

Novel Empowering Solutions And Technologies for Older People to Retain Everyday Life Activities:

«NESTORE – ein europäisches Forschungsprojekt zu einem digitalen Gesundheitscoach.

Oder: Datenerhebung in Zeiten von Corona»



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Outline

- 1. Background, Main Project Scope & Goals
- 2. NESTORE System & Coaching Domains
- 3. NESTORE e-Coaching & Behavior Change
- 4. Testing the System & the Intervention: Pilot Study





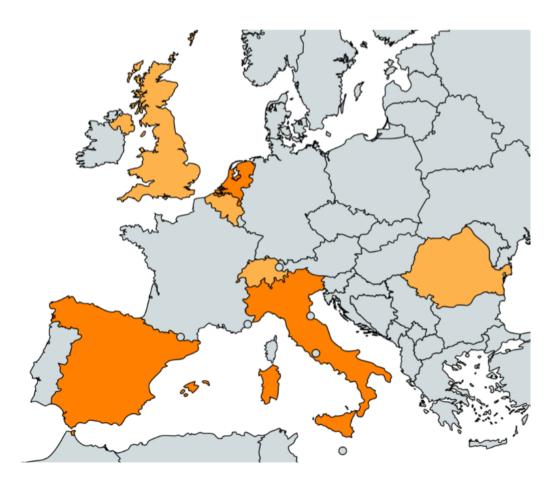


Background, Main Project Scope & Goals





The NESTORE Consortium



Coordinator



Research

















Industrial









Societal

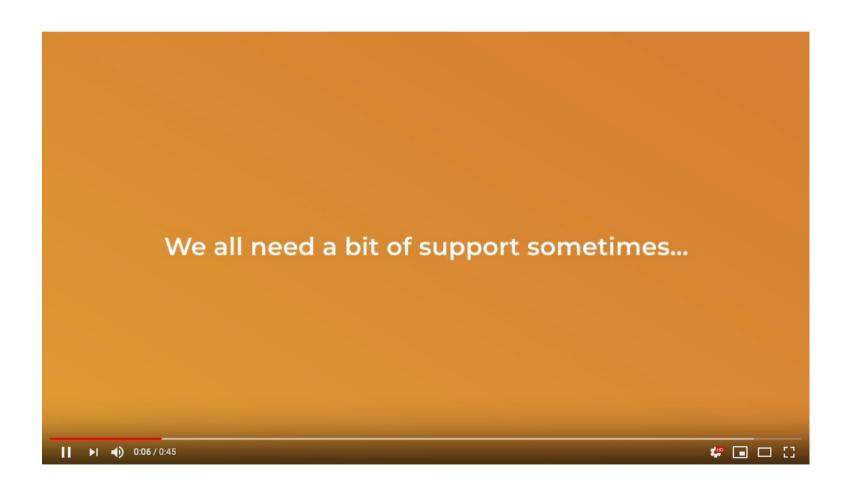








A Short Introduction to NESTORE Part 1

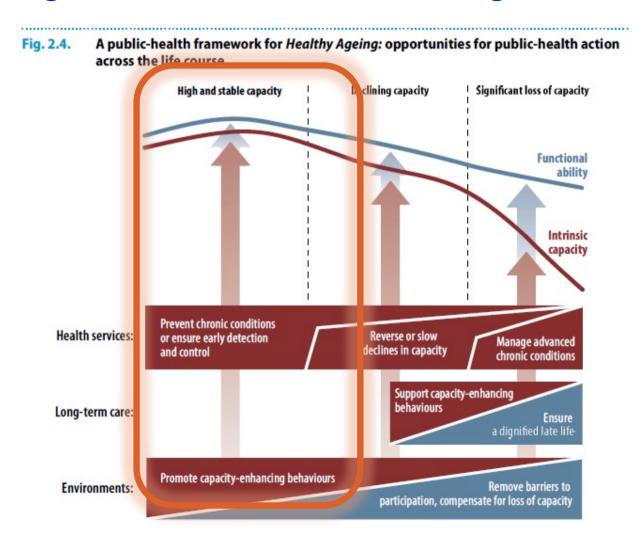






NESTORE Focus:

Supporting the Maintenance of Well-Being and Health



WHO (2015)







NESTORE Vision

- > Virtual Coach as a Companion
- > Individualized recommendations based on within-person daily life data
- > Multi-domain scope
- Participatory co-development of technical system and coaching pathways
- Easily implementable coaching activities to fit a person's daily life routines



YOUR WISE COMPANION YOUR PATHWAY TO WELLBEING

NESTORE is your companion. It will educate you in staying active and healthy to ensure you sustain your quality of life as the years go by.

