Co-design research methods with community partners: benefits, challenges, & outputs

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Disclosures

- The online toolkits being shared today is part of Translating Research
 Evidence and Knowledge. TREKis a not-for-profit initiative which aims to
 develop and share freely available online digital resources to support
 health-related education of clinicians and people managing
 musculoskeletal pain or other chronic conditions.
- The development of the online toolkit has been funded by the Pat Cosh Grant (\$20k), Australian Physiotherapy Association. Also this project has received in-kind support by GLA: Do Australia and team members.

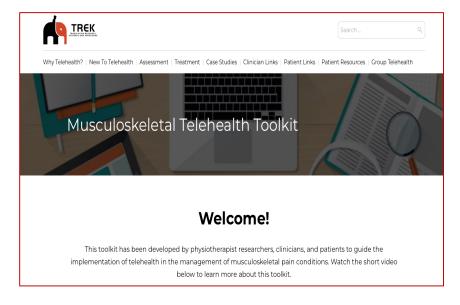


Learning objectives

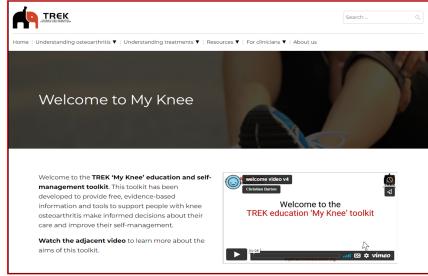
- Outline the co-design methodology used to develop clinician and patient online toolkits
- Describe the benefits and challenges of co-designing online toolkits
- Appreciate examples of novel methodologies for evaluating co-designed online toolkits



Start at the end...



https://telehealth.trekeducation.org

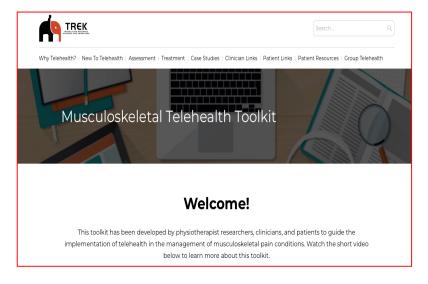


https://myknee.trekeducation.org

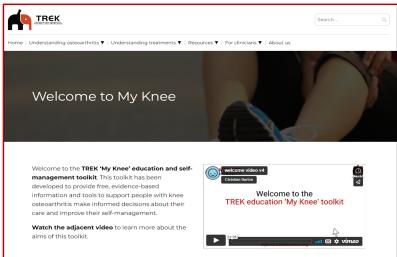




Start at the Ind present...







https://myknee.trekeducation.org





Co-design is meaningful endser engagement in research design



REVIEW Open Access

Research co-design in health: a rapid overview of reviews



Peter Slattery*, Alexander K. Saeri and Peter Bragge

1. What approaches to research co-design exist in health settings?

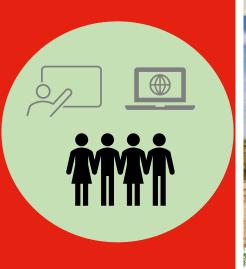
wide variability in application of 'research co-design' – contexts, scope, and theoretical foci

- 2. What activities does research co-design involve? Interaction with research end users, included focus groups, interviews, and nominal group technique
- 3. What do we know about the effectiveness of existing research co-design approaches?

Minimal evaluation has been done, mostly qualitative exploration



Why Co-design?





Align priorities

Identify and overcome barriers

Increase satisfaction and possibly outcomes





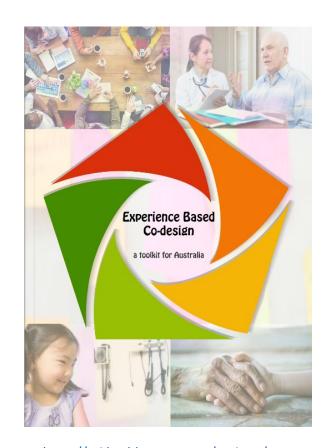
There are many different atesign approaches



Co-design enables consumers to become equal partners in the improvement process for health services. This toolkit is a practical resource for health services to adopt a co-design approach.



https://www.pointofcarefoundation.org.uk/resource/experience-based-co-design-ebcd-toolkit/step-by-step-guide/1-experience-based-co-design/



https://aci.health.nsw.gov.au/projects/codesignhttps://ahha.asn.au/experiencebased-co-design-toolkit

