Gaming in Healthcare ?

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platform voor alle zorgactoren ; en zorgtechnologieleveranciers

-Innovatieve aanpak en uitrol *innova projecten – *lobby



Op Landgoed en virtueel

-Zien & bewijzen *Democentrum *Validatiecentrum





Financiele- en managerial support voor veelbelovend zorginnovaties Generic Disease Management System Mayo Clinic + Noaber Foundation 60-70% of all HC costs = CDM



Conceptual architecture overview GDMS (lvdrTang)





HealthCare Innovation aging and de-greening



E-Health : Training + Simulation



TRAIN/EDUCATE/LEARN :

- •Heart Failure
- Airway Obstructions
- Woundcare
- Surgery Procedures
- •Patient Selfcare : Insuline/Diabetes

SIMULATE : Process/Pathways

- Acute teamcare
- •Chronic Disease Man, : Diabetes, CHF
- •Simulate present + best practices

E-Tracking + Tracing

RFID+GPS to locate / identify : PATIENTS , PROFESSIONALS, PRODCTS

Relevant Applications :

1) ACCIDENTS : Locate Patient/Car and Nearest by Health Worker

2) ACUTE : Heart Failure : Locate Patient + Ambulance directions Patient – CardioTeam - Defibrellator Dementia / Mental Illness (out of zone)

- 3) RIGHT MATCH : Patient and right Medications
 (PatientSafety) Patient and right Bloodproducts
 Patient and right RadioTherapy / Surgery
- 4) APPOINTMENTS Patient location towards Doctors Room In Hospital Routing

Gaming for Health



3d – Hospital Design

Simulated walk troughs
Surgery Room design
Simulate Fire evacuation
Patient Find Your Way



Simulate Acute Care

- •Ambulance-Hospital communications
- •Emergy Room Team training
- •Surgery death/revival simulation
- •ICU- patient simulation

"Gaming For Patients""

SelfCare / Patient Self Management

- 3 D Patient Education (how to Lifestyle)
- •Cardio Care (heart + sport)
- •Diabetes (inject Insuline)
- •Oncology (4 month of chemotherapy/effects/phases)
- •COPD, CHF
- •Mental Health : Depression (sympthoms, bright view/ sunny side)
- •Contact tot the Home/Family (videolink)
- •WHY : Shortage of Health Staff
- 60% of Doctor Said gets lost (home review/retrain)
- 70% want Health at Home (rollator paradox)





Personal TeleMedicine

Source: SHL

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Personal telemedicine is the transmission of medical data via telecommunication networks by an individual patient from a remote location to a medical call center for the purpose of monitoring, diagnosis, patient & disease management, etc.



¹ Data encrypted - proper security clearance required

Tele-centrum

Tele Health Care



1) WHAT ?



2) WHERE ?



4) HOW ?



Synergy Today ?

1/ Prevention 2/ Early diagnosis	VitaValley Network VitaValley Plaza • Meetings • Entrance VitaValley Face • Lobby-activities VitaValley Connex • Netherlands-Europe-Israel-USA VitaValley Grants		VitaValley Campus VitaValley Knowledge Center • Conferences-Seminars • Training • Knowledge Web VitaValley Proof • Expositions • Showcases • Quality-checks • Certification	
3/	Subsidies	VitaValley Off	ïce	VitaValley WorkingSpace • Office facilities
Independency 4/ Distance Care 5/	VitaValley Partners •Health Partners •Public Partners •Patient Partners •Universities (Mayo) •Techno Partners •Insurance Partners VitaValley Projects	Roles Governance Management Tasks Direction Management Coordination Focus		VitaValley Living Labs • Showcase VitaValley Congress • Conference facilities VitaValley Speakers • Experts VitaValley Incubator
Use and usability	VitaValley Consult Advice Projectsupport Projectmanagement 	 Concept-c Governan Businessn 	levelopment ce-model nodel/-case	VitaValley Fund • Investments VitaValley Coach • Support
6/ Growth of capacity 7/ Chains of care	 Innovation PROJECTS Tele-Care Smarthomes Health ICT Disease Man. - Somatic - Mental Quality of life GDMS (Mayo+) RHIC 		(Inter)National Largescale rollout of Validated Health technologies -Health ICT -Telemedicine -eHealth -Smart homes	