

FAST@HOME; development and evaluation of a digital rehabilitation platform for stroke patients

M.M. Wentink, H.E.M. Braakhuis, B. Brouns, M.A.M. Berger, L. van Bodegom-Vos, T.P.M. Vliet Vlieland, A.W. Mulder, J.J.L. Meesters, J.B.J. Bussmann, A.J. de Kloet

Aim

Number of e-health interventions for stroke patients increases rapidly.

Little is known how to use these interventions in daily practice.

The aim is to *develop* and *evaluate* the effectiveness and cost-effectiveness of a digital rehabilitation platform that integrates a set of potentially effective e-health interventions.

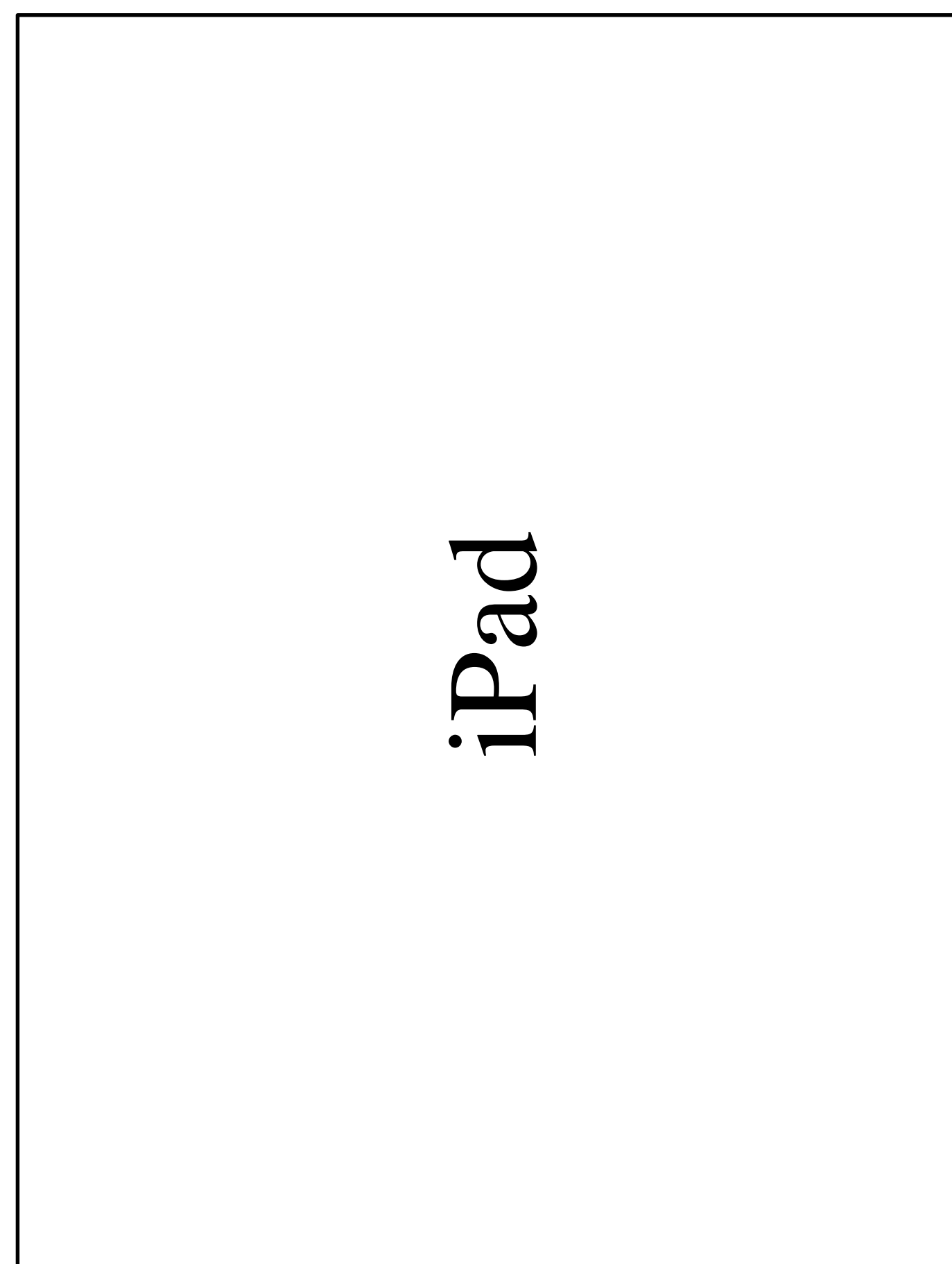
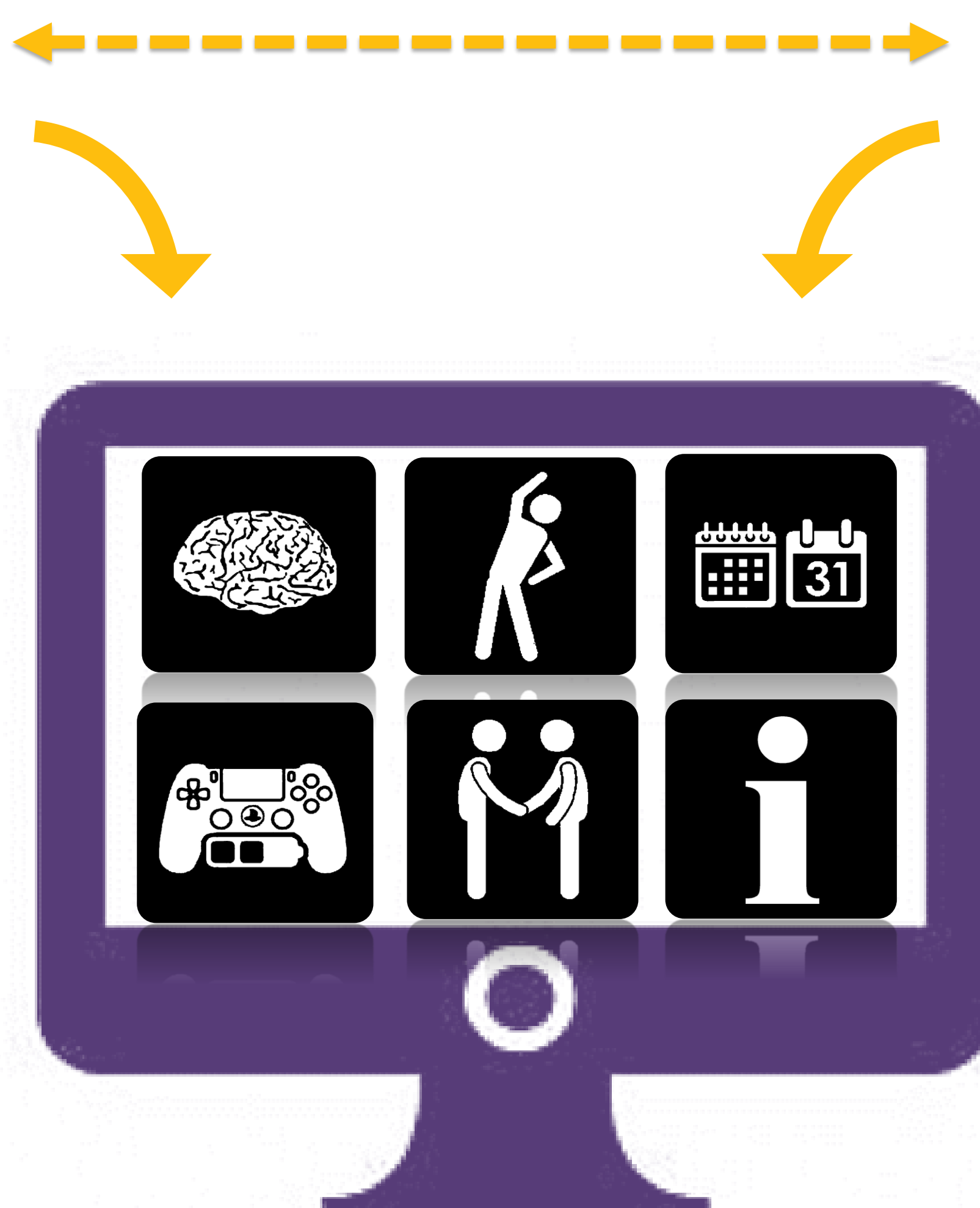
Development