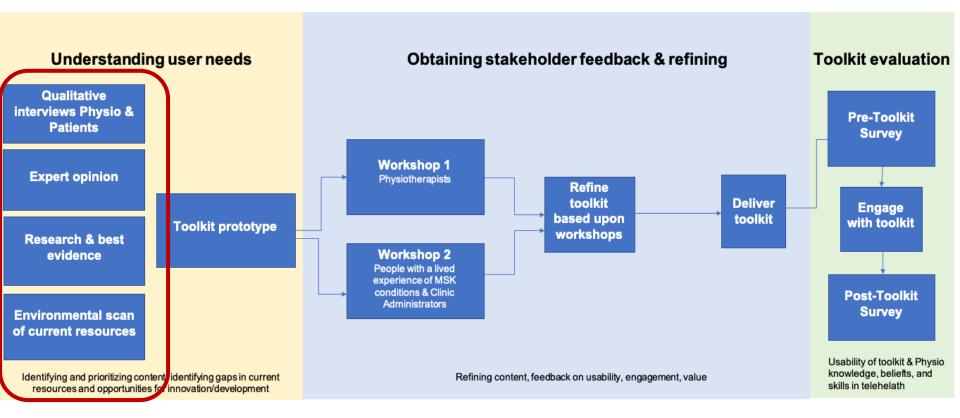
How we used co-design: MSK telehealth toolkit



Aim

- 1. **Co-develop an accessible, interactive, and evidence-guided toolkit** to enhance training and support for physiotherapists to deliver care via telehealth for people with musculoskeletal conditions.
- 2. **Evaluate the effectiveness of the toolkit** in improving physiotherapists' knowledge, confidence, and practice changes related to delivering care via telehealth.

MSK Telehealth Toolkit Development Process

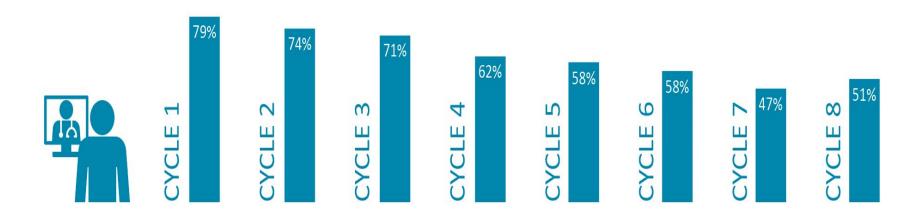




Physiotherapists' experiences with telehealth

Canadian Physiotherapists integrate telehealth into practice during COVID-19

- 8 survey cycles from May to Oct 2020
- Between 1,820 (cycle 1) and 334 (cycle 7) physiotherapists responded from across Canada



- 84% plan to continue offering telehealth in the longer term beyond the pandemic
- 60% are less confident in assessing and treating patients compared to in-person





Physiotherapists' experiences with telehealth



Contents lists available at ScienceDirect

Musculoskeletal Science and Practice

journal homepage: www.elsevier.com/locate/msksp



Original article



'It's not hands-on therapy, so it's very limited': Telehealth use and views among allied health clinicians during the coronavirus pandemic[★]

P. Malliaras a, , M. Merolli b, c, C.M. Williams a, J.P. Caneiro d, T. Haines e, C. Barton f, g



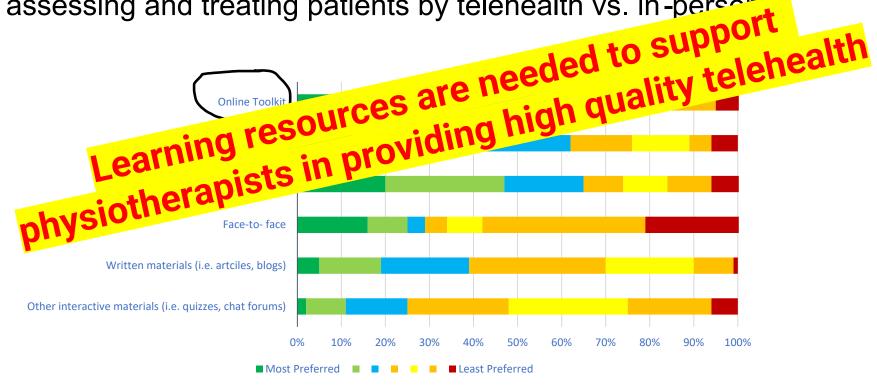
- 827 clinicians
- 42% believed telehealth was as effective as face-to-face care
- 21% said they have sufficient telehealth training





