

AAL Project no: AAL-call-2018-152

frAAgiLe

Platform for detecting and preventing frailty and falls

DELIVERABLE D3.2

Dashboards and KPI Performances

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Keywords	



Abstract (for dissemination)

This deliverable's main objective is to define and check the KPIs of the project and check the quality of the expected outcomes.

¹ L = Legal agreement, O = Other, P = Plan, PR = Prototype, R = Report, U = User scenario

² PU = Public, PP = Restricted to other programme participants (including the Commission Services), RE = Restricted to a group specified by the consortium (including the Commission Services), CO = Confidential, only for members of the consortium (including the Commission Services)



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Version History

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0.1	IDE	01.07.2020	Generation of the document
0.2	IDE	31.07.2020	Full version
1.0	IDE	20.08.2020	Revision





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1. About this document

1.1 Role of the deliverable

This deliverable's main objective is to define and check the KPIs of the project and check the quality of the expected outcomes.

1.2 Relationship to other frAAgiLe deliverables

The main relationship for this deliverable is the D1.2. On Boarding Progress report for the moment as the KPIs are measured from the first questionnaires used before the lab testing.

2. Introduction

A set of indicators have been established as a way to measure the progress of the project in several aspects. KPIs will be published in the Decision Dashboards that frAAgiLe provides with the aim to foster transparency on the execution of the project. The table below shows an initial list of impacts and KPIs related to objectives to have a complete frAAgiLe footprint.

3. Initial KPIs

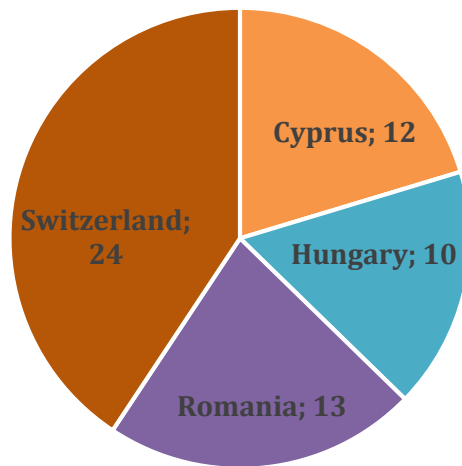
The table below shows an initial list of impacts and KPIs related to objectives to be completed during the fraagile project.

KPI	Year 1	Year 2	Year 3
Final users			
Nr. of users by year	>5 per organization	>10 per organization	>15 per organization
% of new users	> 10 % per org	> 30 % per org	> 40 % per org
User experience			
Positive opinion of users experience	= 3 stars in avg.	> 4 stars in avg.	> 4 stars in avg.
Positive opinion of exercises quality	= 3 stars in avg.	> 4 stars in avg.	4 star in avg
Positive opinion of data quality	> 50 % in avg.	> 60 % in avg.	> 70 % in avg.
Average hours of elderly's activity	4 hours a week	8 hours a week	16 hours a week
Engagement			
Nr. caregivers	> 2 per organization	> 2 per organization	> 2 per organization
Positive opinion of business engaged	= 3 stars in avg	= 3 stars in avg	= 3 stars in avg
Content			
Nr. of videos developed for the platform	> 5 per year	> 10 per year	> 20 per year
Nr. of serious games created for cognitive stimulation	> 10 per year	> 10 per year	> 10 per year

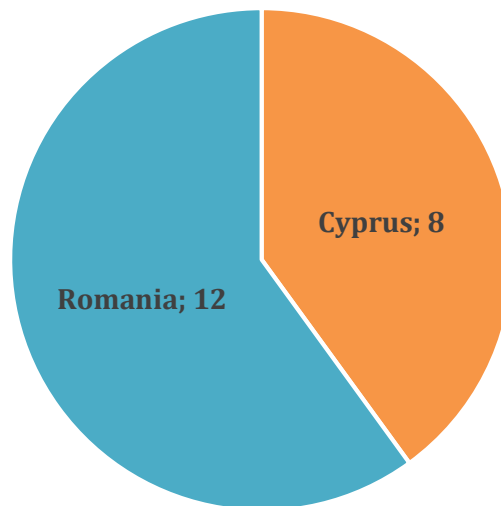
4. First data during first year

For the first year, we will bear in mind the people involved in the lab-testing and first questionnaires for the first year.

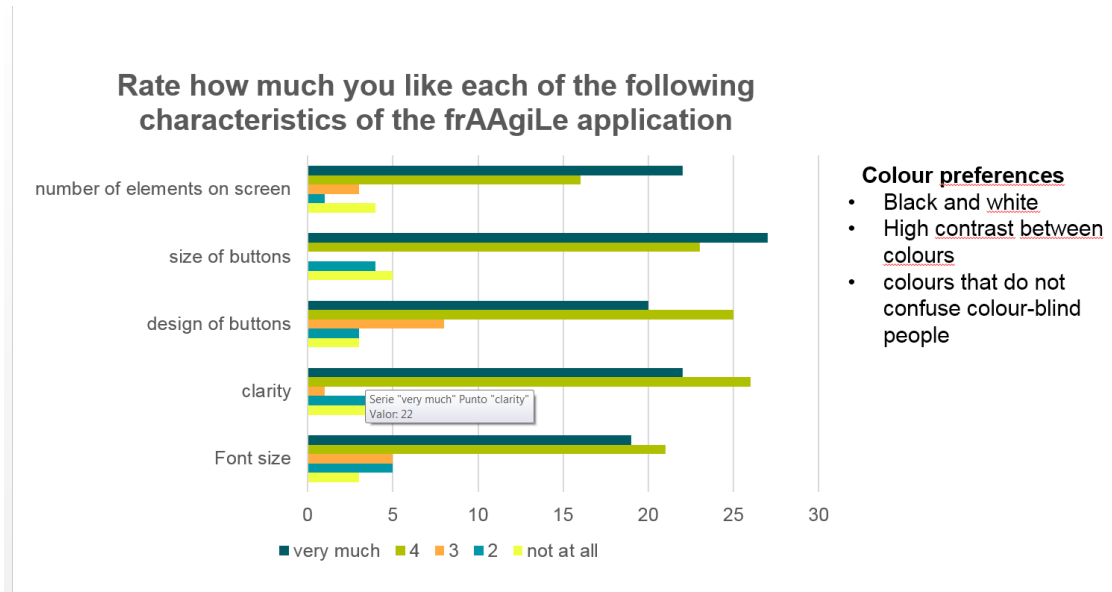
Total number of elderly participants per country



