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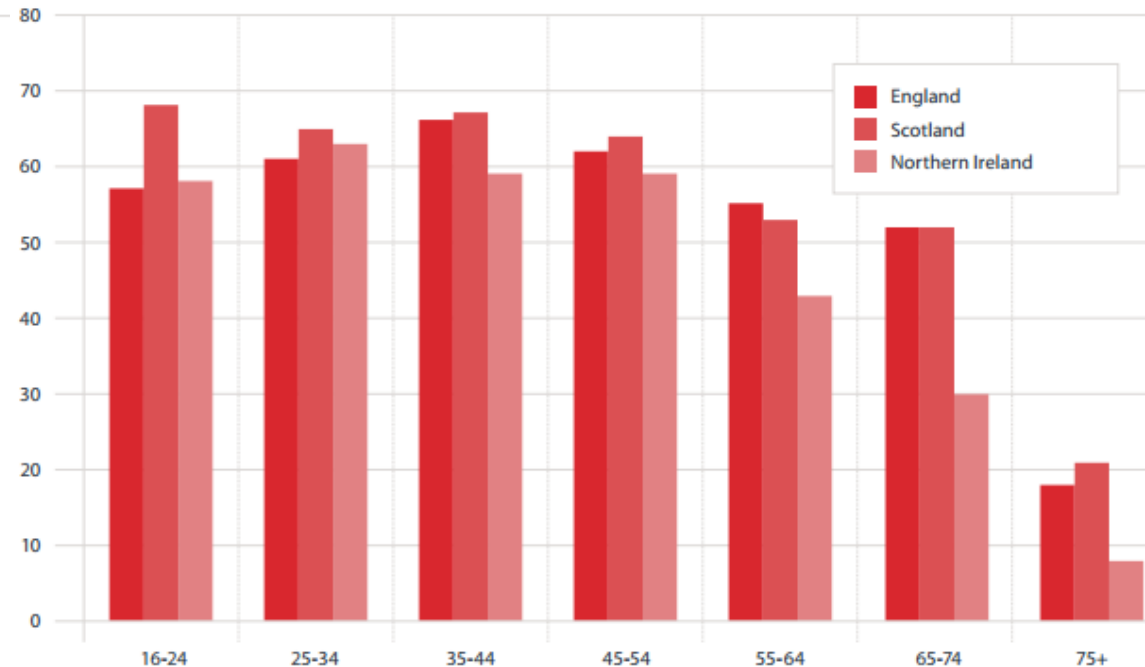
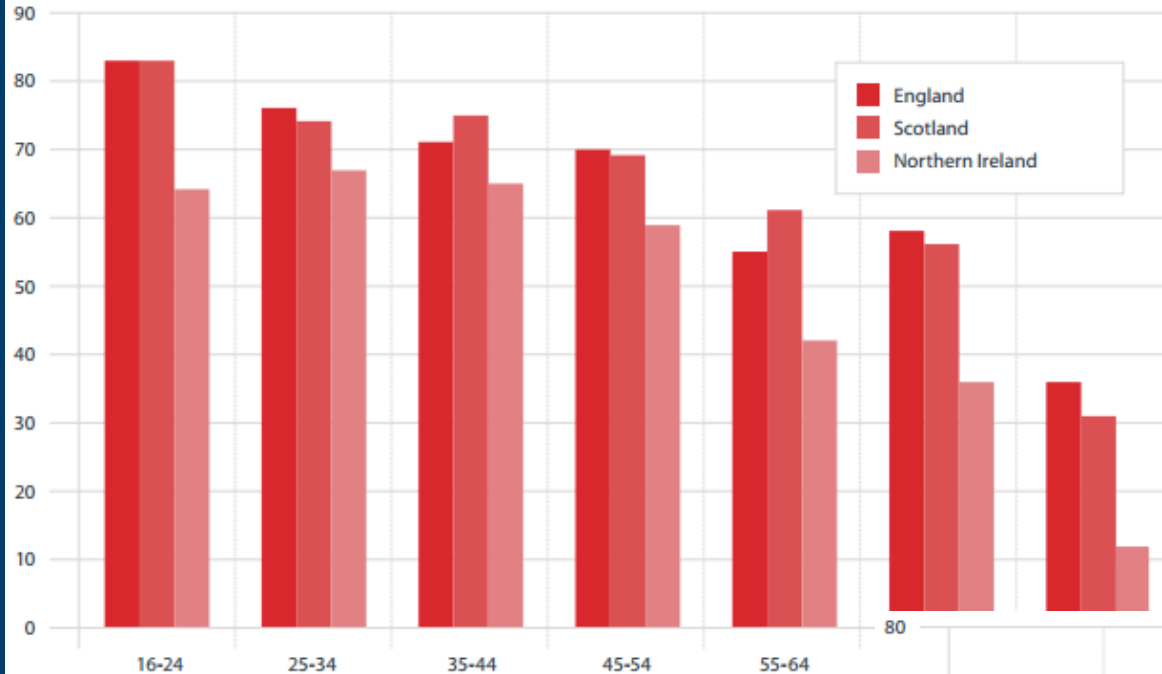
STARFISH: a team-based smartphone app to increase physical activity in older adults and stroke survivors

