



The FrailSafe project

Marina Kotsani

INSERM

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Frailty?



- “A syndrome characterized by diminished strength/endurance and reduced physiologic function that increase an individual’s vulnerability for developing increased dependency, and/or death”
- A dynamic process; it seems **preventable**, **may be delayed** or **reversed**.

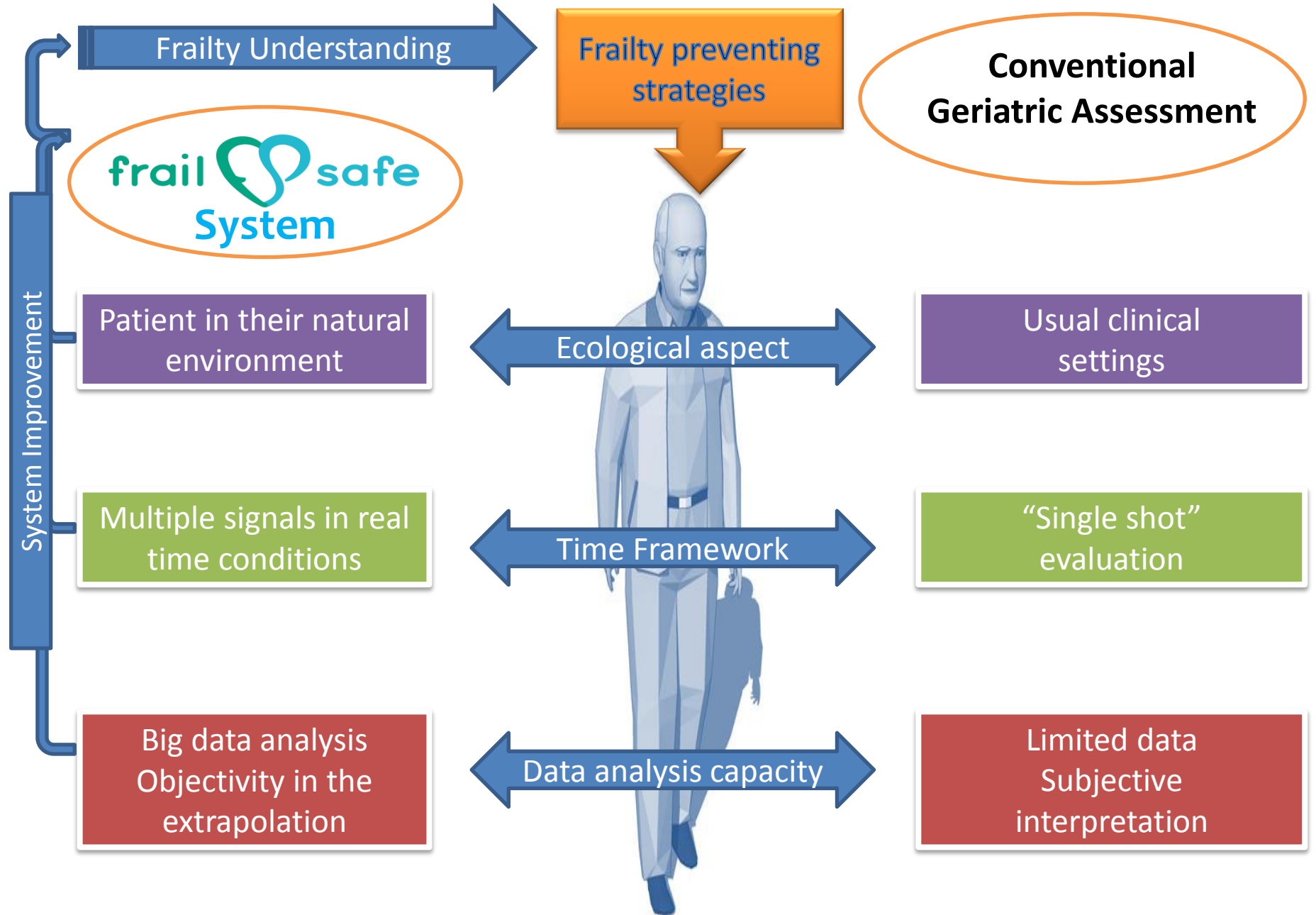


The frail safe study

- 1) Better **understand frailty** and its relation to other health conditions.
 - 2) **Identify** quantitative and qualitative **measures of frailty through advanced data mining** approaches meant to predict short and long-term outcome and risk of frailty.
 - 3) Develop **real life sensing** and an **intervention platform**.
 - 4) Provide a **digital patient model of frailty** sensitive to several dynamic parameters, including physiological, behavioural and contextual.
