

ScreenPlay, an inclusive, interactive waiting space for healthcare settings: Expanding its Reach

Team:

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Organization/Programs:

- Bloorview Research Institute
- Holland Bloorview 's Children's Advisory Council
- Sheridan College
- Cuppa Coffee Studios
- Empowered Kids Ontario
- SmileZone

Rationale:

- Waiting in healthcare settings can be a negative experience for children and families.
- Conventional hand-held toys and activities provided in waiting spaces are not inclusive of children of diverse motor abilities and can spread infections.
- The Holland Bloorview community co-created ScreenPlay to provide an accessible, hands-free interactive play experience for young people waiting in healthcare settings.
- ScreenPlay reduces children's waiting anxiety and increases family satisfaction.

Objective:

- To make ScreenPlay easier to install in diverse healthcare settings so that more children may benefit from hands-free, inclusive play while waiting for appointments.



ScreenPlay, Holland Bloorview's inclusive interactive media system, was re-designed to facilitate translation in diverse healthcare settings



Methods:

- We worked with SmileZone to better understand how to facilitate widespread implementation of ScreenPlay as a health product.
- We worked with Cuppa Coffee studios and students at Sheridan College to design a new suite of interactive games for ScreenPlay. These games were play-tested by Holland Bloorview's Children's Advisory Council.
- The Kinect sensor was integrated to detect people interacting in the play space. The system was configured to accommodate large and small play spaces.
- We negotiated license agreements, created brochures, installation guides and user manuals.

Results:

- A more versatile software and hardware solution was created.
- ScreenPlay was installed at Hotel Dieu Hospital in Kingston, Ontario and LifeLabs' innovation hub, LifeCentre, in Barrie, Ontario.

Conclusion:

- We learned the importance of establishing and nurturing the right partnerships with like-minded organizations that care about the well-being and health of young people with disabilities.
- We continue to explore commercialization opportunities to accelerate widespread implementation of ScreenPlay and positively impact young people's healthcare experiences.