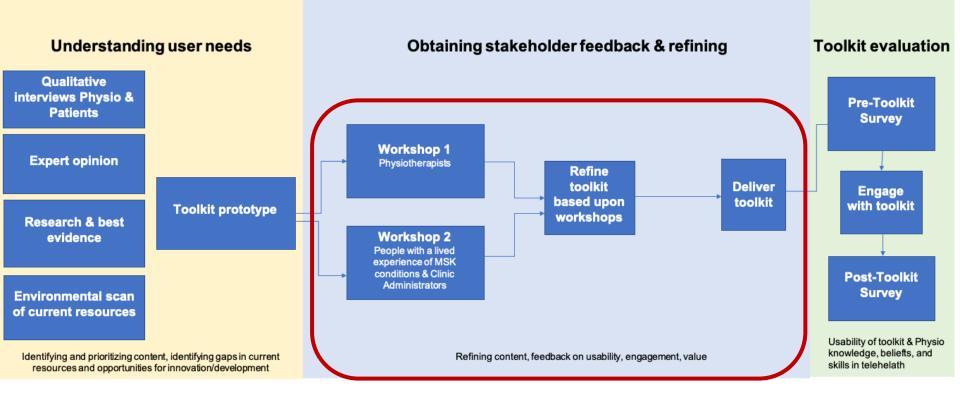
Physiotherapists learning needs & preferences

 Physiotherapists lack training and are are less confident in assessing and treating patients by telehealth vs. in person





MSK Telehealth Toolkit Development Process





Workshops

4 workshops

1 & 2: Physiotherapist clinicians (n=13)

3 & 4: People with musculoskeletal

conditions (n=7) & clinic administrators (n=2)



Sent access in advance with general instructions

2 hour online semistructured workshop





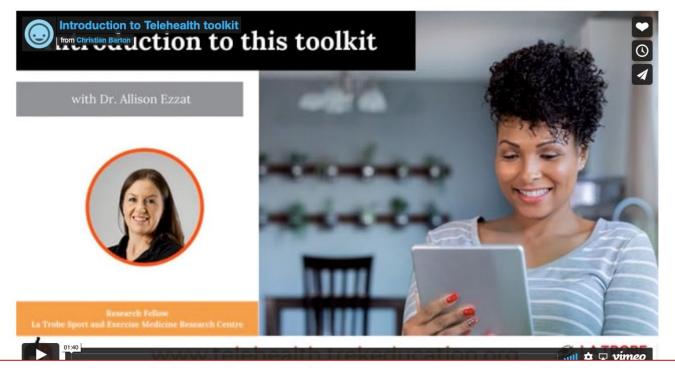
Areas of toolkit adaptations "touch points" from codesign workshops

- Navigation
- Content –gaps, likes, & dislikes
- Layout and how information presented
- Balance of written and visual information
- Patient facing resources
- User experiences of telehealth









Telehealth

If you are patient, click on the icon below on the left to get started. If you are a clinician, click on the icon below on the right.



Patients Start Here



Clinicians Start Here

Why Telehealth | New To Telehealth | Assessment | Treatment | Case Studies | Clinician Links | Patient Resources | Group Telehealth

Why Telehealth?

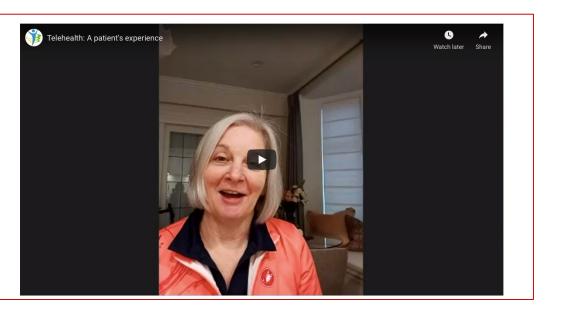
Clinicians Start Here

Evidence

Patient Experiences

Clinician Experience

Guiding Principles for Telehealth









Why Telehealth? | New To Telehealth | Assessment | Treatment | Case Studies | Clinician Links | Patient Links | Patient Resources | Group Telehealth