 - 5) Create **“prevent-frailty” evidence-based recommendations** for older persons.
 - 6) Strengthen the motor, cognitive and other “anti-frailty” activities through the delivery of monitoring alerts, guidance and education.
 - 7) Achieve the above through a **safe, unobtrusive and acceptable system** for the ageing population while reducing the cost of health care systems.
- **Objective: Develop and test advanced technology devices for the detection of Frailty and the prediction of its evolution**
 - **Added value??**

The frail safe devices







Inclusion criteria



Inclusion criteria

Age ≥ 70 years

Informed consent provided

Exclusion criteria

Lack of wish to participate

Consent withheld

Inability to give consent because of incapacity

Inability to walk

Inability to speak Greek or French (see clinical centers)

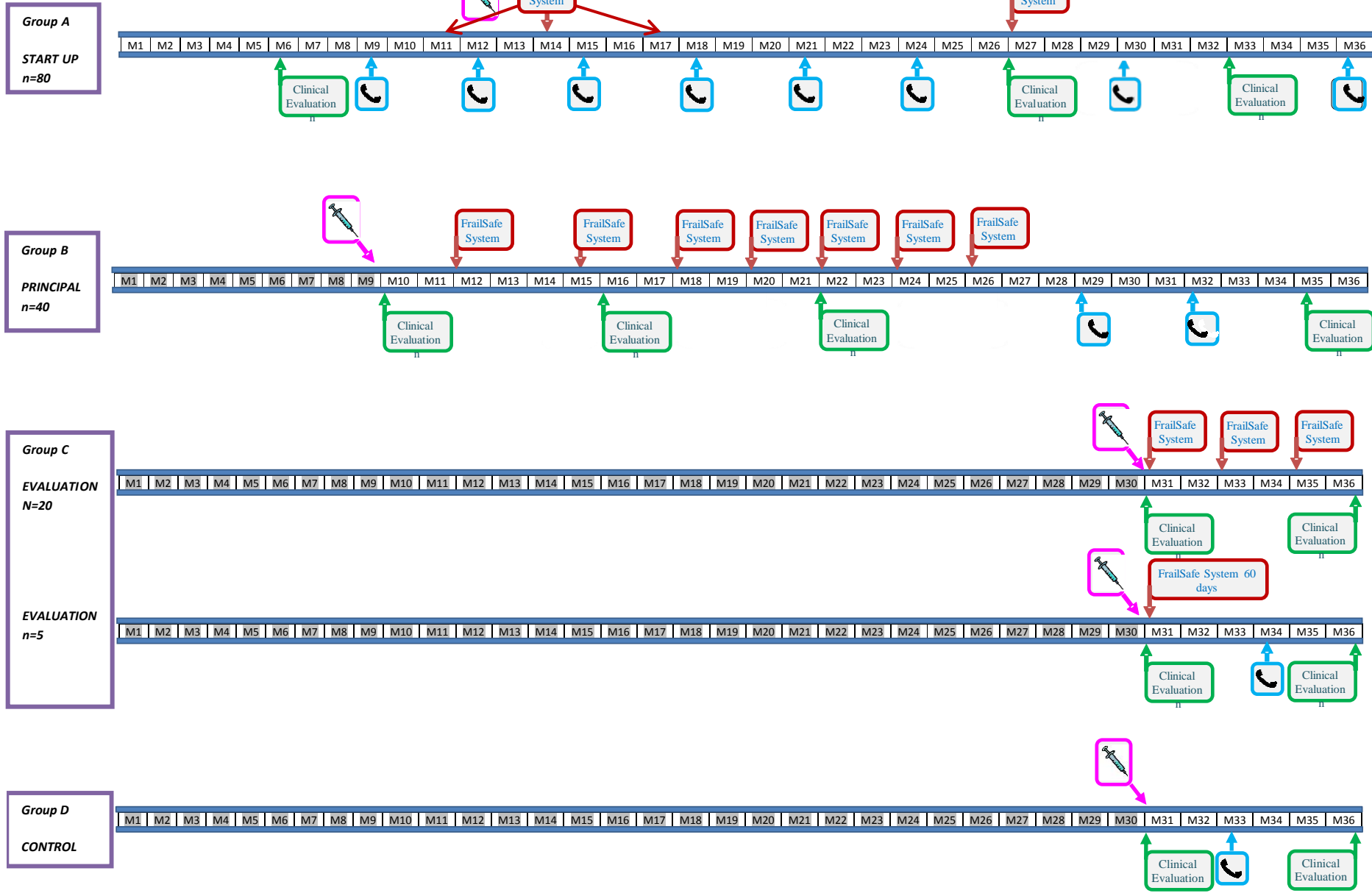
Diagnosis of clinically significant cognitive impairment or score less than 24 on the Mini-Mental State Examination

