

Digital Innovation in Health & Wellbeing

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Animations to support health & wellbeing

Cross-cutting Animations:

Supporting common problems faced by people affected by cancer:

- Fatigue ♦ Worry & anxiety ♦ Uncertainty ♦ Finance & Benefits ♦
Body Image ♦ Sexual Difficulties

Application

Clinical teams will be able to:

- signpost to videos at relevant points in the pathway
- Include them in End of Treatment summaries
- Display them on waiting room screens

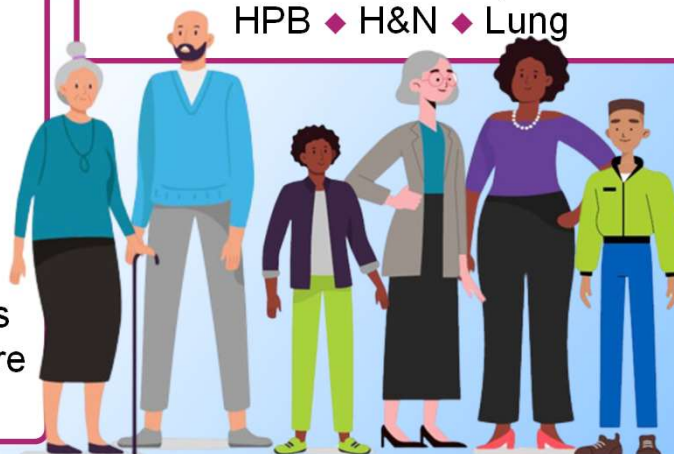
Accessibility

- ✓ Videos will be subtitled
- ✓ Videos can be dubbed into other languages to provide a resource for communities where English is not the main spoken language.

Pathway Animations

Animations to support specific difficulties affecting their patients:

- HPB ♦ H&N ♦ Lung



Making approved health & wellbeing apps accessible to people affected by cancer

In collaboration

Developing a bespoke platform, aimed at providing people affected by cancer in Greater Manchester with a curated library of support, categorised as follows:

- Mental Wellbeing ♦ Symptoms & side effects ♦ Practical and Social Support

The **Organisation for the Review of Care and Health Apps** (ORCHA) assesses healthcare apps using a clinician-approved 350+ point quality check. Only apps scoring 65% or more are approved.

TRY IT NOW

At the GM Cancer Alliance stand!