
Encouragement Systems

Kaitlyn Schirmer
Yi-Chen Sung
David Swanson

Basic concept

- Problem space
 - Encourage interaction between Community Health Workers (CHWs) and their patients
 - Importance: improving community health
- Description of the application
 - Send automated reminders to CHWs about appointments, and encourage their participation through incentives
 - Increase frequency of health worker visits
 - Patients will receive improved health care

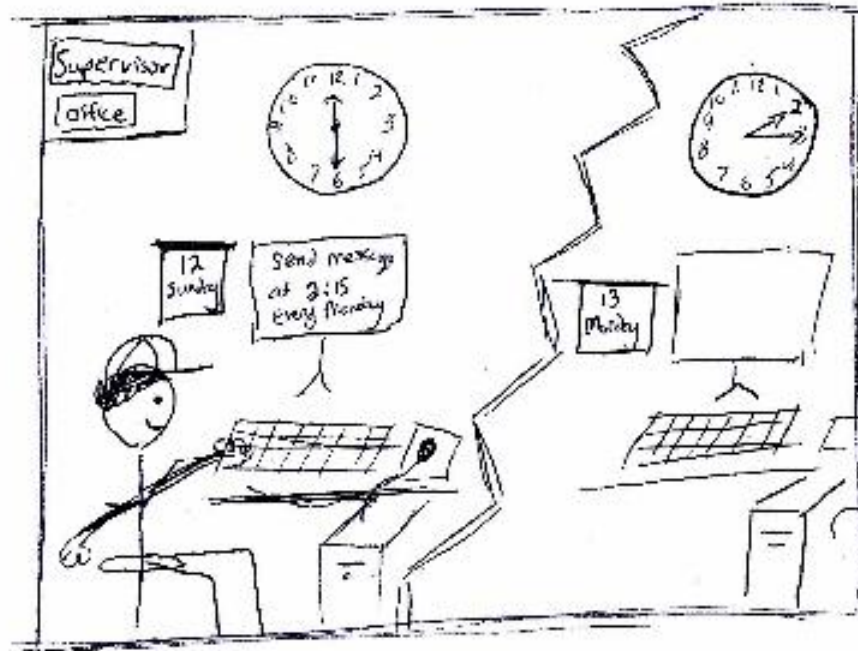


Basic Scenario

Storyboards:



