

1. Record Nr.	UNINA9910955420903321
Titolo	EVERYDAY TECHNOLOGIES IN HEALTHCARE
Pubbl/distr/stampa	[S.I.], : CRC PRESS, 2019
ISBN	1-351-03217-8 1-351-03216-X 1-351-03218-6
Edizione	[1st ed.]
Descrizione fisica	1 online resource (381 pages)
Disciplina	617/.033
Soggetti	Health Technology Biomedical Technology Delivery of Health Care
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references.
Nota di contenuto	Cover -- Half Title -- Series Page -- Title Page -- Copyright Page -- Dedication -- Contents -- Preface -- Acknowledgements -- Editors -- Contributors -- Section 1 Introductory Perspective -- 1. Everyday Technology in Healthcare: An Introduction -- The Value of Everyday Technology in Contemporary Society -- Conceptual Importance of ANT for Health Research -- Summary -- References -- Section 2 Contemporary Applications in Healthcare -- 2. Therapy through Play: Advancing the Role of Robotics in Paediatric Rehabilitation -- Introduction -- Objectives -- Development of an Adapted Group-Based Robotics Programme for Children with Disabilities -- HB FIRST® Robotics Programme -- Implementation of the HB FIRST® Robotics Programme -- Adaptations to the Programme -- LEGO® Digital Designer -- Vocabulary Tools -- Visual Schedules -- Selection Mats -- Digital Instructions for Visual Differences -- Communicator 5 Used with Switches -- Perceived Impacts of the Programme -- How Everyday Technologies Can Enhance Healthcare Delivery -- How does Everyday Technology Impact on Practitioners -- Fine Motor Skills -- Social, Communication and Teamwork Skills -- Self-Advocacy, Self-Esteem and Problem-Solving -- Career Exploration -- Impact of Programme on

Clinical Staff -- Future Impact of the Programme -- Summary --
References -- 3. Alzheimer's and mHealth: Regulatory, Privacy and
Ethical Considerations -- Introduction -- mHealth -- Expected Benefits
-- mHealth for Alzheimer's -- U.S. Regulatory Environment --
Regulatory Agencies -- Safety and Efficacy - The FDA -- Privacy and
Security Regulation - Health Insurance Portability and Accountability
Act, the FCC and the FTC -- Privacy and Security Regulatory Challenges
-- Data Collection -- Involvement of Multiple Actors -- Device
Vulnerability -- Transmission and Storage -- 'Sensor Fusion' and Re-
Identification.
mHealth Privacy Policies -- Burdens on mHealth Users -- Consent --
Discussion -- Conclusions -- Acknowledgements -- References -- 4.
Exergaming for Health and Fitness Application -- Introduction: A
Serious Game, Exergaming -- The Technology and Mechanics of
Exergaming -- Exergaming in Exercise, Sports and Rehabilitation
Settings -- Promoting Exergaming for Active Living -- Challenges and
Recommended Future Directions for Exergaming in Health --
Considerations and Conclusion -- References -- 5. Technology
Solutions and Programs to Promote Leisure and Communication
Activities with People with Intellectual and other Disabilities --
Introduction -- Assistive Technology for Leisure Activities -- Programs
to Help People Access Brief Stimulation Events -- Programs to Help
People Control a Television Device -- Programs to Help People Choose
among Stimuli -- Assistive Technology for Communication --
Programs to Help People Make Verbal Requests -- Programs to Help
People Make Telephone Calls or Use Text Messages -- Assistive
Technology for Leisure and Communication -- Programs with the First
Technology Arrangement -- Programs with the Second Technology
Arrangement -- Programs with the Third Technology Arrangement --
Discussion -- References -- 6. Using Digital Photography to Support
the Communication of People with Aphasia, Dementia or Cognitive-
Communication Deficits -- Introduction -- Aphasia -- Early Attempts
to Use Photographs as Communication Supports -- Contextually Rich
and Personally Relevant Photographs -- Incorporating Digital Images
into Communicative Interactions -- Dementia -- Reminiscence Therapy
-- Storytelling -- Life Story Documentation -- Caveats for
Consideration -- Traumatic Brain Injury -- Supporting Memory --
Severe Memory Impairments -- Mild or Moderate Memory Impairments
-- Supporting Writing -- Future Directions -- References.
7. Common and Assistive Technology to Support People with Specific
Learning Disabilities to Access Healthcare -- Introduction -- Impacts of
Learning Disabilities -- Accessing Healthcare -- Hospital Admittance
-- Visiting a GP -- Written Information -- Dosage Calculations --
Informed Consent -- Everyday and Assistive Technology -- Future
Directions and Considerations for Healthcare Providers -- References
-- 8. Pervasive and Emerging Technologies and Consumer Motivation
-- Introduction - Disability Trends -- Trends in User Behaviour --
Understanding Disruption -- Emerging Technologies and the Lives of
People with a Disability -- Independent Living -- Mobility --
Communication -- Health and Well-being -- Proactive and Responsive
Delivery -- Impact of Disruptive Innovation on AT Services -- Changing
Role of AT Services - Escalation, Curation and Self-Determination --
Implications for Services Development -- Public Policy -- Awareness --
Assessment and Evaluation of Needs -- Provision of Assistive
Technology -- Training -- Support -- Research and Development --
Conclusion -- References -- 9. Feedback-Based Technologies for Adult
Physical Rehabilitation .. -- Introduction -- Reasons for Using
Feedback-Based Technology in Rehabilitation -- Feedback-Based