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Physical activity and ageing



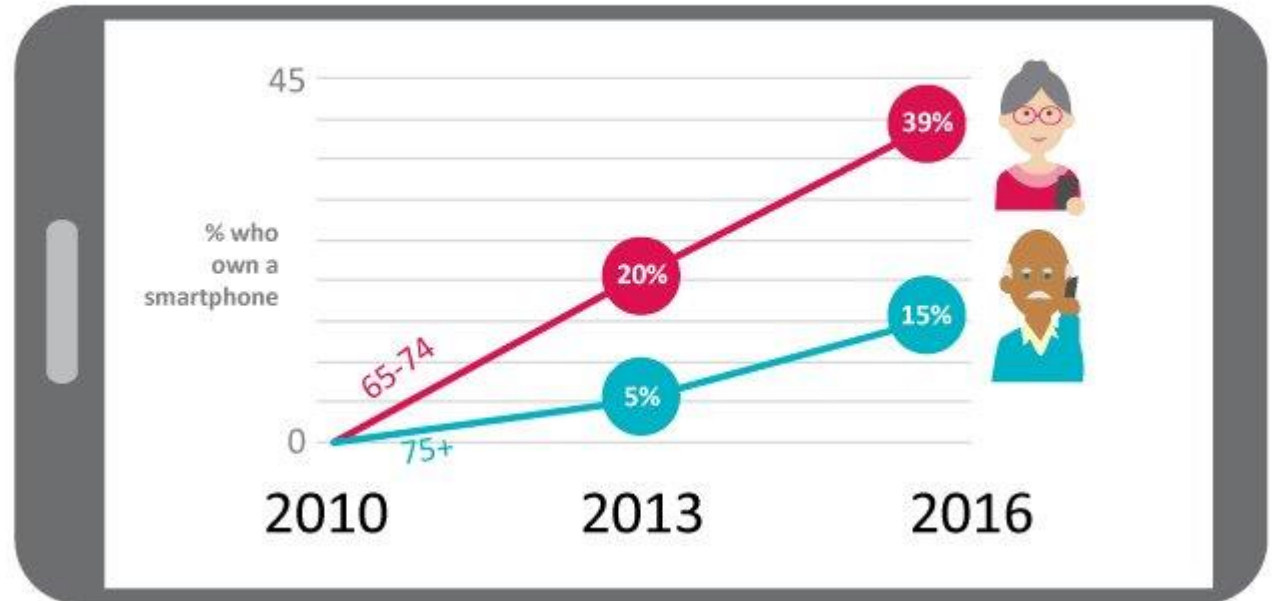
British Heart
Foundation:
Physical activity
statistics 2015



Physical activity and mhealth



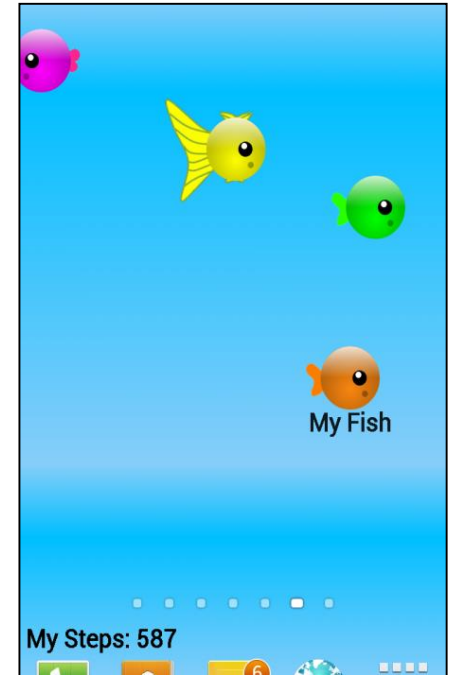
The rise in smartphone ownership among over-65s



Ofcom 2017



- STARFISH is a smartphone app designed to encourage older people to be more physically active
- Smartphone sensors record number of steps taken per day
- Each 'player' is represented by a fish in the STARFISH 'fish tank'
- When player is active, their fish blows bubbles and swims faster
(and makes a gurgling noise!)