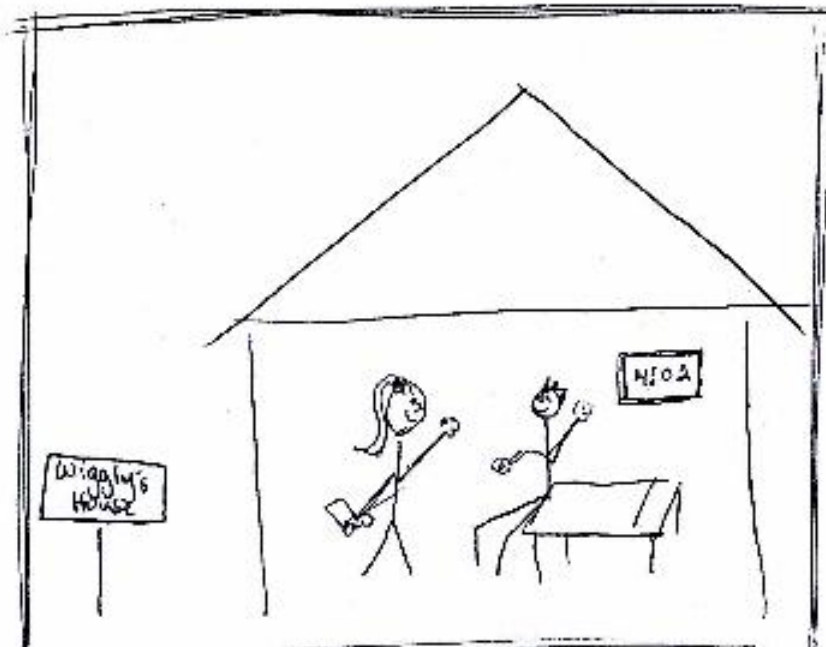
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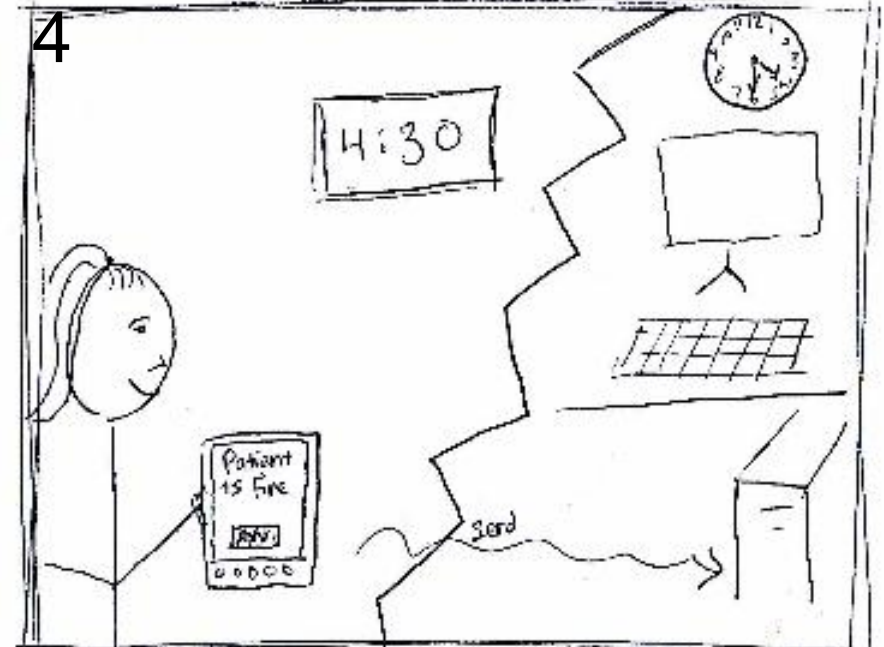