New To Telehealth

Physiotherapist Checklist

Core Capability Framework

Clinic Administrator Checklist

Preparing Patients for Telehealth

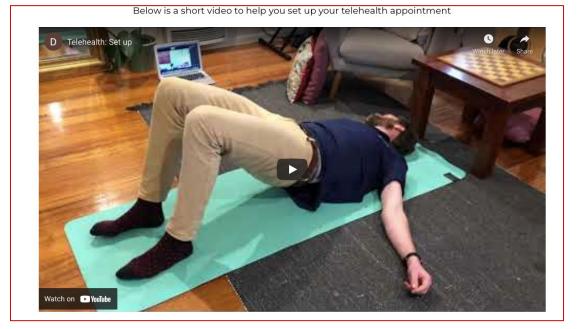
Safety

Legality and Administration

in /company/chesm

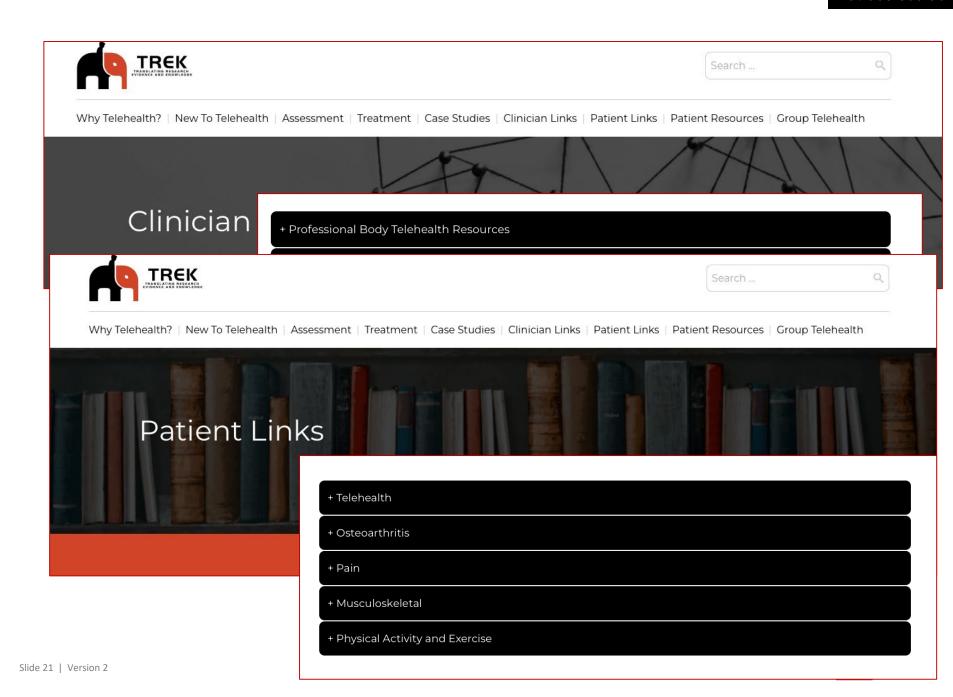
Telephone Telehealth
Consultations











Why Telehealth? | New To Telehealth | Assessment | Treatment | Case Studies | Clinician Links | Patient Links | Patient Resources | Group Telehealth

Patient Resources

Welcome Patients: Please Start Here How To Prepare For Telehealth

Setting Up Your Space For Telehealth Technology Tips

Telehealth FAQ

Patient Anatomy and Landmarking

- Patient Anatomy and Landmarking – Knee
- Patient Anatomy and Landmarking – Shoulder

Patient Experiences With Telehealth

Patient Education

- Knee Osteoarthritis: Fact and Fiction
- Knee Osteoarthritis and Exercise
- Knee Osteoarthritis and Weight Management

HOW TO PREPARE FOR A VIRTUAL ASSESSMENT

Designed by: CM_Pazzinatto CDrDanilo_Silva CTREK_

QUIET ENVIRONMENT

Try to find a quite space, using headphones can help

Think about your available space and extra equipment you may need

(i.e. weights, resistance bands step/stairs)

(i.e. Zoom, Skype, Facetime)

TECHNOLOGY CHECK

Make sure devices are well charged

Check the microphone on your device

or use wireless headphones with a

microphone

Familiarise yourself with the software

PROPER SET UP YOUR DEVICE AND CAMERA ANGLE Placing the device at hip

height is optimal

Make sure vo

Make sure your d you may be aske it/move it arou smartphone, tab

- Why should I choose telehealth?