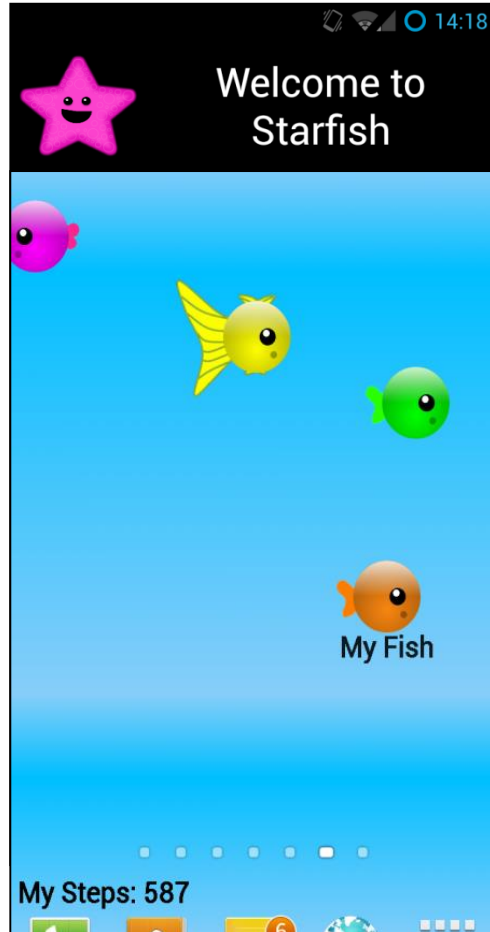


STARFISH Behaviour Change Techniques

Label	Definition	An example of how the technique is operationalised in STARFISH
FEEDBACK AND MONITORING		
Self-monitoring of behaviour	Establish a method for the person to monitor and record the outcome(s) of their behaviour as part of a behaviour change strategy	Step count monitoring is integral to the STARFISH application and visible to the user as real-time step counts. Users can also view their daily step count history both numerically and graphically to monitor change in activity over time.
Feedback on behaviour	Monitor and provide informative or evaluative feedback on performance of the behaviour	The fins and tail of users' fish grow as they progress towards their weekly step count target.
Monitoring others with		
GOALS / Goal setting		
Discrepancy between current behaviour and		end of % for the
Action plan		the user fall
SOCIAL / Social support		
		ted to
COMPARISON / Social comparison		
		ly step
REPETITION / Graded tasks		
	behaviour is performed	target.
REWARD AND THREAT		
Non-specific reward	Arrange delivery of a reward if and only if there has been effort and/or progress in performing the behaviour	The fins and tail of each user's fish <u>only</u> grow as their step count increases towards their weekly target. The weekly group reward (a sea creature swimming in the group tank) is contingent on all group members achieving their daily step count targets.
Social reward	Arrange verbal or non-verbal reward if and	A 'happy Starfish' congratulates users only if they have achieved their step count target the previous day.

Integral BCTs within STARFISH

- Self-monitoring
- Goal setting
- Feedback on behaviour
- Social comparison
- Graded tasks
- Rewards

