Behavioral Health Tech Review

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QUARTERLY NEWS HIGHLIGHTS

MOBILE APPLICATIONS

NFL Tackles Concussion Diagnosis with Mobile App for iPad

February 26, 2013 (mHealthWatch)

A mobile application optimized for Apple's iPad will be used during the 2013-14 NFL season for the purpose of helping teams discover if a player has suffered a concussion on the field...**More**

VIRTUAL APPLICATIONS

Change agents: Will virtual nurses and pocket health coaches improve patient engagement?

October 2, 2012 (Health IT News)

Healthcare organizations have a lot on their plates nowadays, and the challenges are only growing. Meaningful use is a big one, of course — not least Stage 2's new focus on patient engagement. Another is a lack of new physicians, with the Association of American Medical Colleges projecting a shortage of some 150,000 docs in the coming years — even as ACA is set to add millions of newly-insured patients to the rolls. Still another is low health literacy, especially on the part of many of those same new patients. Could virtual reality be the answer? ....**More**

TELEHEALTH

Top 6 Telehealth Trends for 2013

January 9, 2013 (Telemedecine News)

Doctor-Patient telehealth will begin to eclipse clinician-to-clinician telehealth.

In 2013, software-based systems that use everyday consumer technology will make doctor-to-patient connections practical. More consumers than ever will have access to a webcam. 800 million webcams shipped in 2012, double what was shipped in 2011...**More**

Social media, online access creating a 'perfect storm' in healthcare

February 8, 2013 (Fierce Health IT)

The simultaneous maturation of patient-centered healthcare, social media and the Internet has created what researchers from Brigham and Women's Hospital and Harvard Medical School are calling a "perfect storm" in healthcare with regard to how patients and organizations connect...**More**

INNOVATIVE TECHNOLOGY FOR HEALTHCARE

Computers Studying Emotion

January 9, 2013 (Telemedicine News)

Scientists at the MIT Media Lab are studying how computing influences emotions or other affective phenomena. The field of Affective Computing is defined as computing that relates to or arises from or deliberately influences emotion or other affective phenomena. The field combines engineering, computer science with psychology, cognitive science, neuroscience, sociology, education, psychophysiology, value-centered design, ethics...**More**

Making a game out of doc sepsis training

February 15, 2012 (Fierce Health IT)

Sepsis is no laughing matter--but a new tool aims to at least make learning about the dangers of the deadly infection a little more pleasant for docs. The web-based game--Septris--is modeled after the popular computer game Tetris. Developed by Stanford University Medical Center physicians, researchers and education technology experts, the game can be played on a mobile phone, a tablet or a computer...**More**

Mobile Health: Clinical Practice Guidelines

Mobile health (the wireless delivery of health care via a mobile device) is a rapidly evolving field. Mobile devices include smart phones, tablets, computers, eReaders, and wearable body sensors that can record various physiological measurements. Mobile health enables systematic data collection, improved communication between patients and providers and, eventually, data transfer to an electronic health record.

To help busy clinicians keep pace with advancements in health technologies, T2 has developed a mobile health how-to manual. The manual provides a rationale and instructions to support the use of mobile apps in everyday practice.

The manual will be discussed at a Community Practice telephone conference scheduled on 4/10/13 at 0900 PST. To participate in the conference, titled "Practicing in a Connected World: Tech-Use Guidelines," send a request to AskUs@t2health.org.

The manual will be available in May 2013. To obtain an electronic copy, send an email to AskUs@t2health.org.

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