NESTORE will act on your motivation as well as empower you in your daily activities as it provides you with support and coaching in a life-long learning approach.



domains will enable NESTORE

Brose & Ebner-Priemer (2015); Moller et al., 2017; Trull & Ebner-Priemer (2013); Yardley, Choudhury, Patrick, & Michie (2016)



NESTORE Co-Creation / Co-Design Approach:

Exhibition-in-a-box Methodology







NESTORE System & Coaching Domains





NESTORE Components



2. **NESTORE** Devices



3. Monitoring

Tangible ("The Coach")

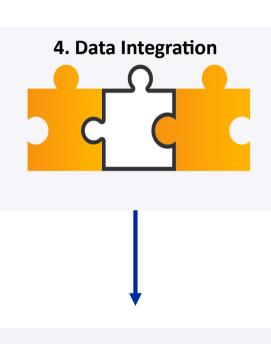
Chatbot (incl. food tracking)

App (Smartphone / Tablet)

Wearable (Social Sensing Wristband for user and for network, accelerometer)

Serious Game

Bed Sensor



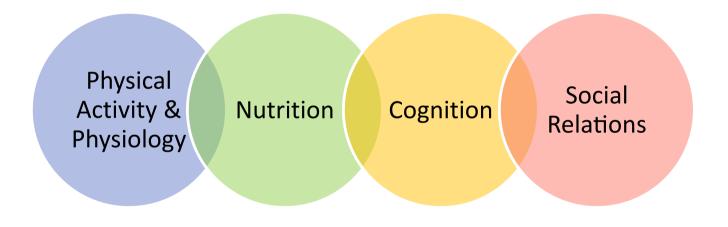
5. Decision Support System







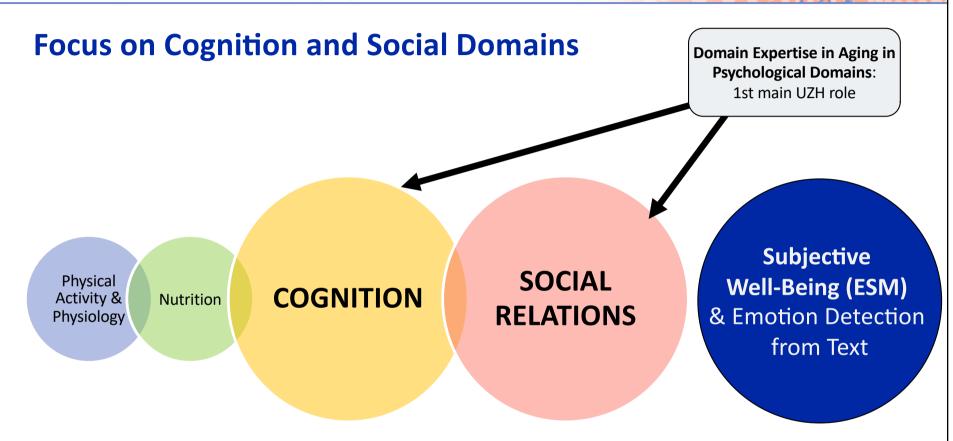
NESTORE "Well-Being" Domains: Multi-Domain Scope & Approach



Subjective Well-Being







Core Tasks & Contributions

- Domain Description & Empirical Background and Findings
- Domain Operationalization for Status & Dynamical Assessment
- Intervention Identification & Development





Coaching in the Cognitive and Social Domains

COGNITION

SOCIAL RELATIONS

- 1. Traditional Cognitive Training Interventions
- 2. Video Game Training Interventions
- 3. Productive Intellectual Engagement Interventions
- 1. Working Memory Training (numerical updating)
- 2. Multi-Domain Serious Game (based on Hotel Plastisse, Binder et al., 2015)
- 3. Unstructured leisure activities ("learn a complex new skill")

- 1. Increase opportunities for **social contact** ("Befriending")
- 2. Improve social skills
- 3. Enhance social support & address maladaptive social cognition
- 1. Join a (new) group activity
- 2. Practice communication skills (e.g., conversational skills via phone or internet, compliments, handling silence)