Telehealth FAQ

Telehealth is one option for receiving physiotherapy care. For many musculoskeletal conditions, it has been proven to be as effective as face-to-face therapy. Some advantages of telehealth include: the convenience (and time saving) of not having to travel to an in-person session, your physiotherapist can see your home or work environment and adapt treatment to your context, and you have reduced exposure to COVID-19 or other illnesses.

APROPRIATE

Wear clothing comfortably perform the r or exercises

ADEQUATE LIGHTING

Have adequate lighting helps the physiotherapist to see your movements

You can do the exercises near a window and have additional lamp available nearby if need If there is a lot of light behind you, you will look very dark, try to have the light coming from in front of you May need to have body parts exposed for assessment + How is a telehealth session different to an in-person session?

+ Isn't physiotherapy a hands-on profession?

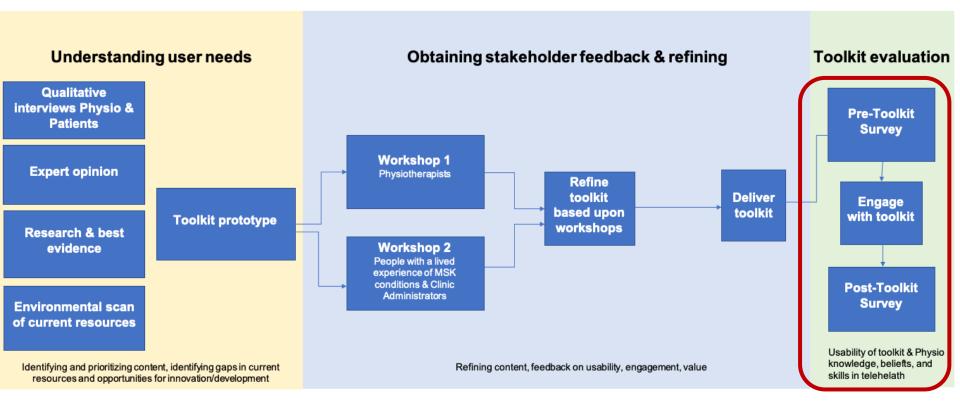
+ How does a telehealth session work?

Being in bare feet allows the clinician to assess foot and ankle movements





MSK Telehealth Toolkit Development Process





Telehealth Toolkit Evaluation

- 365 physiotherapists, 63% women
- Country: 53% Canadian, 27% Australian, 14% other
- Practice setting: 57% private practice, 15% hospital

| Using telehealth before the | Used telehealth at | |
|-----------------------------|---------------------------|-----------|
| pandemic | any point in the pandemic | currently |
| 12% | 74% | 53% |



Telehealth Toolkit Evaluation

| | Strongly Agree or Agree | |
|---|-------------------------|------------------------|
| Question | % PreToolkit (n=115) | % Post-Toolkit (n=115) |
| I know how to provide care via telehealth | 61% | 83% |
| I have been trained to provide care via telehealth | 11% | ad the toolkit |
| I have the skills to provide care via telehealth | d recommen | 79% |
| I have the skills to provide care via telehealth I am confidence pondents would be confident that I can prescribe | siotherap | 63% |
| exercises | 74% | 89% |
| For me, performing at accurate assessment is easy | 17% | 23% |
| For me, providing treatment is easy | 17% | 36% |
| I feel comfortable treating people with MSK conditions | 47% | 61% |

How we used co-design: "My Knee" toolkit





Dr Anthony Goff
Singapore Institute of Technology

Aims of the 'My Knee' toolkit...

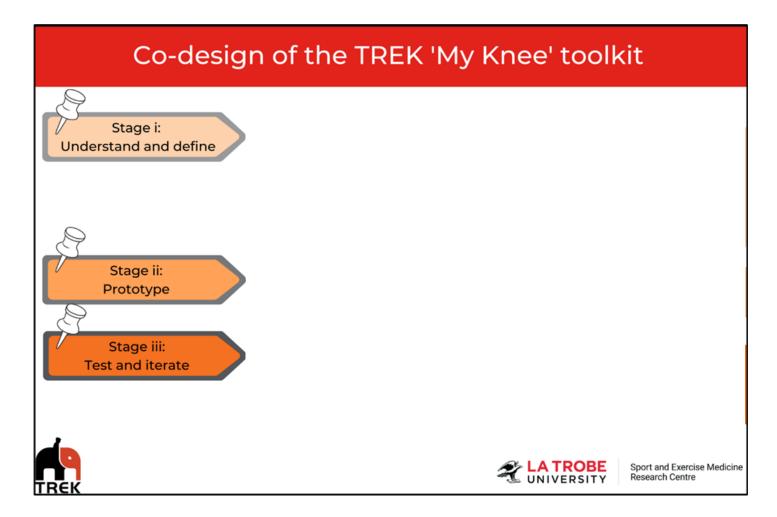
1. Improve an individual with knee osteoarthritis' knowledge about the condition to inform treatment decisionmaking and selfmanagement.