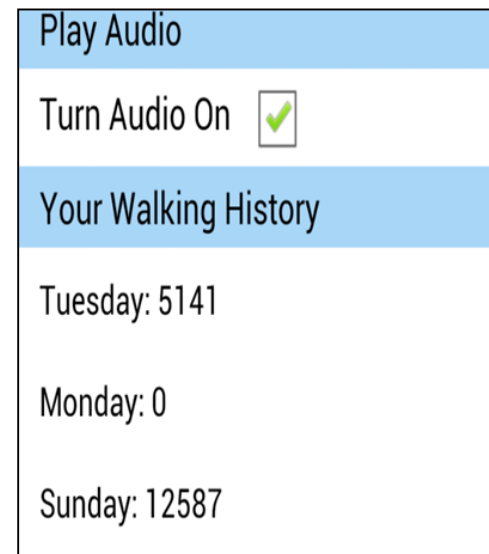
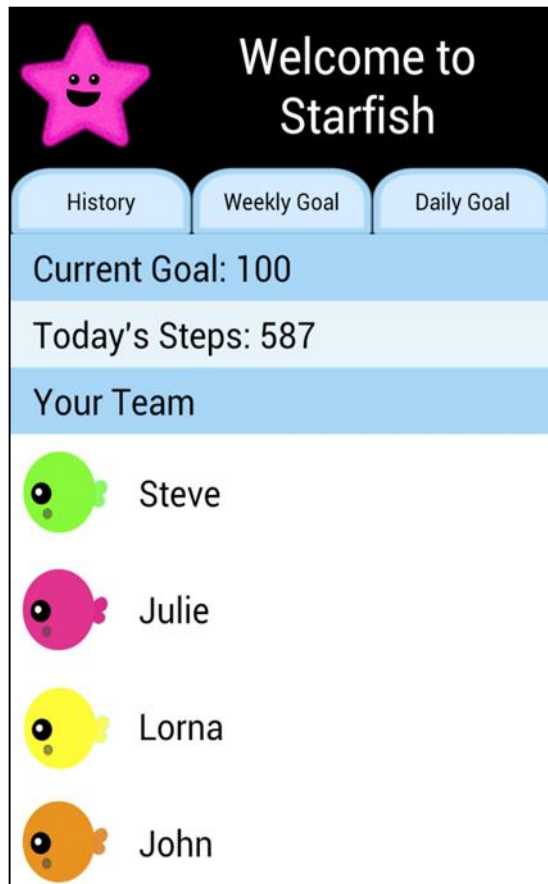


- STARFISH is undertaken in teams of 4 players
- Each player's fish is a different colour
 - All players can see how active other members of their team are

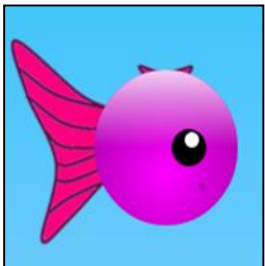
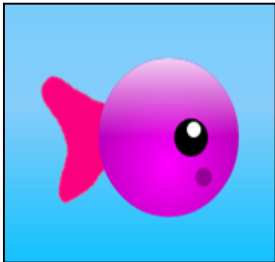
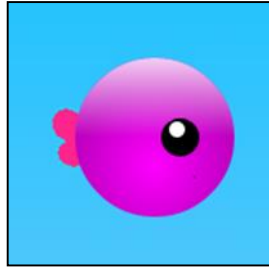
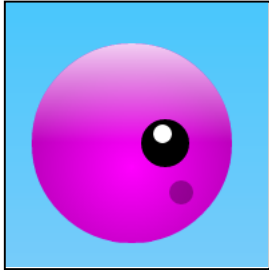


STARFISH key features – goals and self-monitoring

- Each player has their own daily physical activity (step) target
- (Real time) individual daily step count
- Weekly step count history



STARFISH step targets - individual

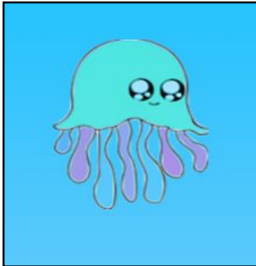
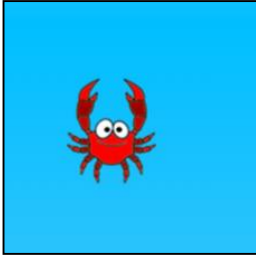


- Week 1 target – baseline steps (over 7 days) plus 10%
- The fish fins and tail grow if player achieves their daily target
- Personalised motivational feedback
- If player achieves their step count target on 5/7 days:



10% for the following week

STARFISH step targets – group reward



- Each week a new creature appears in STARFISH tank if whole team achieves step targets on 5/7 days

- Crab
- Octopus
- Seahorse
-
- Starfish



- **16 older men and women (4 teams)**
 - 8 women (71.1 years, +/- 5.2)
- **Undertook STARFISH for 6 weeks**
- **Mixed methods**
 - Post-intervention focus groups – user experience
 - Pre-post outcome measurement (baseline and 6 weeks)
 - Objective physical activity (daily step counts from phone sensors)
 - BMI
 - Blood pressure
 - Heart rate



