

SOCIAL MEDIA RECRUITMENT

The Use of Facebook in Recruiting Participants for Health Research Purposes: A Systematic Review

Whitaker C, Stevelink S, Fear N

J Med Internet Res 2017;19(8):e290

CONCLUSIONS: There is growing evidence to suggest that Facebook is a useful recruitment tool and its use, therefore, should be considered when implementing future health research. When compared with traditional recruitment methods (print, radio, television, and email), benefits include reduced costs, shorter recruitment periods, better representation, and improved participant selection in young and hard to reach demographics. It however, remains limited by Internet access and the over representation of young white women. Future studies should recruit across all ages and explore recruitment via other forms of social media.

Read full article here: <https://www.jmir.org/2017/8/e290/>

Broad Reach and Targeted Recruitment Using Facebook for an Online Survey of Young Adult Substance Use

Ramo DE, Prochaska JJ

J Med Internet Res 2012;14(1):e28

CONCLUSIONS: Despite wide variety in the success of individual ads and potential concerns about sample representativeness, Facebook was a useful, cost-effective recruitment source for young-adult smokers to complete a survey about the use of tobacco and other substances. The current findings support Facebook as a viable recruitment option for assessment of health behavior in young adults.

Read full article here:

http://www.jmir.org/2012/1/e28/?utm_source=TrendMD&utm_medium=cpc&utm_campaign=JMIR_TrendMD_0

The Role of Social Media in Recruiting for Clinical Trials in Pregnancy

Shere M, Zhao XY, G Koren

PLoS One. 2014; 9(3): e92744.

CONCLUSIONS: Clinicians and scientists recruiting for clinical studies should learn how to use online social media platforms to improve recruitment rates, thus increasing recruitment efficiency and cost-effectiveness.

Read full article here: <https://www.ncbi.nlm.nih.gov/pmc/articles/PMC3966825/>

GAMIFICATION

Gamification: What It Is and Why It Matters to Digital Health Behavior Change Developers

Cugelman B

JMIR Serious Games 2013;1(1):e3

ABSTRACT: This editorial provides a behavioral science view on gamification and health behavior change, describes its principles and mechanisms, and reviews some of the evidence for its efficacy. Furthermore, this editorial explores the relation between gamification and behavior change frameworks used in the health sciences and shows how gamification principles are closely related to principles that have been proven to work in health behavior change technology. Finally, this editorial provides criteria that can be used to assess when gamification provides a potentially promising framework for digital health interventions.

Read full article here: <http://games.jmir.org/2013/1/e3/>

Gamification and Behavioral Change: Techniques for Health Social Media

Bamidis PD, Gabarron E, Hors-Fraile S, Konstantinidis E, Konstantinidis S, Rivera O.

Chapter 7 of Participatory Health Through Social Media, 1st Edition

GAMES AND THEIR BENEFITS FOR HEALTH: Although the use of games and gamification for health is a field that is still in its infancy, and more research is needed, there are a new series of publications with promising results in which it is shown that these tools can be beneficial for health. And these benefits

are mostly found in relation with the use of serious games or games specifically developed for a purpose other than pure entertainment. The reported advantages can be grouped on games for health education or health promotion targeting the general public; and games for patient self-management, aiming to improve health outcomes in people with a medical condition. In both cases, the use of the gamification strategy help people to learn more about health and how to take care of their conditions while playing. Read full chapter here:

<https://books.google.com.au/books?id=InmLCwAAQBAJ&lpg=PP1&pg=PP1#v=onepage&q&f=false>

Just a fad? Gamification in health and fitness apps

Lister C¹, West JH, Cannon B, Sax T, Brodegard D.

JMIR Serious Games. 2014 Aug 4;2(2):e9

CONCLUSIONS: This research, to our knowledge, represents the first comprehensive review of gamification use in health and fitness apps, and the potential to impact health behavior. The results show that use of gamification in health and fitness apps has become immensely popular, as evidenced by the number of apps found in the Apple App Store containing at least some components of gamification. This shows a lack of integrating important elements of behavioral theory from the app industry, which can potentially impact the efficacy of gamification apps to change behavior. Apps represent a very promising, burgeoning market and landscape in which to disseminate health behavior change interventions. Initial results show an abundant use of gamification in health and fitness apps, which necessitates the in-depth study and evaluation of the potential of gamification to change health behaviors.

Read full article here: <https://www.ncbi.nlm.nih.gov/pubmed/25654660>

APP-BASED BEHAVIOUR CHANGE CAMPAIGNS

Can Mobile Phone Apps Influence People's Health Behavior Change? An Evidence Review.

Zhao J, Freeman B, Li M.

J Med Internet Res. 2016 Oct 31;18(11):e287.

CONCLUSIONS: Our results provide a snapshot of the current evidence of effectiveness for a range of health-related apps. Large sample, high-quality, adequately powered, randomized controlled trials are required. In light of the bias evident in the included studies, better reporting of health-related app interventions is also required. The widespread adoption of mobile phones highlights a significant opportunity to impact health behaviors globally, particularly in low- and middle-income countries.

Read full article here: <http://www.jmir.org/2016/11/e287>

Cool Runnings - an app-based intervention for reducing hot drink scalds: study protocol for a randomised controlled trial.

Burgess JD, Cameron CM, Watt K, Kimble RM.

Trials. 2016 Aug 3;17(1):388.

DISCUSSION: To our knowledge, this is the first study to evaluate an app-based delivery of injury prevention messages, and the first study to test the efficacy of gamification techniques in an injury prevention intervention. If this intervention is found to be effective, this RCT will provide a platform for targeting other childhood injury prevention campaigns.

Read full article here: <https://www.ncbi.nlm.nih.gov/pubmed/27488411>

Behavioral Functionality of Mobile Apps in Health Interventions: A Systematic Review of the Literature

Payne HE, Lister C, West JH, Bernhardt JM

JMIR mHealth uHealth 2015;3(1):e20

The lack of large sample studies using mobile phone apps may signal a need for additional studies on the potential use of mobile apps to assist individuals in changing their health behaviors. Of these studies, there is early evidence that apps are well received by users. Based on available research, mobile apps may be considered a feasible and acceptable means of administering health interventions, but a greater number of studies and more rigorous research and evaluations are needed to determine efficacy and establish evidence for best practices.

Read full article here:

http://mhealth.jmir.org/2015/1/e20/?utm_source=TrendMD&utm_medium=cpc&utm_campaign=JMIR_TrendMD_0

Social media and mobile applications in chronic disease prevention and management

Santoro E, Castelnuovo G, Zoppis I, Mauri G and Sicurello F

Front. Psychol. 2015;6:567.

CONCLUSIONS: The incorporation of social media tools and mobile health apps into chronic diseases management and prevention is expected to grow in practice and importance as more people communicate online. As our society becomes increasingly connected through wireless devices and accustomed to sharing private matters such as health with others online, new challenges and opportunities will arise to leverage this information in a safe, dynamic, and timely manner. A wider involvement of national and international health and professionals organizations, the adoption of clinical guidelines or gold standards, an increasing practice to submit health apps to Food and Drug Administration for validation, and the conduction of high quality, adequately powered randomized controlled trials evaluating the effectiveness of social media, online social networks, and medical apps on clinical outcomes (currently limited in numbers and methodology) could enhance their reliability and adoption