2. Provide tools to facilitate self -efficacy for, and engagement in, guideline recommended first - line care

3. Be used as a therapist-facilitated resource by health professionals providing care for people with knee osteoarthritis



The framework we used...





3 workshops

- 1. People with knee osteoarthritis
- 2. Health professionals
- 3. People with knee osteoarthritis

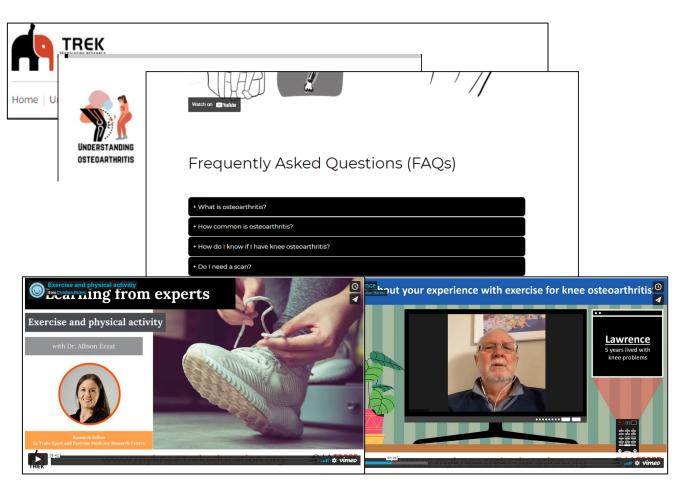


Sent access in advance with general instructions

2 hour online semistructured workshop

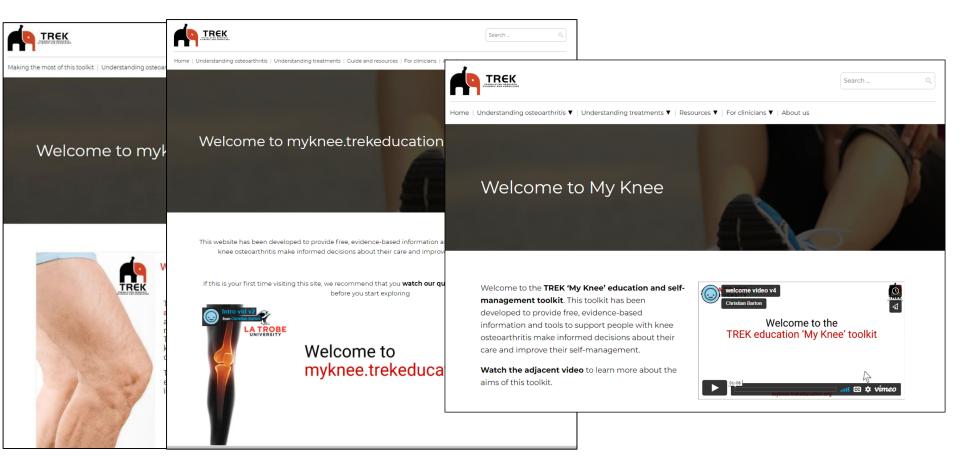


Navigation and display of existing content



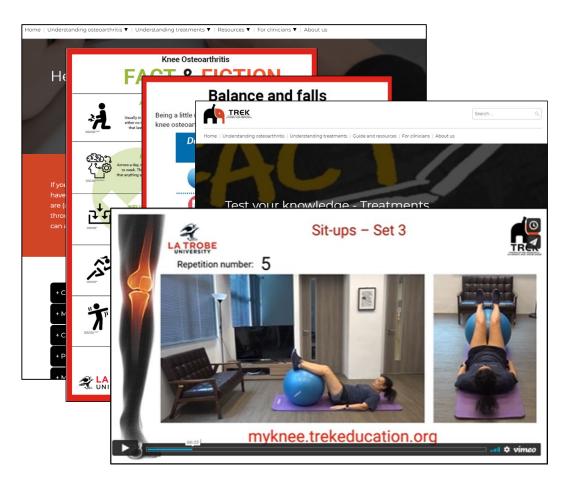








Additional content







Expert review & input

| Section | Feedback data from | Actions |
|---|---|--|
| Homepage | "I think only have the tiles. The second lot of subtitles seem redundant as they are at the top of the page. The different pictures are distracting." | Homepage simplified to have tiles with picture only |
| How do I know if I have knee osteoarthritis | "The NICE criteria is not the most accurate, but is the most commonly used and has highest sensitivity. Amend wording accordingly" | Wording amended |
| Treatment options | "Recommend placing injections as second-line treatment"; "What advice can those living with knee osteoarthritis give you about the | Injections section moved to second-line treatments |
| | management of their condition?" seems in a weird banner on its own just make a drop down box with videos included" | Presentation of lived experience videos was changed from accordion to grid function |
| Physical activity ex str re th | "Provide clearer recommendations regarding intensity and examples"; "The exercise and physical activity log is biased towards | Provided guidelines for intensity and examples |
| | strengthening – be more explicit"; "Make navigation to exercise resources easier"; "Consumer videos about exercise feel hidden as they are all the way down page. Can they almost be in a separate section with a hyperlink to them from here?" | Improved wording and updated workbook to state that the log was specifically for resistance training |
| | | Exercise resource page was made more explicit on the toolkit |
| | | The new presentation of the lived experience videos from accordion to grid addressed this |

Evaluation...





Benefits & challenges

Benefits

- Guided content creation
- Facilitated improvements in layout & navigation ++

Reflections

 ? Greater use of co-design earlier in process

Challenges

- Where to draw the line with opinions?
- CALD communities?
- Engagement prior to workshop

Reflections

Funding for tech help





INVVOLVE research end users in co-design

Table 2 For better research, INWOLVE research end-users in co-design