UK
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Acceptability and feasibility

- 15/16 completed study

Pretty straightforward (SF13)

Maybe a wee bit of explanation would be helpful (SF01)

I think you sort of realise as well, **how little you do some days**. Before we had those phones I **could do nothing sitting on the couch all the afternoon before**, whereas after I felt I need to get up from here and actually do something. (SF12)

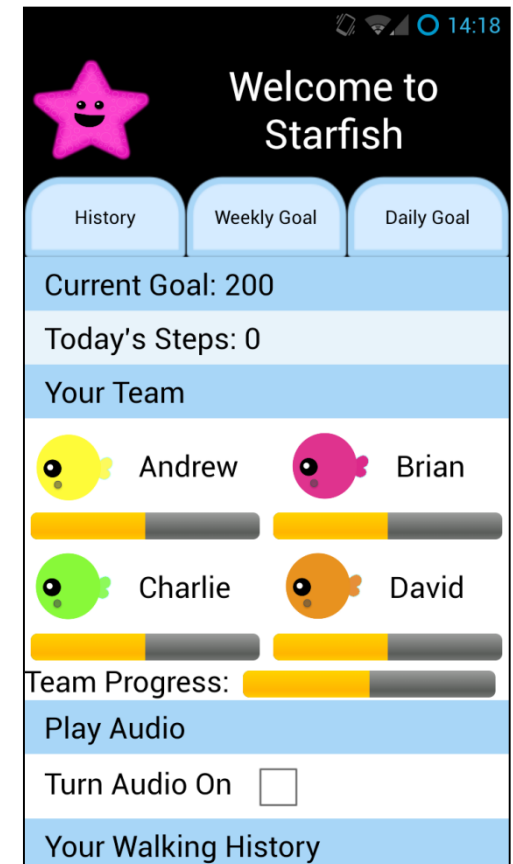
I was looking at the tails, to see if I can get a bigger tail (SF05)

initially it was on Thursday, then it moved to a Friday, **you did look at your phone more often to see if your creatures come on**, you know SF11: You started that... **“We haven’t got it. We haven’t got the creature yet”**. (SF12)

Outcomes

	Baseline Mean (sd)	Week 6 Mean (sd)	Mean Change (sd)	95% CI	p-value (1-tailed)	Effect size d
Step count (N=8 from phone)	9443 (3952)	10773 (2659)	1330 (2358)	(-639.9, 3302.3)	0.077	0.56
BMI (kg.m⁻²)	23.1 (4.1)	23.0 (4.2)	-0.1 (0.3)	(-0.15, 0.40)	0.162	0.33
SBP (mm Hg)	141.1 (12.5)	137.0 (8.2)	-4.1 (9.4)	(-3.7, 12.0)	0.128	0.44
DBP (mm Hg)	87.0 (11.7)	84.2 (8.4)	-2.8 (11.0)	(-6.5, 12.0)	0.252	0.25
HR (bpm)	69.9 (13.7)	69.0 (17.8)	-0.9 (7.4)	(-5.34, 7.09)	0.374	0.12

- **4 stroke survivors from Stobhill Hospital, Glasgow**
- **The existing STARFISH application was adapted by**
 - screen scheme colour changed,
 - text and tick boxes enlarged,
 - sensitivity of the touch screen reduced
 - progress bars added
- **Smartphone sensors calibrated for stroke gait**
- **5% step count weekly increment**





- 24 stroke survivors (13 women: age 55.2, 4.2 years since stroke)
 - intervention (n=16) or control (n=8) groups
- Intervention group undertook STARFISH for 6 weeks
- Control group – usual care
- Mixed methods
 - Outcome measures

Daily step count (activPAL™)	Daily sedentary time (activPAL™)
Heart rate	Blood pressure
Body Mass Index	Fatigue Severity Scale
Instrumental Activity of Daily Living Scale	Ten-Meter Walk Test
Stroke Specific Quality of Life Scale	Psychological General Well-Being Index