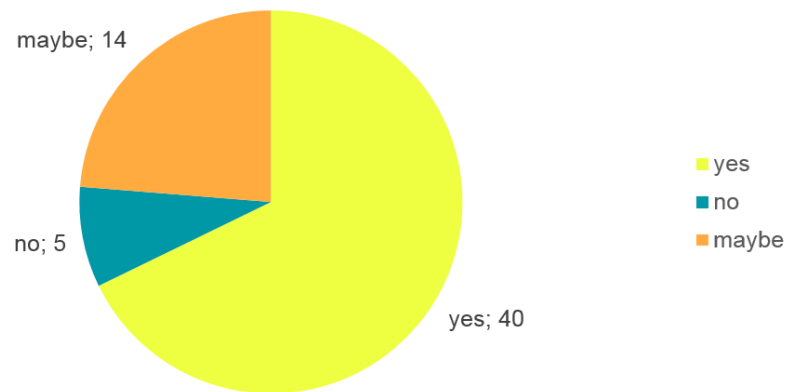
Total number of healthcare professionals per country



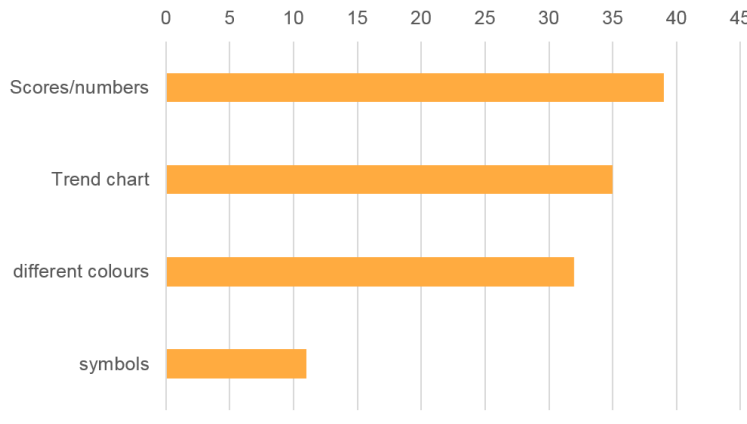
End users' opinions



Would it be feasible for you to play the games and connect the additional devices if you are guided by the system?



How would you prefer your results to be conveyed to you?

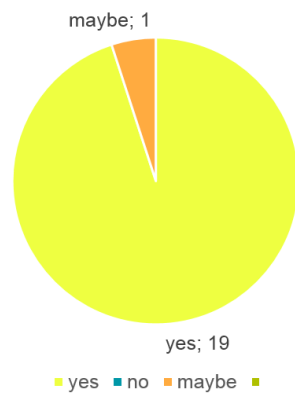


Others

- Number of points achieved compared to the maximum score ?; this could also be defined in relation to the patient: Example: a weak body reaches a maximum of 80 points, but for him this means a very good result, because he will never reach 100 points...
- Text messages or notifications
- With words. Someone to tell me or to read about it

Professionals' opinion

Would you recommend this application to your patients to prevent and monitor clinical frailty?



- It is an innovative and holistic tool
- Because it seems that it will be of great benefit to them but also for me.
- It is a very good idea and I think it will be a powerful tool in the hands of the therapist.
- It allows close monitoring of the clinical picture and offers stability in evaluation. It offers the person many activities and facilitates and enriches the quality of the treatment.
- It strengthens doctor-patient relationship
- It is cost effective – expenses resulting from frailty are quite high
- It has a holistic approach
- Personalized approach

KPI	Year 1	Results
Nr. of users involved in co-creation tasks	>5 per organization	Achieved
% of new users	N/A	N/A
Positive opinion of users experience based on mockups and questionnaires	= 3 stars in avg.	Achieved
Positive opinion of exercises quality based on mockups and questionnaires	= 3 stars in avg.	Achieved
Positive opinion of data quality based on mockups and questionnaires	> 50 % in avg.	Achieved
Average hours of elderly's activity	N/A	N/A
Nr. caregivers	> 2 per organization	Achieved
Positive opinion of business engaged	= 3 stars in avg	Achieved
Nr. of videos developed for the platform	> 5 per year	9 > 5 per year
Nr. of serious games created for cognitive stimulation	> 10 per year	3 by DEU and 7 by IDE



5. Conclusions

First tests seem to be promising and be aligned with the expected outcomes.