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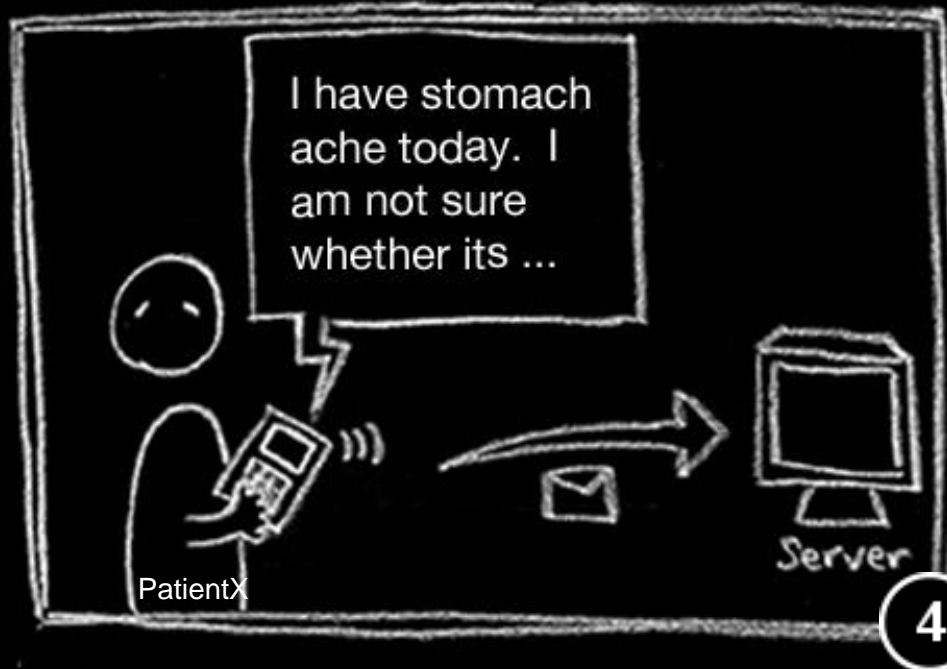