Diagnosis of advanced malignancy, other terminal illness or an estimated life expectancy of less than 12 months

Active psychiatric disorder based on medical records or clinical opinion at the time of recruitment, current substance users, or excessive alcohol drinkers.



FrailSafe Evaluation per group (A, B, C, D)



Monitored outcomes



Hard Outcomes

Fall

Fracture

Hospitalisation (non programmed)

Institutionalisation

Death

Decline in ADL or IADL capacity (significant change is defined as decline in at least 1 point in the ADL score and/or 1 point in IADL score)

Proxy outcomes:

MMSE and/or MoCa (cognitive function)

Gait speed (physical function)

GDS (psychological status)

Weight loss (general health)

Health status self-assessment



Clinical parameters



Medical Domain (M)	Each polypathology /Comorbidities (M)	Social Domain (S, Ψ , m)	Leisure activities (S, Ψ , p, m)
	Comorbidity's impact (M, P, s, c)		Membership of a club (S, Ψ , p, m)
	Polymedication (M, p, c)		Number of visits and social interactions per week (S, Ψ , p, m)
	Orthostatic hypotension (M, p)		Number of telephone calls exchanged per week (S, ψ , m)
	Visual impairment (M, S, p)		Approximate time spent on phone per week (S, ψ , m)
	Hearing impairment (m, S, c)		Approximate time spent on videoconference per week (S, ψ)
General Condition Domain (M, ψ)	Unintentional weight loss (M, ψ)		Number of written messages sent by the participant per week (S, ψ , m, p)
	Self-reported exhaustion (M, ψ)		
Physical Condition (P, m, c)	Balance (single foot standing) (P, m)	Environmental Domain (S, P, m)	Subjective suitability of the housing environment according to participant's evaluation (S, P, m)
	Gait-related task speed* (P, c) (Timed Get Up and Go test)		Subjective suitability of the housing environment according to investigator's evaluation (S, P, m)
	Gait - speed 4 m (P, m)		Number of steps to access house (S, P, m)
	Lower limb strength (P, m)	Wellness (Ψ , S, M, P, c)	Quality of life self-rating (Ψ , S, M, P, c)
	Grip strength—dynamometer (P, m)		Self-rated health status (M, Ψ)
	Qualitative evaluation of mobility (P, m)		Self-assessed change since last year (M, ψ)
	Low physical activity (P, M, s, ψ)		Self-rated anxiety (Ψ , S, M, P, c)
			Self-rated pain (M, P, ψ)
Nutrition (M, Ψ , c, s)	Too low BMI (M, Ψ , p, c, s)	Lifestyle (P, M, ψ , s)	Smoking (M, Ψ , p, s)
	Too high BMI (M, Ψ , P, c, s)		Alcohol (M, Ψ , S)
	Waist circumference (M, Ψ , P, c, s)		Physical Activity (P, M, ψ , s)
	Lean body mass (M, P, ψ)		
	Total MNA score (M, Ψ , p, c, s)		
Cognitive Domain (C, ψ , m, s)	MMSE scores (C, ψ , m)	Tags (reflecting impact of each item on CIFI)	
	MoCA score(C, ψ , m)	Physical: P dominant, p recessive	
	Subjective memory complaint(C, ψ , m, s)	Medical: M dominant, m recessive	
	Natural language analysis (C, Ψ)	Social: S dominant, s recessive	
Psychological Domain (Ψ , S, c)	GDS-15*(Ψ , S, c)	Cognitive: C dominant, c recessive	
	Self-rated anxiety (Ψ , S, c)	Psychological: Ψ dominant, ψ recessive	
	Natural language analysis (C, Ψ)		



