

Designing an e-mental health intervention for Indigenous workers – a Hackathon experience

Audrey Gilbeau



Meaning of the Logo

- The image depicts an Infant, Child, Adult & Elder in a traditional canoe – denoting a return to cultural ways and traditional values
- The six circles represent each member First
 Nation community
- The Eagle watches over us and guides us
- Using the medicine wheel we are moving forward in one direction in unison



What is a hackathon?

- Hacking into many computer systems?
- "Hack" and "marathon"
 - Design sprint-like event in which computer
 programmers and others collaborate
 intensively on software projects
 - IKEA hackers



Hacking Mental Health in the Workplace

- June 2017 eHealth Annual Conference
- Goal: co-create solutions to mental health challenges in the workplace
- 9 teams
- Brainstorm to find innovative, actionable and impactful e-health solutions based on collective specialties



Hacking Mental Health cont.

- Take the solution formulated at the Hackathon, refine it, pivot and improve it, and attempt to scale it
- Incorporate sex and gender considerations into your solution



Our team - Wecheeshnun





Our Mission

- Lateral violence (workplace bullying)
- Focus on helping the recipient of the violence
 - Provide information
 - Assess workplace mental health provide advice



Tips for a successful hackathon

- Communication
 - No judging, build on ideas, one voice at a time, focus
- Ideation

- Go for as many new ideas as possible, be visual

- Prototyping
 - Minimum viable product, demo main ideas
- Presentation

- 3 min, show demo in action, practice your demo



Judging Criteria

- Desirability
 - Solution accounted for user's needs
 - Will users want to use this?
- Feasibility
 - Implementation possible? Sustainably?
- Viability
 - Business model?
- Impact
 - Who will the solution impact?
 - Degree of impact?



Hackathon Timeline

- Sunday, June 4
 - 7 pm Hackathon begins
 - 7:30 pm Pitches
 - 8:30 10 pm Teams start hacking
- Monday, June 5
 - 8 am 10 pm Hacking with lunch and dinner breaks
- Tuesday, June 6
 - 8 am Continue hacking
 - 2:30 pm Demo test
 - 3:30 pm Demonstrations
 - 4:30 pm Judges deliberate
 - 4:50 pm Awards presentation



Experiences of a Knowledge User

- Audrey Gilbeau (TRULY ENJOYED IT!!)
 - Teaching others about our people, culture, values, perspectives (half a day plus)
 - Mentors and subject matter experts
 - Open canvas to do something different



Experiences of a researcher

- Dr. Vicki Kristman
 - True knowledge exchange
 - Intense timeline
 - Preferred some lead time for pre-focus groups
 - Fun, high-energy, non-competitive
 - Fish-bowl feeling a bit distracting

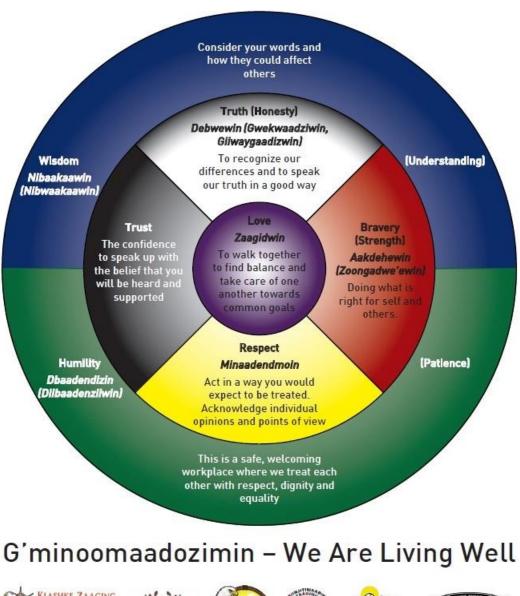


Prototype app - Wiiji



https://invis.io/PYC0NN PKR#/237316710_Wec heeshnun-03

Our Respectful Community

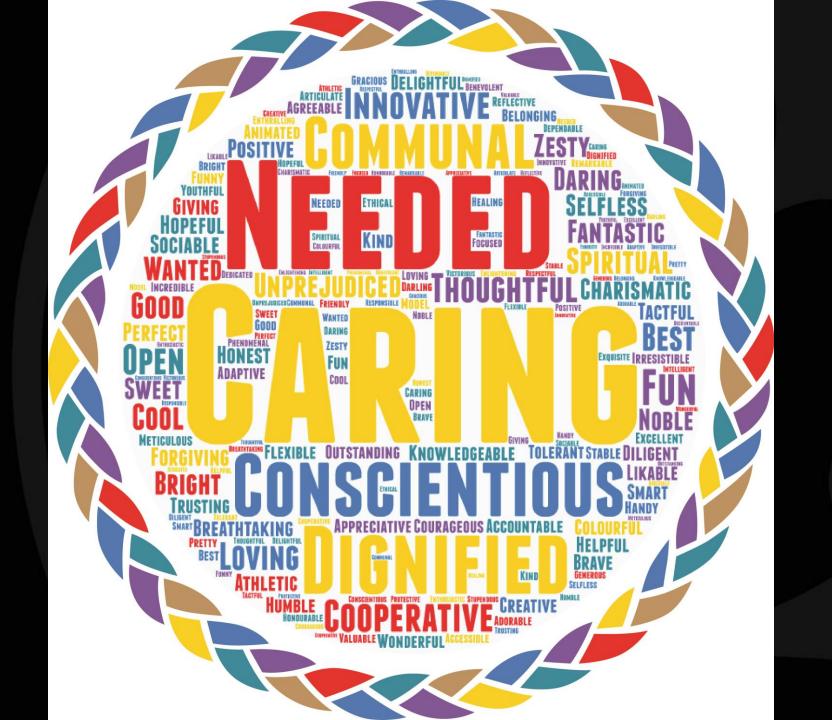


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Awards

- Muse headband for each team member
- Fit bit charge 2 for each team member
- Technology gift basket
- Consulting hours with Chief Medical Officer
- Business advisory, technical review (\$10,000)
- \$1,000 to the team
- 1:1 matching funds from Cossette Health (up to \$75 k)

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Next steps

- Working with Cossette Health to develop full app
 - Pre-app focus groups
 - App development
 - Post-app focus groups
 - Evaluation and role out



Thank you!

Questions???