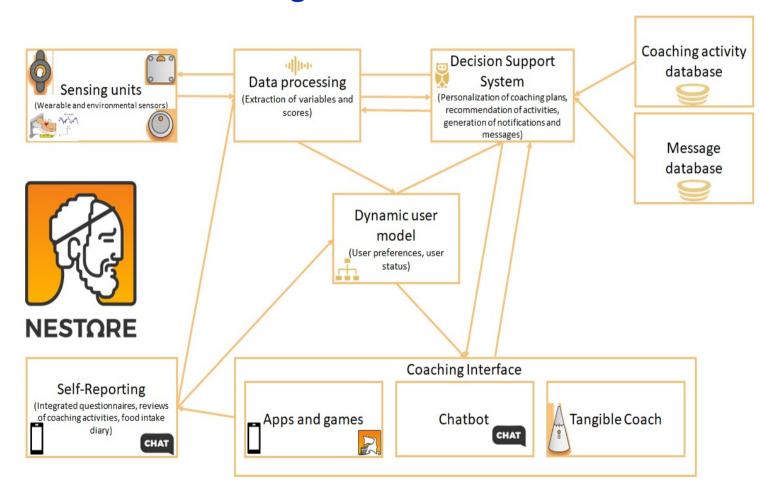
Basak et al. (2008); Green & Bavelier (2007); Guye et al. (2016) Noice & Noice (2009); Park et al. (2011) Fokkema & van Tilburg (2007); Kremers et al. (2006); Masi et al. (2011)



NESTORE e-Coaching & Behavior Change



NESTORE e-Coaching Architecture



Angelini, Mugellini, Khaled, Röcke, Guye, Porcelli, Mastropietro, Rizzo, Boqué, del Bas, Subias, Orte, & Andreoni (2019). Proceedings of ACM PErvasive Technologies Related to Assistive Environments (PETRA'19). ACM, New York, NY, USA.





NESTORE Decision Support System

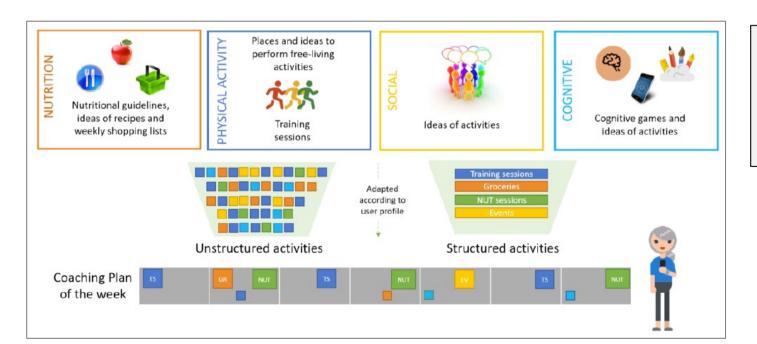
An Intelligent Support to Personalise, Select and Adapt Context-Aware Coaching Plans for Ageing Individuals

Silvia Orte¹, Paula Subías-Beltrán¹, Eloisa Vargiu¹, Alfonso Mastropietro², Giovanna Rizzo², Giorgio Manferdelli², Simone Porcelli², Filippo Palumbo³, Lucía Tarro^{4,5}, Noemí Boqué⁴, Josep Maria del Bas⁴, Sabrina Guye⁶, and Christina Röcke⁶

From global recommendations (e.g., by the WHO)

General goals ("I want to stay cognitively healthy") Specific activities

("", play serious game 3x / week", "begin a foreign language class")



Coaching plans:

Set of personalized recommendations based on behavioral analysis of trends and preferences of individual.