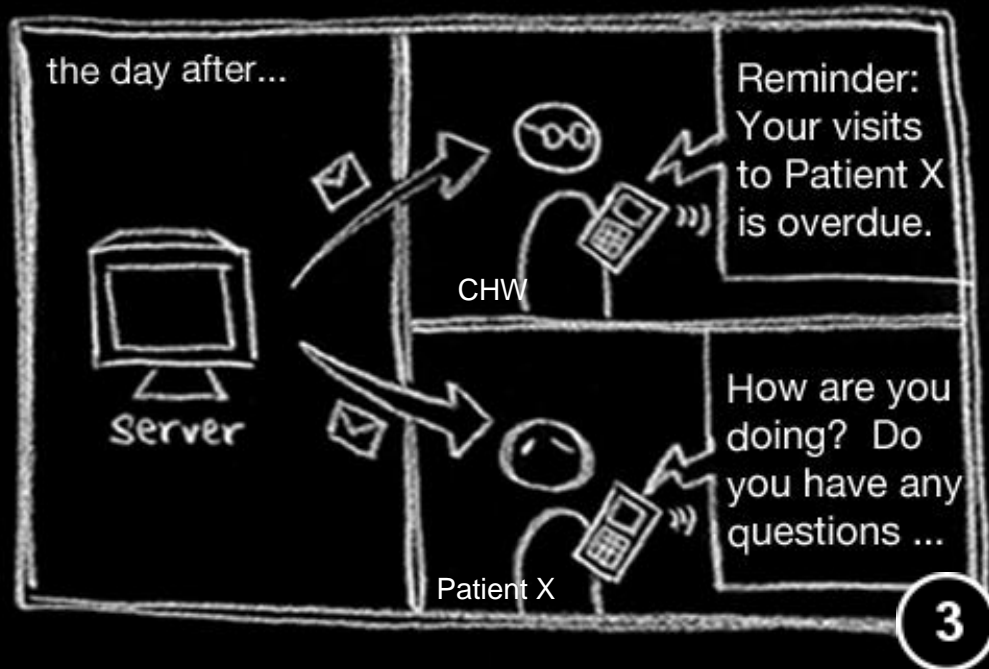
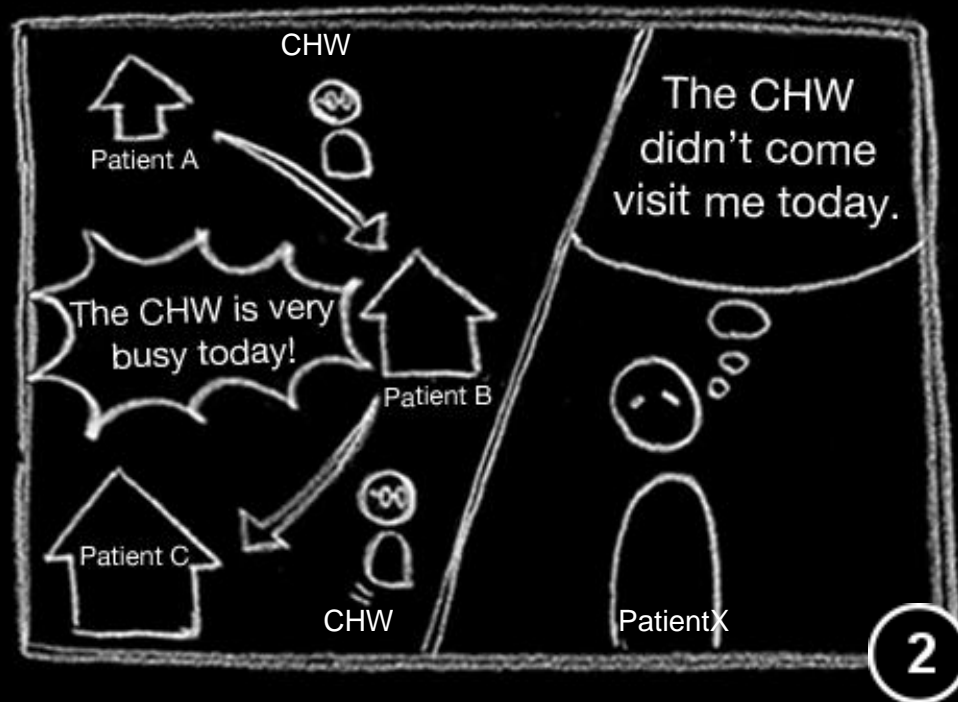
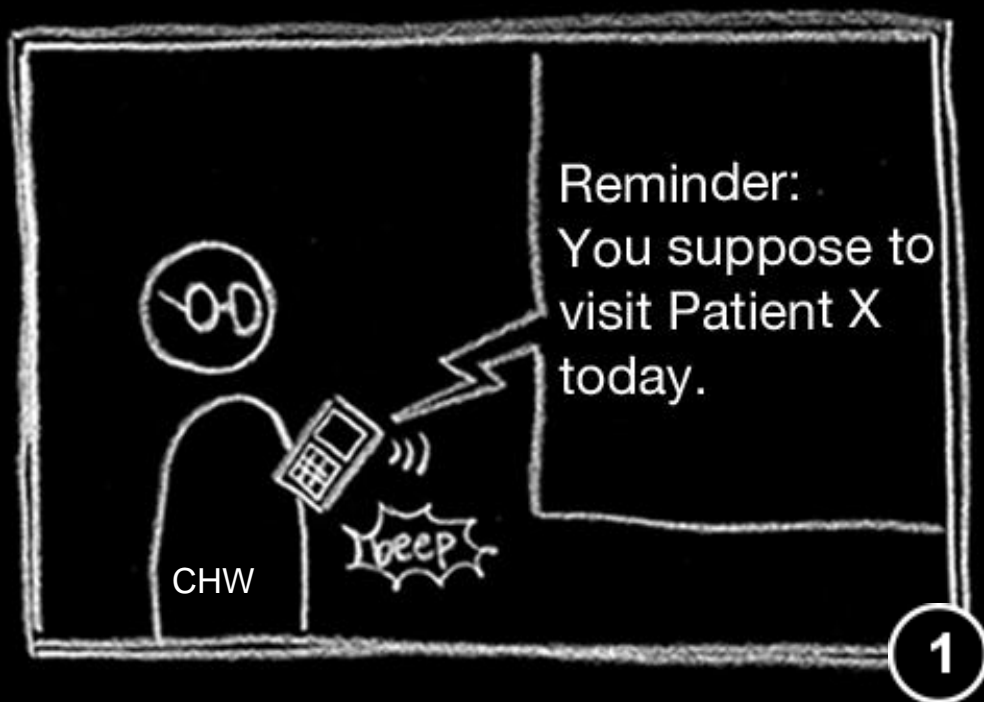


