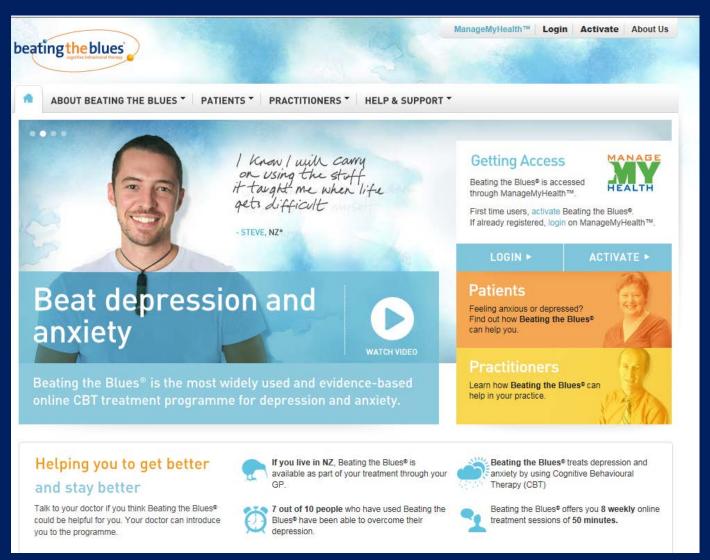




## Thelowdown.co.nz



# Beating the Blues beatingtheblues.co.nz



# 2. Why?

#### The rationale and the evidence

Mental health problems are common

Most people do not get help

There are interventions which can make a difference

Some people are less keen on talking about feelings...

They can do new things.



choice

Fig 2. Forest Plot.

| dition Hedges' lower upper p-value        |
|---|
|   |
| x Keller 2009 0.59 -0.07 1.25 0.08        |
| x Khanna 2010 0.68 -0.01 1.37 0.05        |
| x March 2009 0.47 -0.04 0.98 0.07         |
| x Spence 2011 0.42 -0.07 0.90 0.09        |
| x Storch 2011 0.96 0.23 1.69 0.01         |
| x Tillfors 2011 1.41 0.44 2.39 0.00       |
| x Wuthrich 2012 1.05 0.41 1.68 0.00       |
| x Anx overall 0.68 0.45 0.92 0.00         |
| p Fleming 2012 1.16 0.37 1.95 0.00        |
| p Makarushka 2012 0.37 0.06 0.68 0.02     |
| p Stasiak 2012 1.07 0.36 1.78 0.00        |
| p Van der Zanden 2012 0.84 0.58 1.10 0.00 |
| p Depr overall 0.76 0.41 1.12 0.00        |
| ans Sethi 2010 1.30 0.28 2.32 0.01        |
| ns Stallard 2011 0.61 -0.39 1.60 0.23     |
| ans Trans overall 0.94 0.23 1.66 0.01     |
| erall 0.72 0.54 0.91 0.00                 |
|   |
| 1   |

Ebert DD, Zarski AC, Christensen H, Stikkelbroek Y, Cuijpers P, et al. (2015) Internet and Computer-Based Cognitive Behavioral Therapy for Anxiety and Depression in Youth: A Meta-Analysis of Randomized Controlled Outcome Trials. PLoS ONE 10(3): e0119895. doi:10.1371/journal.pone.0119895

<a href="http://127.0.0.1:8081/plosone/article?id=info:doi/10.1371/journal.pone.0119895">http://127.0.0.1:8081/plosone/article?id=info:doi/10.1371/journal.pone.0119895</a>