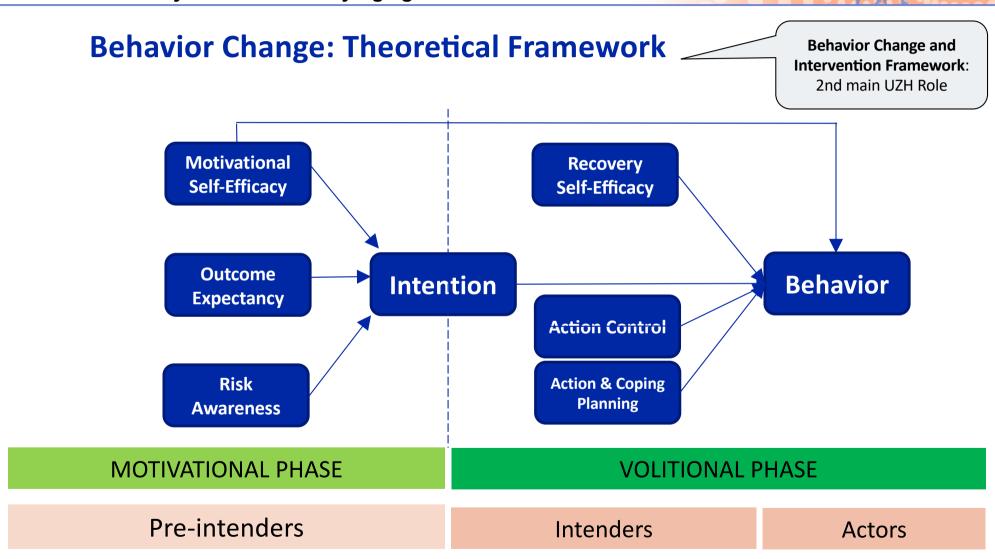
Coaching events:

Set of activities to help users carry out coaching plans

(structured & unstructured)







Bierbauer et al. (2017) Schwarzer (2008) Schwarzer et al. (2007)

The Health Action Process Approach (HAPA)





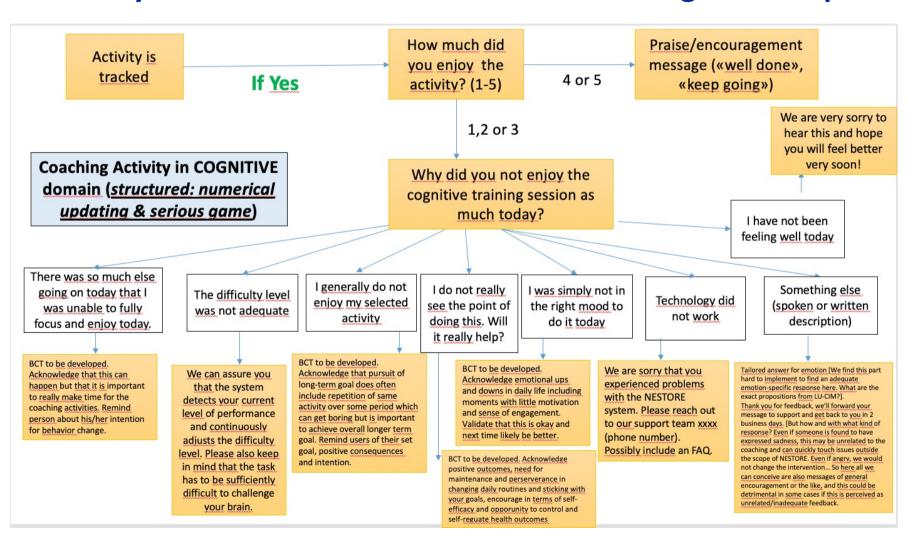
Integrating Health Behavior Change Models and Behavior Change Techniques

PHASE-SPECIFIC PREDICTOR VARIABLES	EXEMPLARY ITEM FOR ASSESSMENT (IN DAILY LIFE)	CORRESPONDING BEHAVIOUR CHANGE TECHNIQUES (BCT)			
PHASE 1: MOTIVATIONAL PH	HASE				
Risk Awareness If I am not regularly physically active, the probability is high that I will have serious health problems.		 Educational messages, provide information about health consequences, self-monitoring provide feedback social comparison 			
Positive Expecta Ed	ucational messages	Educational messages, provide information about health consequences Consider constal encouragement			
≻ Ca	lendar scheduling / planning				
Behavio > Re	If-monitoring minders and prompts ersonalized) feedback	Educational messages, provide information about health consequences provide general encouragement self-monitoring Behavioural contract			
Recover	aise and encouragement	 Provide general encouragement prompt review of behavioural goals (plans for overcoming barriers and also regarding the personal goals) stress management 			
Action Planning	I have made detailed plans for when and how I will be regularly physically active in the next four weeks.	 Calendar scheduling set graded tasks social support/social comparison for planning (ideas) time management 			
Coping Planning I have made a detailed plan regarding what to do if something interferes with my plans		Prompt barrier identification, problem solving			
Action Control: (1) Awareness of Standards (2) Self-Monitoring (3) Self-Regulatory Effort	 During the last 4 weeks, I was always aware of my intended training program. During the last 4 weeks, I constantly monitored whether I was as physically active as I had planned. During the last 4 weeks, I always tried to be as physically active as I had intended. 	 Prompt review of behavioural goals, educational messages, self-tracking, model/demonstrate behaviour, instruction Self-monitoring, provide feedback Provide general encouragement, self-monitoring / review of performed activities, prompts/reminders (of plans to overcome problems and of goals) 			