Technical parameters

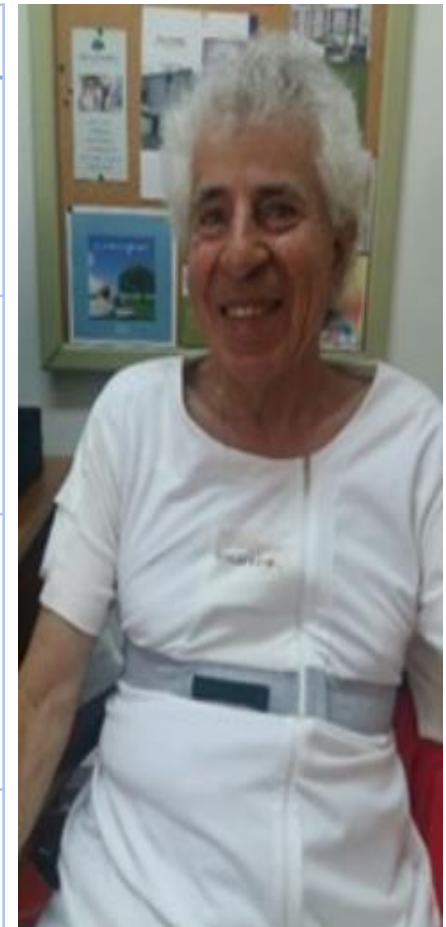
FrailSafe device/ application	Variables monitored	Clinical relevance with frailty aspects' tagging
WWBS	ECG measurements:	Heart rate variability in response to the activities (M, P, ψ)
	IMU measurements:	Detection of falls and of fall risk (P, M) Activity classification (P, M, s)
	Respiration movements:	Breathing amplitude and respiratory rate variability in response to the activities (M, P, ψ)
	Activity attributes:	Activity monitoring, activity patterns' recognition (P, M, s) Distances covered (P, M, s) Gait speed (P, M, c)
GPS logger	Speed of movement Distance covered while being outdoors Distance away from starting point	Gait speed (P, M, c) Indication for vehicle usage (P, c) Activity pattern (P, M, s)
Beacons	Aggregated time passed in each room	Each room usage, indication of time repartition during the day between activities that are mostly attributed to certain rooms of the house. Indirect index of indoors activity (S, P, ψ)
Red-wings serious game	Average grip strength Maximum grip strength Time applying optimal grip strength Total distance covered Total time played	Grip strength, indicating overall body strength (P, m) Stamina (P, m) Cognitive function (executive function, reflexes, information and reaction treatment speed and efficacy, concentration) (C) Brain-motor coordination and efficacy (C, P)
Virtual supermarket serious game	Total time played and wondering into the virtual supermarket Errors in the types and quantities of the items bought Errors in the paying process	Executive function, visual and verbal memory, attention, spatial navigation (C)
Blood pressure monitoring	Blood pressure Heart rate	Cardiovascular parameters (M)

Tags (reflecting impact of each item on each of the aspects of frailty)

Physical/functional: P dominant, p recessive; Medical: M dominant, m recessive; Social: S dominant, s recessive; Cognitive: C dominant, c recessive; Psychological: Ψ dominant, ψ recessive

Parameters monitored by the WWBS

Measured parameter	Type	Extracted clinical measurements (examples)
Electric signal measuring the ECG ECG signal quality ➤ Heart rate ➤ R-R intervals ➤ Heart rate variability	ECG measurements	Average heart rate / day, maximum heart rate / day etc. (this can be connected with the activity class and generate measurements such as average heart rate / day while walking etc)
Accelerometer in X-Y-Z axes	IMU	Patterns of (slow/fast) movements such as walking, falls etc
Gyroscope in X-Y-Z axes		
Magnetometer in X-Y-Z axes		
Electric signal measuring the chest pressure on the piezoelectric point Respiration signal quality ➤ Breathing rate ➤ Breathing Amplitude	Respiration measurements	Average breathing rate / day, maximum breathing rate / day etc. (this can be connected with the activity class and generate measurements such as average breathing rate / day while walking etc).
Activity performed	Activity attributes (calculated by Smartex using IMUs)	Steps, step period
Estimation of energy activity		
Step period		
Pace (number of steps)		