PLOS OF



SPARX.org.nz

Bicentric frame of reference
Story telling
Play based learning
Social Learning



#### Designing and testing

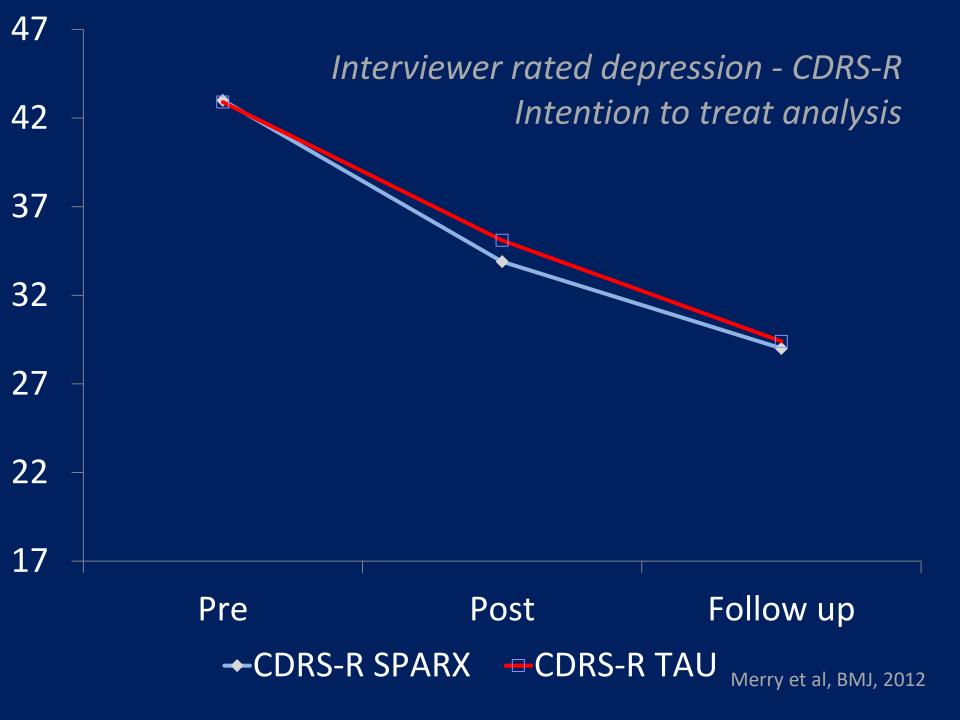




- Workshops, Focus Groups and interviews with
  - Young People
  - Cultural Advisors
  - Whanau
  - Service providers, CBT content experts & Learning technologists
  - Game designers
  - Researchers
- RCT in schools and PHC
- Smaller trials
- User feedback

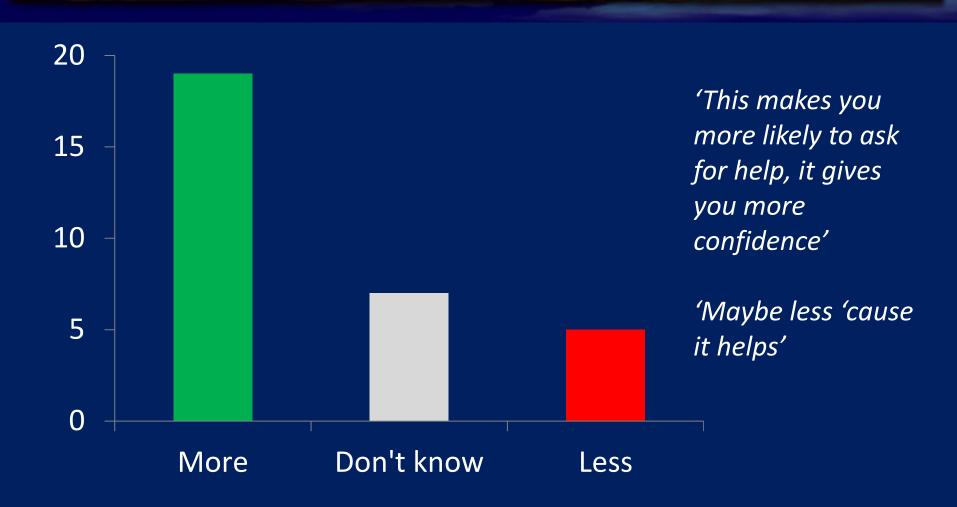
## SPARX: national RCT





- I didn't think I would enjoy it but actually I did... the guide said was really useful.
- The Bird of Hope is encouraging, it's like having someone next to you, by your side, it will be in my memory.
- It changed how frustrated I was, so I could understand what was going on. I was understanding what it was saying to me and I was solving problems.
- It has changed me, I don't hate now.
- Oh yeah, I used to get some of those Gnats but now I am all positive. I
  am thinking positive, thinking of all the good stuff that has happened.
- You should give it to people in prison, they'll stop killing each other
- Now I am not fighting with my bro and I'm not getting into other fights.
   Using the skills to not always get what you want but to get somewhere in life. I don't feel like hitting him. I leant not to use fighting to get what you want.
   Fleming et al, Clinical Psychologist, 2016

# Do you think SPARX makes people more/less likely to ask for help? Alt Ed Students



### Provider interviews

40 Youth workers; trainees; trainers; managers; tutors



'It's the bazooka!'

'It's transformative'

'Could be a great tool
for youth workers'



'What is to be gained by putting them in front of a computer?'
'What about the human contact?'

### 3. Downsides

- Not everyone wants them
- Can't do some stuff
- Retention often low
  - Pure self help: wide reach but low retention
  - Supported: higher retention, lower reach
- People often don't do full costings
- Possible to do harm

# Helping? Harming?

**Inner Vision** 



# So...

PART of the solution, also need:

People - love and belonging

Participation - meaningful things to do & to look forward to Resources & protection

Options for help when we need it

# 4. If you are keen...

- Try lots out
- Consider utilising/adapting
  - Ask for implementation data
  - Local consults & decision making
- Budget for safe hosting, updates & comms
- Expect implementation challenges
- Include human support & connect to other options
- Look for collaborations (IRSII Ak 2019; youth focused network terry.fleming@vuw.ac.nz)

### Smart Co-design



Preferences vary
Needs in a crisis can differ from outside the crisis
Avoid 'one app to rule them all'
Consider: exactly the right users, audience segmentation, fresh eyes, timeliness



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- Try some
- Collaborate
- Smart Co-design