Activity Review & Just-in-Time Behavior Change Techniques





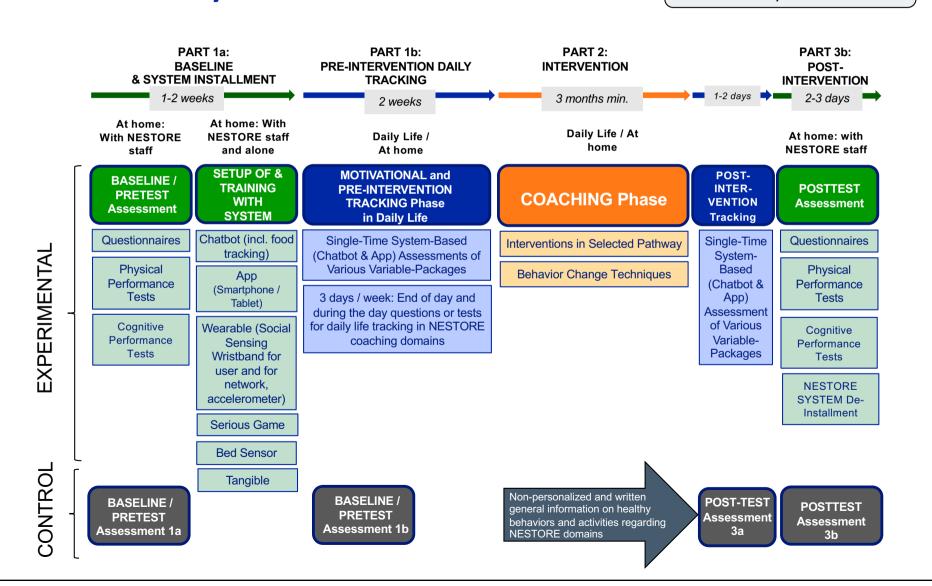






Pilot Study Across Three Countries

Pilot Study Design and Protocol: 3rd key UZH Role









Available Data in Social, Cognitive and Well-Being Domains

Status Assessment: Baseline & Posttest

Daily Life Pre-Intervention Monitoring & Ambulatory Assessment during Coaching Phase

Subjective Well-Being

Daily Positive & Negative Affect

Discrete Positive and Negative Emotions

Sentiment Detection (from Text Samples)

Baseline &
Posttest Transfer
Task
Performance

Daily Working Memory (Digit Span)

Daily Memory Failures Training Task Performance

Social Integration and Loneliness

Daily Social Integration & Interaction

Daily Social & Emotional Loneliness Daily Social Interaction Sensing (Beacons)



Rich within-person daily life experience and performance data that can be linked to pre-to-post multi-domain training intervention results

Individualized, conceptually and empirically-derived health intervention for healthy older adults



Und dann kam die COVID19-Pandemie und Lockdowns...

Datenerhebungen hatten im Februar 2020 gestartet (nach jeweils erfolgreichem Ethikantrag) ... und mussten dann unterbrochen und im Sommer 2020 fortgesetzt werden ...

Table 1. Cases recruited by site

	Control		Intervention		Total	
	n	Column %	n	Column %	n	Column %
Site						
Total	13	100.0%	33	100.0%	46	100.0%
Barcelona	10	76.9%	22	66.7%	32	69.6%
Milan	0	0.0%	3	9.1%	3	6.5%
Rotterdam	3	23.1%	8	24.2%	11	23.9%

Geplant waren ...

 $3 \times n = 30$ Intervention Group

 $3 \times n = 10 \text{ Control Group}$

Alter: M = 70.20 (SD = 3.45)

Frauen: 53.3%

Bildung: 40% Universitätsabschluss, 56% Höherer sekundärer Bildungsgrad



NESTORE Summary Part 2





Thank you very much for your attention

NESTORE Plenary Meeting Barcelona 2018





MORE INFORMATION:

https://nestore-coach.eu/home



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