- Focus groups – user experience

	Intervention Group (n=15)		Control group (n=8)		Group/ Time Interaction
	Baseline	Week 6	Baseline	Week 6	
Step count	3993 (2384)	5774 (2926)	3640 (3498)	2936 (2409)	0.005*
Sedentary time† (hrs)	19.48 (1.81)	18.54 (2.16)	19.94 (1.78)	19.36 (2.76)	0.705
10MWT (m/s)	0.36 (0.19)	0.42 (0.18)	0.37 (0.26)	0.41 (0.19)	0.967
SSQoL	171.3 (36.3)	185.4 (35.4)	169.0 (50.1)	176.8 (55.5)	0.313
IADL	5.3 (1.9)	5.3 (1.4)	4.8 (2.3)	5.5 (1.6)	0.090
PGWBI	76.7 (17.7)	79.8 (15.0)	79.4 (14.8)	82.6 (19.8)	0.961
FSS	3.6 (1.4)	3.1 (1.4)	4.1 (1.4)	5.2 (1.6)	0.003*

10MWT= Ten Meter Walking Test, SSQoL=Stroke Specific Quality of Life scale, IADL,=Instrumental Activities of Daily Living Scale, PGWBI= Psychological General Well-being Index, FSS= Fatigue Severity Scale.



Examples of quotes from focus groups

Its surprising
how many
steps you are
actually doing
in the house

We live in sheltered
accommodation.... They
were like "Hi [name]
have a seat" and I was
"sorry I have to do my
steps"

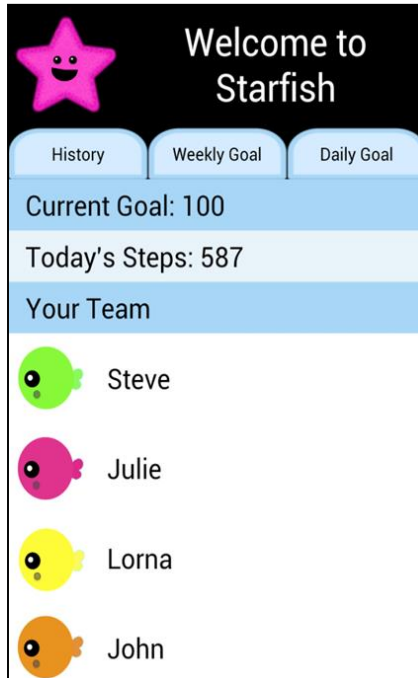
I was looking at
the tails to see if
I can have the
biggest one

You can sit all
day watching TV
but now we're in
a team so
there's
motivation

Have done a lot
more walking
than I have done
before

..my hips don't get
sore when I'm
walking now... I've
lost a bit of weight as
well

- Grant secured from Chest, Heart and Stroke Scotland for fully powered randomised controlled trial
- 58 people in each arm of the study: intervention vs control (recruited in blocks of 8)
- 4 month intervention with 2 months follow up



STARFISH in Stroke RCT

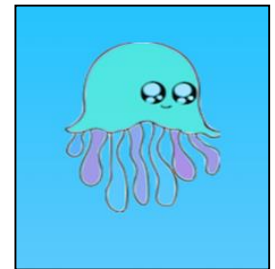
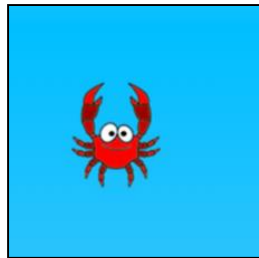
Outcome measures

Outcome measures at baseline, 4 months and 6 months (i.e. 2 month follow up)

- Daily steps (activPAL™)
- Sedentary time, walking time and intensity (activPAL™)
- Six-Minute Walk Test (6MWT).
- 10-Metre Walking Test (10MWT)
- Nottingham Extended Activities of Daily Living (NEADL)
- Fatigue Severity Scale (FSS)
- Stroke Specific Quality of Life (SSQOL)
- Hospital Anxiety and Depression Scale (HADS)
- Blood pressure
- Heart rate
- BMI
- Bloods (total cholesterol, triglycerides, HDL cholesterol, liver function [ALT, AST, GGT], C-reactive protein, HBA1c)

UNDERWAY

- The STARFISH app is acceptable, feasible and shows potential to increase physical activity in older adults and stroke survivors
- A full RCT of a 4-month intervention with stroke survivors is underway
- Funding is being sought to work with independent developer to support roll-out of STARFISH through NHS and physical activity providers





STARFISH – questions?