Technologies and Motor Learning -- Content -- Modality -- Schedule -- Attentional Focus -- Examples of Feedback-Based Technologies -- VR Gaming Technologies -- Recreational Gaming Technologies -- Rehabilitation-Specific Gaming Technologies -- Wearable Devices -- Tablet and Smartphone Applications -- Combined Technologies -- Effectiveness of Using Feedback-Based Technologies in Rehabilitation -- VR Gaming Technologies -- Wearables -- Tablet and Smartphone Apps -- Mixed Technologies -- Therapist Acceptability for Using Technology -- Patient Acceptability for Using Technology. Implementing Technology into Clinical Practice -- Considerations for Future Technology Development -- Acknowledgements -- References -- 10. Engaging Young Children in Speech and Language Therapy via Videoconferencing -- Introduction -- Data and Methods -- Analysis -- Using Objects Solely in a Therapist's Possession -- Using Identical Objects in Both a Therapist's and Client's Possession -- Discussion -- Acknowledgement -- Funding -- References -- 11. Digital Communication and Social Media for People with Communicative and Cognitive Disabilities -- Introduction -- Three Perspectives on Remote Communication for People with Communicative and Cognitive Disabilities -- Professionals' Views on Texting with Pictures and Speech -- Experiences of and Views on Remote Communication by People with Communicative and Cognitive Disability -- Support Persons' Views on Remote Communication for the Target Group -- Discussion -- Self-Determination and Participation -- Safety and Security -- Access to Technology -- Access to Support -- Methodological Considerations -- Summary -- References -- 12. Mobile Technology to Facilitate Self-Management and Independence among Adolescents and Young Adults with Disabilities - Best Practices and the State of the Science -- Background -- Engagement and Tailoring -- Innovation -- Involvement of Stakeholders -- Context of Use -- Interdisciplinary Collaboration -- Research: Its Role and Recommendations as Related to mHealth Interventions -- Adoption of Community Participatory Research -- Integrate Theory into Design -- Identify and Apply Appropriate Methodological Approaches with Sufficient Rigor to Advance Understanding -- Create Consensus and Standardize Assessment Measures and Practices -- Engage Participants to Appropriately Power Studies -- Integrating Technology into HealthCare, Rehabilitation and Independent Living. 13. Principles and Practical Uses of Virtual Reality Games as a Physical Therapy Strategy -- Terminology, General Concepts and Distinctions -- Possible Uses of VRGs in Physical Therapy Practice -- Evidence of VRGs in the Physical Fitness Context -- Main Characteristics of VRG Interventions -- Effects of VRG Interventions -- Considerations -- Evidence of VRGs in Rehabilitation: Emphasis on Parkinson's Disease -- Main Characteristics of VRG Interventions for PD -- Effects of VRG Interventions in PD -- Considerations -- Clinical Case -- Final Considerations -- References -- 14. Project Career: The Matching Person and Technology Model and Everyday Technology in Action -- Introduction -- Traumatic Brain Injury -- Project Career Overview -- MPT Model and Data Collection -- John's Experience -- Project Career Outcomes -- Summary -- References -- 15. Everyday Communication and Cognition Technologies -- Introduction -- Technology Adoption and Self-Stigma -- Self-Stigma -- Digital Participation -- People with Disabilities Using Everyday Technologies -- Self-Management Tools -- Assisted Prompting -- External Memory Aids -- Experience Sampling and Telehealth Monitoring -- Potential Roles for the Clinician/Rehab Professional -- Building the Support Cycle -- Takeaways for the Rehabilitation Professional (or whomever) -- References -- 16. Mobile

Technology in Aphasia Rehabilitation: Current Trends and Lessons Learnt -- Introduction -- Aphasia Rehabilitation -- The Promise of Mobile Technology in Health -- Barriers and Facilitators to Mobile Technology Use by People with Aphasia -- Factors Related to Aphasia and Related Health Conditions -- Factors Related to Healthcare Services and Environment -- Factors Related to Mobile Technology -- Factors Related to the Characteristics of the Person with Aphasia -- How Mobile Technology Is Being Used by People with Aphasia. Social Interaction and Life Participation.

Sommario/riassunto

This book examines the role of everyday technology throughout the life cycle in order to demonstrate the wide acceptance and impact of everyday technology and how it is facilitating both practitioners and patients in contemporary practices. In response, then, this text speaks to a number of audiences. Students writing for undergraduate and postgraduate dissertations/proposals will find the array of works insightful, supported with a vast number of references signposting to key texts. For academics, practitioners and prospective researchers this text offers key empirical and methodological insight that can help focus and uncover originality in their own field. We anticipate that readers will find the collection of empirical examples useful for informing their own work, but also, it attempts to ignite new discussions and arguments regarding the application and use of everyday technology for enhancing health internationally. Explores the multifaceted use and application of each everyday technology' that impact on diagnosis, treatment and management of individuals. Examines an array of everyday technologies and how these that can either enhance and/or hinder patient/service user outcomes i.e. handheld devices, computer workstations, gamification and artificial intelligence. Discusses technologies that are intended to facilitate patient diagnosis, practitioner-patient relations, within an array of health contexts. Provides readers with an overview with future direction of everyday technologies and its limitations.