Invest in co-design Allocate sufficient time and resources

Pay/reward participants for their time

Provide training, if needed

Needs assessment Determine project co-design needs: why, how and on what will co-design participants and researchers

collaborate?

Vision roles, responsibilities and

rewards

Set clear roles and responsibilities of all participants in co-design

Clarify how co-design participant feedback will be used

Ensure all parties understand the importance of co-design and the potential benefits

Manage expectations - make sure that there is a shared vision and goal

Validate participants Empower and nurture participants so that they are confident enough to engage with researchers and the

research process

Organise interaction carefully Make sure meeting places are accessible and familiar

Make sure that any interactions are well structured and regular

Regularly communicate and update all parties

Prepare aids, such as glossaries, images and plans, as meeting facilitators

Have backup co-design participants as some may drop out

Lead the engagement Carefully define and control the scope of engagement

Don't let groups dominate conversations and decision-making

Discuss and defuse tensions

Value patient time and input Build trust and rapport between researchers and co-design participants

Give co-design participants some choice and control

Evaluate and report Document all engagement processes

Evaluate processes and outcomes based on predetermined criteria

Report findings





Acknowledgements & Thanks

- Telehealth Toolkit Research Team: Jo Kemp, Danilo de Oliveira Silva, Marcella Pazzinatto, JP Caneiro, Peter Malliaras, Trevor Russell, Stephanie Gourd, Rhona McGlasson, Amy Dennett, Christian Barton
- Co-design stakeholders: all physiotherapists, clinic administrators,
 & patients with lived experience of musculoskeletal conditions who participated in workshops







https://telehealth.trekeducation.org

https://myknee.trekeducation.org











latrobe.edu.au

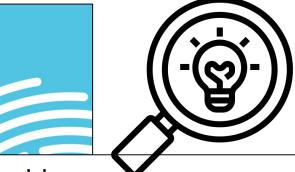
The framework we used...

How to Co-Design digital inclusion in Health

A pathfinder model

July 2019





Co-design model

STAGE 1: UNDERSTAND and DEFINE

User needs

User needs not wants. Spend time with people to understand their needs.

Stakeholder needs

Understand their pressures, expertise, view of current system and how things can improve

PROTOTYPE

Create a set of recommendations to try out. Using things that already exist to prove concept

The thing

Iterate

Try it for a while. Take stock. Find out what is working and what isn't then iterate

Deliver

Deliver and evaluate





Co design features



https://aci.health.nsw.gov.au/