

Report on Therapy Lens - Advisory Board Meeting

Paris, 08th June 2017

Attendances	
Anas A. (AN)	RWTH
Mohammad Shehadeh (MS)	/ RWTH
Alan Armstrong (AA)	TUM
Nina Rohrbach (NR)	TUM
Anna Badurska (AB)	Cap Digital
Lola Kahn (LK)	Cap Digital
Alexandre Duclos (AD)	MADoPA
Philippe Roy (PR)	Deputy of Cap Digital in charge of R&D
Fabienne Berthet (FB)	Freelancer, assesses projects in sciences/startups/investors, helping/communicating in between, doing SWOT analysis, business
Bertrand Lejeune (BL)	Business modeler, access to market and finance, Cap Digital, EIT Health accelerator programme in France
Cécile Monteil (CM)	/ Medical Director at iLUMENS
Pierre Foulon (PF)	/ Director GENIOUS Group
Agnès Aubert (AG)	/ Project manager digital e-health
Protocol	NR

The Advisory Board of Therapy Lens project gathered on the 8th of June 2017 in Paris, during the festival Future en Seine, organized by Cap Digital.

The Project Coordinator presented the overview of the project, its conceptual lines, achieved milestones and planned steps and developments ahead.

The testing phase has followed, where the meeting participants had a chance to test the 3 games already developed.

The subsequent discussion raised the following points:

- The solution assessed as a one allowing the user to perform gently and calmly the exercises, not adding additional stress, whereas accentuating mistakes could lead to discouragement and frustration
- A good introduction / immersion in the system is needed at the beginning to understand and learn the ways it functions
- The limited field of view found constraining (need to step back to get the full vision)
- Suggestion to consider the use of a clicker

- Suggestion to consider introducing other realities / immersion experiences = other places where the user could find him/herself (like attractive touristic destinations) to avoid boredom; another possibility: places to which he/she feels emotionally close (pictures of loved ones, etc.)
- Interface has to be easy to use
- Design needs to be improved
- The solution shall be to some extent self-explanatory to allow the patient be autonomous in its usage
- The graphical design of the objects should be improved – ex. A lemon should resemble a lemon– not to leave any doubts on the identity of the objects the users deal with at the moment
- While playing the game, the user should get some natural / invisible guiding points to be aware in which point of the game he/she finds him/herself at the very moment. Ex. it cannot be assumed that the user will remember that he/she has just put the sugar and now he/she is looking for a spoon. The accomplished steps should be obvious and visible
- In the Memory game an information is missing on who is playing at the moment (Avatar of the user)
- Suggestion to consider personalizing the Avatar – provide the user with a possibility to adapt the Avatar, ex. add the face of a known person, possibility of adding some personality or character traits, possibility that this evolves personality in time - change and adapt skills. Along with rendering the present games more captivating, such functionality could possibly have a positive impact on the patients by increasing their mental creative skills

Conclusions

Therapy Lens project is entering into an intensive users' testing phase which will take place both at patient's home and in care centers. New patients-driven feedback is expected and will be followed by another development phase to apply the collected feedback.

Another Advisory Board shall take place after those steps are accomplished. The Advisory Board is planned to be organized during the conference TIC&Santé (ICT&Health), on the 12th September 2017 at the Medical University Descartes in Paris.