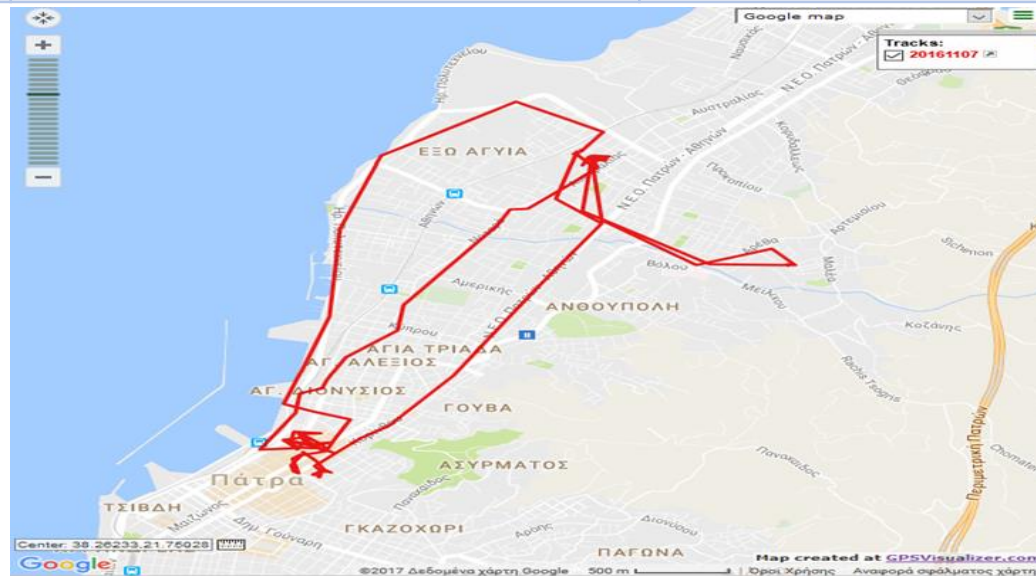


Parameters monitored by the GPS logger

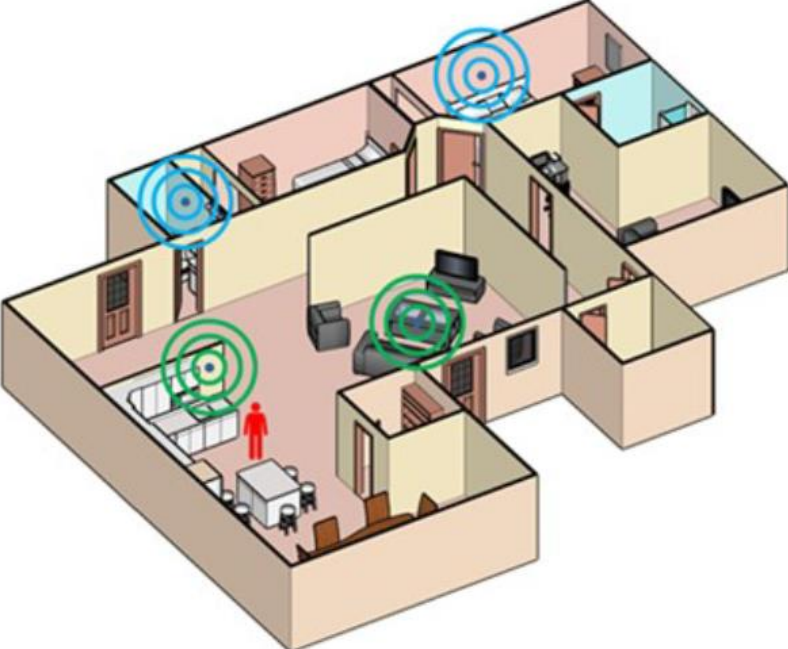
Measured parameter	Extracted clinical measurements (examples)	Analysis using data mining techniques
Latitude	<p>Speed of movement, distance covered while being outdoors.</p> <p>Based on the speed, there is an indication if the participant is walking, on a vehicle etc.</p>	<p>Attempt to correlate the outdoor moving patterns of the participants with the frailty status</p>
Longitude		
Elevation		
Speed		
Accuracy		
Bearing (orientation)		
Steps		

