



Using information technologies in the fight against pandemics





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Introduction

'To what extent can information technology solutions contribute to making individuals within networks more resilient?'

- Is context leading?
- Does one size fit all?



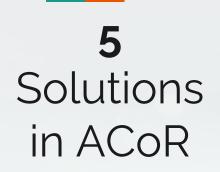


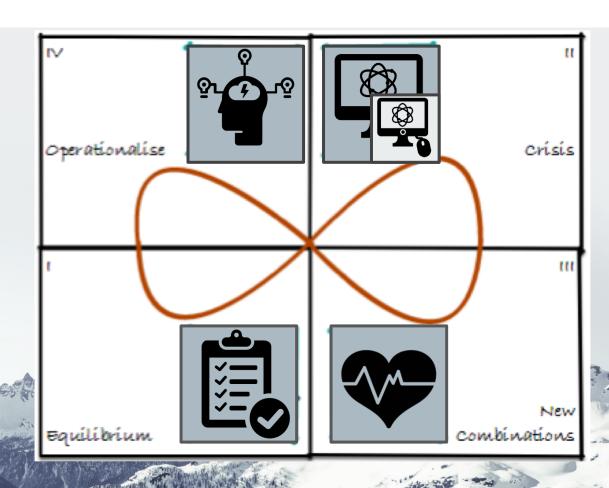
- Vital professions
- Medical sector
- Educational sector
- Municipalities

Proposal for Vital Professions

Improving Social resilience



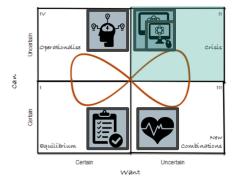




The perfect platform

Crisis





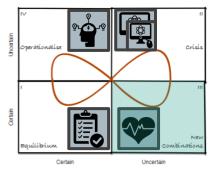
- Platform to share and collaborate on initiatives to help emergency personnel
- Supporting these initiatives with stimulus packages

- Unknown local initiatives
- Map out these initiatives
- Notifications
- Nudging

Measurable **progress**New combinations



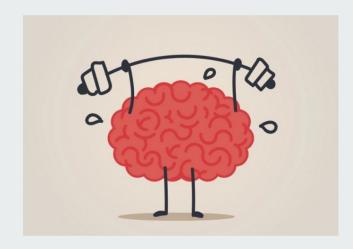


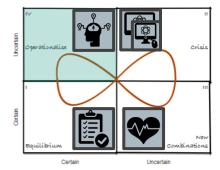




Resilience+

Operationalisation





Mental resilience

- Mindfitness
- Breathing exercises

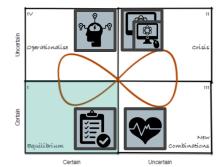
Physical resilience

- Fitness application
- Provide healthy food options

Framework for living with pandemics

Equilibrium

Very low rate of Very high rate of COVID-19 infections COVID-19 infections Low R-Number High R-Number Level 1 Level 2 Level 4 Level 5 Social & **Family Gatherings** Max: 10 from Max: 6 from Max: 6 from No visitors No visitors 3 other households 3 other households 1 other household Weddings 0000000000000000 888888 ጸጸጸ ጸጸጸ Max: 100 Max: **50** Max: 25 Max: **6** Max: **6**

