Social Participation And Navigation (SPAN): Intervention pilot for teenagers with Acquired Brain

**Injuries (ABI)** 

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  - The contents of this presentation do not necessarily represent the policy of NIDILRR, ACL, HHS.

# Multi-site & interdisciplinary study Collaborators

- Tufts University: Gary Bedell, Co-PI, Michele Jacquin
- Cincinnati Children's Hospital Medical Center: Shari Wade, Co-PI,
   Megan Narad, Jessica King
- University of Wisconsin-Madison/McMaster University: Lyn Turkstra, Co-I
- Georgia Institute of Technology: Jeremy Johnson
- Children's Healthcare of Atlanta: Juliet Haarbauer-Krupa

# **Objectives**

Briefly describe SPAN: An app-based coaching intervention

 Report on 10 week implementation pilot with 13 teens with TBI & brain tumors (BT)

### Person-centered iterative design

- Phase 1: Stakeholder focus groups & interviews to inform design (Bedell, et al., 2016)
  - Developing first prototype of SPAN and app
  - Advisory board feedback
- Phase 2: Usability test with 4 teens with TBI paired with 4 college student coaches(Narad, et al., 2017)
  - Developing 2<sup>nd</sup> prototype of SPAN program and app
  - Advisory board feedback
- Phase 3: Current study: Briefly presented today (Wade, et al., 2017)

# **Social Participation**

- Often used interchangeably with "Participation" (defined broadly as 'involvement in life situations') (WHO, 2007)
- Taking part, involvement, engagement, doing or being with others (Bedell, 2012)
- Involvement in activities that provide <u>interactions with others</u> in society or the community (Levasseur, et al., 2010).
- Levasseur, et al. proposed a six level hierarchical taxonomy of social activities (3-6 reflect social participation)
  - 1. Activities in preparation for connecting with others
  - 2. Being alone with others around
  - 3. Interacting with others without engaging in a specific activity
  - 4. Collaborative activities
  - 5. Helping others
  - 6. Contributing to society

### **SPAN: Content & procedures**

# 1. iPhone app to support goal setting, planning & implementation

- Teen / coach profiles (linked in app)
- Push notifications for reminding / reinforcing

#### 2. Online Key Topics and Brief Tips

 Goal setting/planning; social participation, self monitoring, self control, staying positive, joining conversation/groups

#### 3. Weekly coaching sessions via Skype with college students

10 sessions within 15 weeks

#### 4. Coach training

- 1.5 hour virtual didactic & group discussion session
- Review training manual & readings
- Practice using app/creating goals/plans & reviewing tips & topics

#### 5. Coach weekly supervision (group phone call; in-person as needed)

- Led by Clinical Psychologist & Occupational Therapist
- Discuss logistics, challenges & successes; Problem solving; Support

# Data collection / analyses

- 1. Type & number of goals achieved (*Content analyses of coach session notes*)
- Pre- & post-test score changes on standardized measures completed by teens & parents (*Descriptive & non-parametric statistics & effect sizes computed*)
  - Total Behavioral / Social Problems & Social Competence Scales of Child Behavior Checklist (CBCL; parent-report) & Youth Self Report (YSR) (Achenbach, 1991)
- 3. Satisfaction & usability surveys completed by teens, parents & college student coaches (*Descriptive statistics, content analyses*) Briefly summarized

# **Teenager Characteristics**

		TBI (n=9, 69%)	BT (n=4; 31%)	Total (n=13)
Age in years (Mean, SD)		16.59 (1.18)	18.25 (1.88)	17.15 (1.58)  Range (14-19.5)
Sex, N (%)	Male: emale:	4 (44%) 5 (56%)	1 (25%) 3 (75%)	5 (38%) 8 (62%)
Race, N (%)	Black:	2 (22%)	0 (0%)	2 (15%)
	White:	7 (78%)	4 (100%)	11 (85%)
Loaner phone, I	V (%)	3 (33%)	3 (75.0%)	6 (46%)
Sessions comple ( <i>Mean, SD</i> )	eted	7.13 (3.52)	10 (0)	8.08 (3.15) <i>Range (3-10)</i>
Goals achieved (Mean, SD)		2.88 (2.10)	3.00 (2.31)	2.92 (2.07) Range (0-7)

## Type and number of goals

(Goals achieved by teens: Mean=3; Range = 0-7)

	Number of	
Type of goal	goals	
	achieved	
1. Spend more time with friends	16	
2. Improve social communication	11	
3. Try new activity with friends / boyfriend	4	
4. Try new activity with family	3	
5. Make new friends	2	
6. Take lead role in a new activity	1	
7. Help a friend / family member	1	
8. Participate in a large social event	1	
Total number of goals achieved	39	

### **Pre-to Post changes**

(Youth Self Report (YSR)

	ТВІ			Brain Tumor (BT)		
	Pre	Post	Cohen's	Pre	Post	Cohen's
Total	53.88	50.38	0.54	45.33	51.33	0.49
Problems	(6.42)	(7.50)	<b>↓</b>	(14.64)	(16.86)	<b>↑</b>
Social	54.75	54.50	0.07	52.67	59.67	0.93
Problems	(4.83)	(4.90)		(3.79)	(8.50)	<b>^</b>
Social	44.00	48.75	0.52	44.00	40.33	0.78
Competence	(8.91)	(9.87)	<b>↑</b>	(10.82)	(7.02)	<b>↓</b>

Wilcoxon signed rank tests not significant (total sample)

### Pre- to Post changes (Child Behavior Checklist, CBCL, parent-report)

	ТВІ			Brain Tumor (BT)		
	Pre	Post	Cohen's	Pre	Post	Cohen's d
Total	57.00	46.88	1.32	56.00	55.00	0.25
Problems*	(7.82)	(8.22)	<b>↓</b>	(2.65)	(5.20)	<b>↓</b>
Social	57.00	52.63	0.87	65.00	62.67	0.61
Problems*	(5.81)	(3.78)	<b>↓</b>	(7.55)	(7.57)	<b>↓</b>
Social	40.14	44.43	0.35	45.33	45.67	0.05
Competence	(10.17)	(13.75)	↑	(2.52)	(4.16)	

<sup>\*</sup> **p < 0.02** (total sample)

### Summary

- Results suggest SPAN offered assistance with social participation goal achievement
- •Pre to post score differences reflect positive changes for participants with TBI and mixture of positive changes (parent measures) AND negative changes (teen measures) for those with BT
- •Satisfaction moderate to high overall except for parents of teens with BT specific to tips/topics & for teens getting in contact with coaches
- Coaching viewed very positively by all participants

#### Limitations

- Small sample of convenience / no controls
  - Early phase of SPAN development
- Broadened enrollment for teens with BT midway due to enrollment challenges with teens with TBI
  - Content not specifically geared to Teens with BT
- App used in pilot designed for iPhone (~50 % had loaner phones)
- Problems installing app via Apple's Test Flight system
  - Some did not have access to app for initial coaching sessions (developed/tracked goals & plans offline)
- Coaches started at different time periods
  - Different amount of supervision & different skill levels

#### **Future directions**

- Feedback from brain tumor survivors /parents
  - Develop Topics /Tips to address their concerns

#### Improve usability of SPAN

- Make app easier to use /navigate; make usable on multiplatforms/ devices
- Shorten / simplify key topics/brief tips
- Clearer expectations for parents (tailor to preferences)
- Examine usability post-SPAN
- Explore use with other populations / settings & inclusion of other members of circle of support
  - With additional stakeholder feedback & testing

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# Thank You!

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