Perception of patients, caregivers and professionals

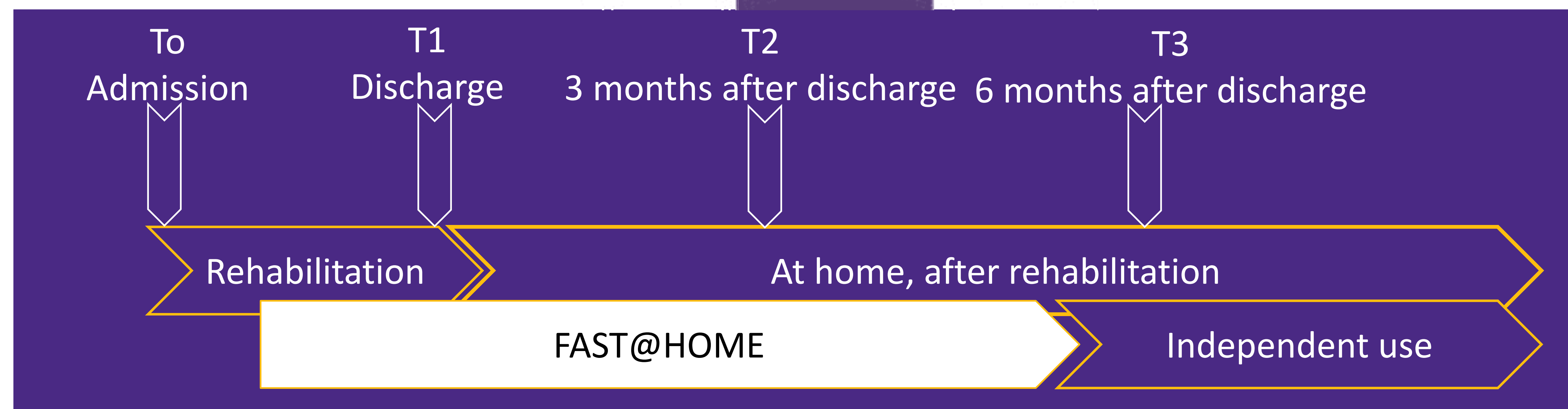


Available content for the platform

- 2M Engineering
- Physitrack
- Doctor Kinetic (Seriously healthy games)
- BrainGymmer
- Gaming
- Communication
- Information
- Exercise
- Planning
- Monitoring



Evaluation



Control group (n = 150)

Intervention group (n = 150)

Effectiveness

- Self-management
- Quality of life
- Physical and mental functioning
- Physical activity

Cost-effectiveness

- Costs
- QALY

Implementation

- Users satisfaction
- Usage