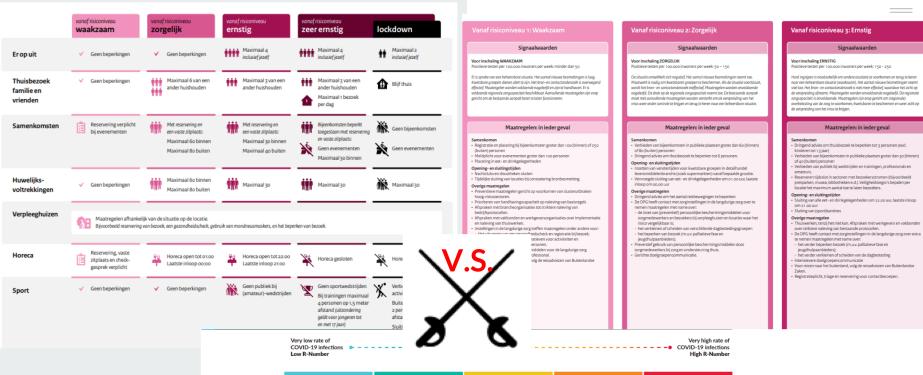


Framework

- Threat level
- Measures

Real-life example

- Ireland
- Now also The Netherlands



Level 2 Level 1 Level 4 Level 5 Social & **Family Gatherings** Max: 10 from Max: 6 from Max: 6 from No visitors No visitors 3 other households 3 other households 1 other household Weddings 222222 ಗಿಗಿಗಿ ñññ Max: 100 Max: **50** Max: 25 Max: **6** Max: **6**

Proposal for the Medical Sector



Issue

The resilience of the Dutch population has not been properly mapped out, and is possibly not good enough • 67% of hospitalized or late influenza patients were overweight

More than half of the Dutch population is overweight

 Lack of information about general public in the way of improving general health of Dutch people

Past, current and relevant measures

No nationwide form of population screening about immunity and resilience of Dutch population

 No nationwide study on the health of the dutch population

Proposal

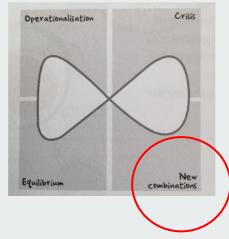
Investigation into the health of the general Dutch public

- Form-style investigation
- Score per category
 - Nutrition, physical fitness, psychological fitness, immunological resilience and serious ailments
- Personal advice to improve health
- Larger-scale statements about Dutch health
- Significance
- Constraints

Proposal for the Educational Sector



Issue



People are less active

- Children and students from ages 11 to 18 stop participating in sports
- What has already been done to solve this problem
- Where in the ACoR-model
 - o More about preventing

Proposal

An app or platform



- Lower the threshold for exercising
 - o Application where people can see sport activities in their area.
- Improved immune system (Joseph G.Cannon, 1993)
- 60 minutes of daily exercise (Ranasinghe, 2020)
- Makes people life healthier/more awareness for a healthy healthstyle

Proposal for Municipalities



Key points

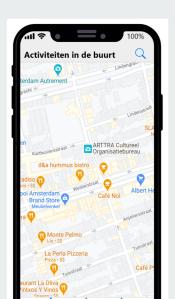
- Neighbourhood cohesion and control
- Introducing an element of competition
- Focus on nutrition
- Marketing of existing initiatives

The App



- A mobile application designed to activate more people to improve their lifestyle
- Focussing on a long term solution
- Getting better engagement from the younger citizens

Social control



- Using social control
- Big in small towns
- Small in big towns
- Already seen in forms of Facebook or WhatsApp groups
- Using it for a health benefit

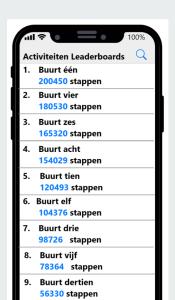
-> Promoting local initiatives while bringing the neighbourhood together

Focus on nutrition



- Importance of nutrition for someone's health
- Big changes in our environment since a couple years/decades
- Solutions to go against overweight with children
- In the app: food scanner

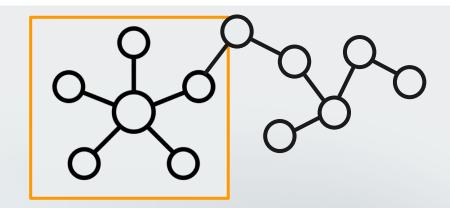
Introducing competition

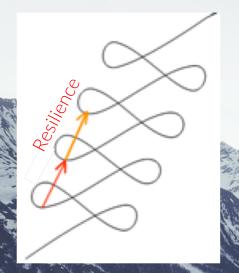


- Rieber et al. (2009)
- Qualitative & quantitative
- Playing games designed by other kids
- Outcome: social aspect
- Big audience → competition
- Bonus system
- Sponsoring
- Entrepreneurs

Conclusion









- Context is leading
- Solutions for now, foundation for the future
- Measure effect

Adjust during process

Questions?