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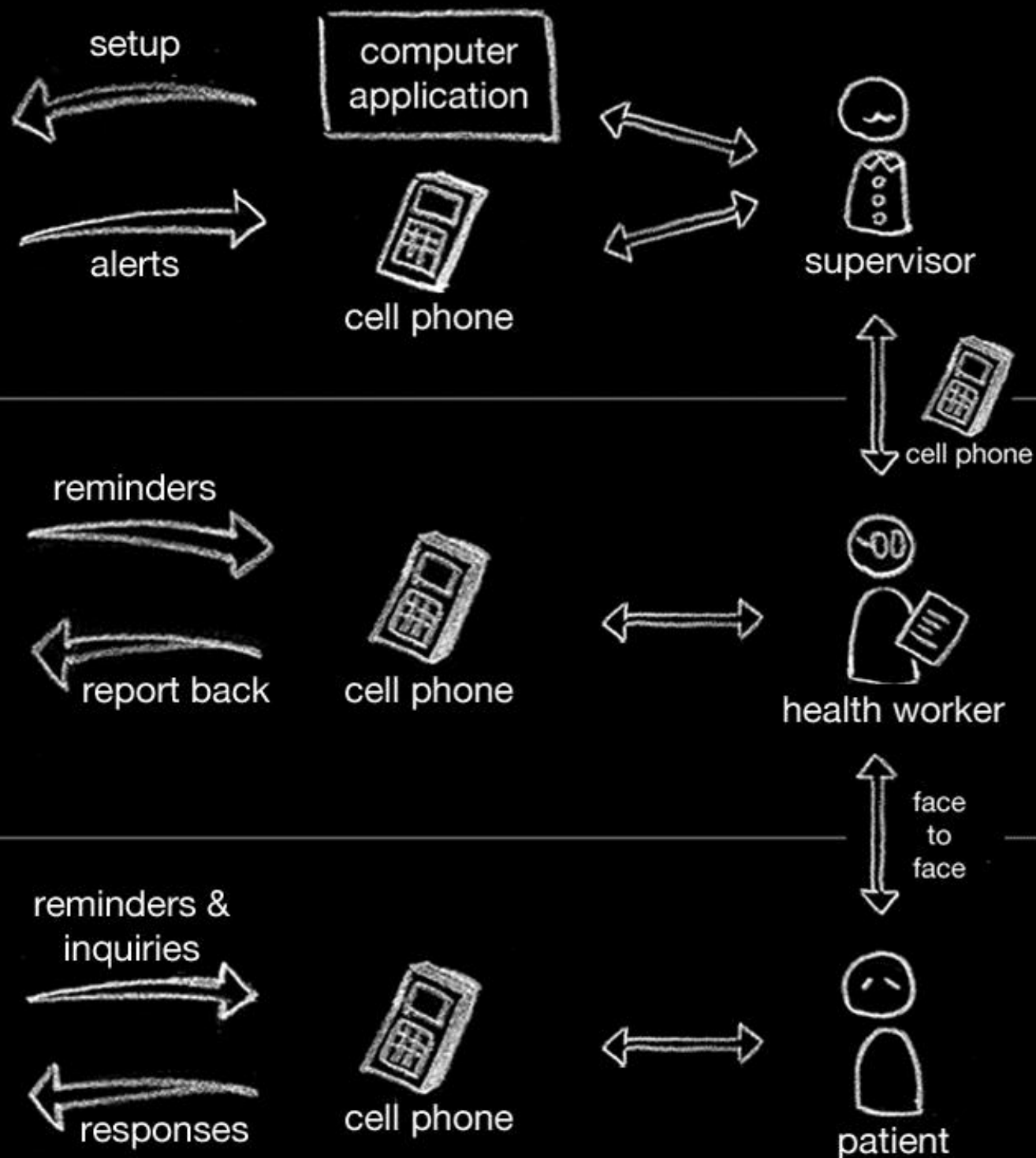




Initial thoughts on Architecture

- Front-end application, server, SMS/voice interface, Cell phones
- How do they interact?
 - Set-up, store information, manage sending, handle replies
 - Internet, Cell phone networks





Expected effort

- What fieldwork needs to be done?
 - Talking to our potential partners to discover what needs the system needs to meet
 - Understanding the context of the region
- What pieces have to be built?
 - Need to create application and server software
- Minimum Functionality:
 - sending and receiving encouraging messages
 - keep track of CHW visits
- Desired Functionality:
 - to effectively encourage proper care
- Big Unknowns:
 - What is the context?
 - How does the CHW organization work?

Related Work

- What other projects relate to this one?
 - "Improving Community Health Worker Performance Through Automated SMS"
- What ideas does it draw on and who has worked on them?
 - Brian DeRenzi created a reminder system, wanting to add encouragement aspect
- What makes this project novel/interesting?
 - Past similar systems have failed, adding incentives will encourage use