Clinically meaningful parameters:

- total distance
- total duration
- total number of steps
- radius covered
- area covered
- average walk speed
- total walk time
- total stop time
- total vehicle time
- walk time percentage
- vehicle time percentage
- stop time percentage
- track number
- track average distance
- track average duration
- track maximum distance
- track maximum duration



Indoor Localisation Application



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Parameters monitored by serious games



Game 1: Force Analyzer	<p>Daily values for:</p> <ul style="list-style-type: none"> • <u>Max force</u> • <u>Average max force</u> • <u>Average endurance</u> • <u>Max endurance</u> • <u>Average game duration</u> • <u>Max game duration</u> 	Game 6: Reflex	<p>Average/max daily values for:</p> <ul style="list-style-type: none"> • <u>Reflects time</u> • <u>Game duration</u> • <u>Hit count</u> • <u>Failure count</u>
Game 2: Red Wings	<p>Daily values for:</p> <ul style="list-style-type: none"> • <u>Max force</u> • <u>Average max force</u> • <u>Average endurance</u> • <u>Max endurance</u> • <u>Average score</u> • <u>Max score</u> • <u>Average game duration</u> • <u>Max game duration</u> 	Game 7: Virtual Supermarket	<p>Average/max daily values for:</p> <ul style="list-style-type: none"> • <u>Game duration</u> • <u>Item time</u> • <u>Item number ratio</u> • <u>Item quantity ratio</u> • <u>Not requested item number ratio</u> • <u>Not requested item quantity ratio</u> • <u>Money ratio</u>
Games 3: Railway	<p>Average/max daily values for:</p> <ul style="list-style-type: none"> • <u>Score</u> • <u>Distance</u> • <u>Chest mobility</u> • <u>Arm mobility</u> • <u>Movement velocity</u> 	Game 8: Gravity Ball	<p>Daily values for:</p> <ul style="list-style-type: none"> • <u>Best time</u> • <u>Gravity deviation</u> • <u>Trajectory deviation</u>
Game 4: Simon	<p>Average/max daily values for:</p> <ul style="list-style-type: none"> • <u>Hits number</u> • <u>Fails number</u> • <u>Game duration</u> • <u>Sequence length</u> 	Game 9: Floating Archery <u>Target</u>	<p>Average/max daily values for:</p> <ul style="list-style-type: none"> • <u>Accuracy</u> • <u>Hand response time</u> • <u>Head response time</u>
Game 5: Memory	<p>Average/max daily values for:</p> <ul style="list-style-type: none"> • <u>Response time</u> • <u>Game duration</u> • <u>Hit percentage</u> • <u>Fail percentage</u> 	Game 10: Memory AR	<p>Average/max daily values for:</p> <ul style="list-style-type: none"> • <u>Visual accuracy</u> • <u>Visual reflex</u> • <u>Memory accuracy</u> • <u>Game duration</u> • <u>Head trajectory</u>



