

DIGITAL HEALTH AT TE HERENGA WAKA—VICTORIA UNIVERSITY OF WELLINGTON

STOCKTAKE OF DIGITAL HEALTH PROJECTS AT TE HERENGA WAKA—VICTORIA UNIVERSITY OF WELLINGTON

| Title of project | | Predictive analytics | Artificial Intelligence (AI) | Machine Learning | Population and statistical analysis | Data protection | Gamification | Wearable devices | Remote patient monitoring | Health information mobile apps | Health professional mobile apps | Medical device usability | Electronic health records | Clinical decision support | Training (including AR/VR) | Telehealth: virtual visits | Wellbeing, wellness, fitness tracking, and nutrition mobile apps | Other | Other |
|---|----------------------|----------------------|------------------------------|------------------|-------------------------------------|-----------------|--------------|------------------|---------------------------|--------------------------------|---------------------------------|--------------------------|---------------------------|---------------------------|----------------------------|----------------------------|--|--------------------------------------|------------------------------------|
| Informatics for social services and wellbeing | TeRourou Tataritanga | | | | | | | | | | | | | | | | | | |
| Games, devices, and apps for stroke rehabilitation | | | | | | | | | | | | | | | | | | Industrial design of medical devices | UX Research and design of health |
| Integrating survey and intervention research for youth health gains | Youth 19 | | | | | | | | | | | | | | | | | Development of survey research | Exploring use and equity RE online |
| Virtual reality simulation for healthcare education | LINACVR | | | | | | | | | | | | | | | | | | |
| Non-invasive POLarimetric diagnostics of biological tissues aided by ANNs | POLANNS | | | | | | | | | | | | | | | | | | |
| Design of an alert for patients with restricted extremities | RE | | | | | | | | | | | | | | | | | | |
| Digital mental health group | DMHG | | | | | | | | | | | | | | | | | | |
| Preventing new injuries in the commercial cleaning sector | | | | | | | | | | | | | | | | | | Workplace injury recording | Data collection |
| Giving birth on a beach: Women's experiences of using virtual reality in labour | VRL | | | | | | | | | | | | | | | | | Reduction of pain and anxiety | |
| Telehealth, protect the bubble: Mental health delivery during COVID-19 | | | | | | | | | | | | | | | | | | | |
| Match Emoji | M.E | | | | | | | | | | | | | | | | | | |
| Virtual soundscape to reduce procrastination | VSP | | | | | | | | | | | | | | | | | Procrastination | |
| How can a narrative role-play game be designed for participants to practice ACT (Acceptance and Commitment Therapy) mindfulness exercises | | | | | | | | | | | | | | | | | | | |
| A system of highly developed bras for post-breast surgery | | | | | | | | | | | | | | | | | | Industrial design of medical devices | UX research and design of health |
| SepVIs: A decision support tool for managing sepsis in the emergency department | SEPVis | | | | | | | | | | | | | | | | | Medical triage | Infectious diseases |
| Wandersearch | WS | | | | | | | | | | | | | | | | | | |
| Design of MRI devices | | | | | | | | | | | | | | | | | | | |
| VR games for managing chronic Pain relief | ChronicVR | | | | | | | | | | | | | | | | | | |
| Immersive cardiac catheter ablation for electrophysiology | XR Cather Ablation | | | | | | | | | | | | | | | | | VR for Surgery | |