The RedWings game

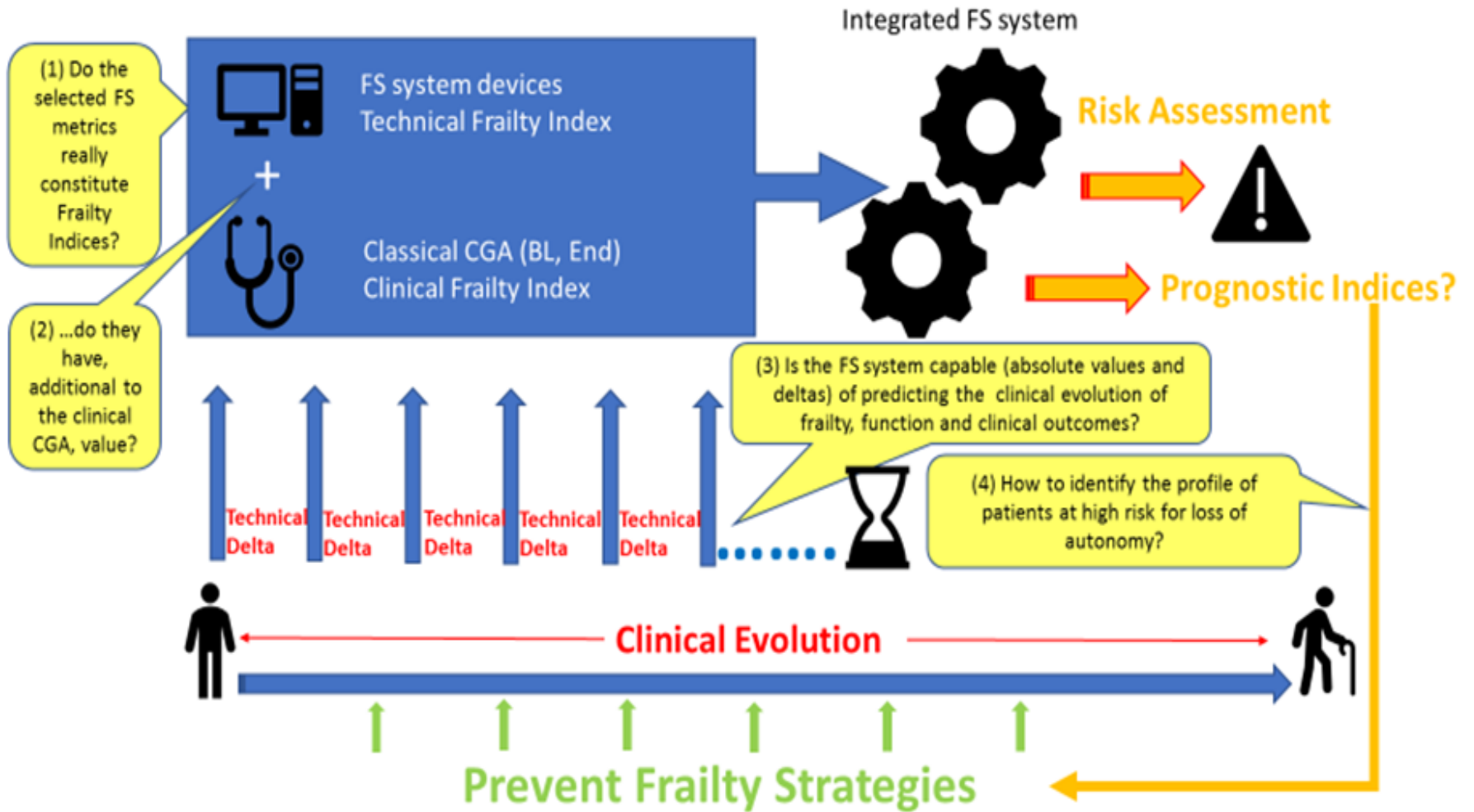


The virtual supermarket game frail safe



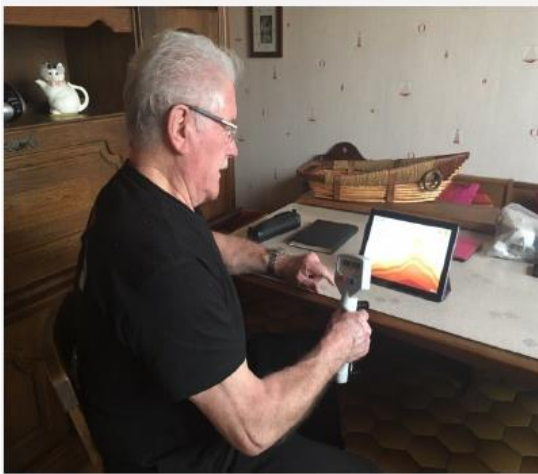
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Participants' feedback frail safe

- « I like the idea that our feedback and opinion can change the FrailSafe final product”
- « it’s a good way to satisfy one’s curiosity!”
- “you get a more comprehensive assessment of your health status on a long period of time”
- “ I was interested because using new technologies for the prevention of older people’s health seems intriguing!”
- “it’s a nice way to spice up your everyday routine!”



Project partners



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- **Website:** www.frailsafe-project.eu
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- **Twitter:** @EUfrailsafe
- **Contact Person:** Vasilis Megalooikonomou
vasilis@ceid.upatras.gr



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**Thank you for your
attention!**



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