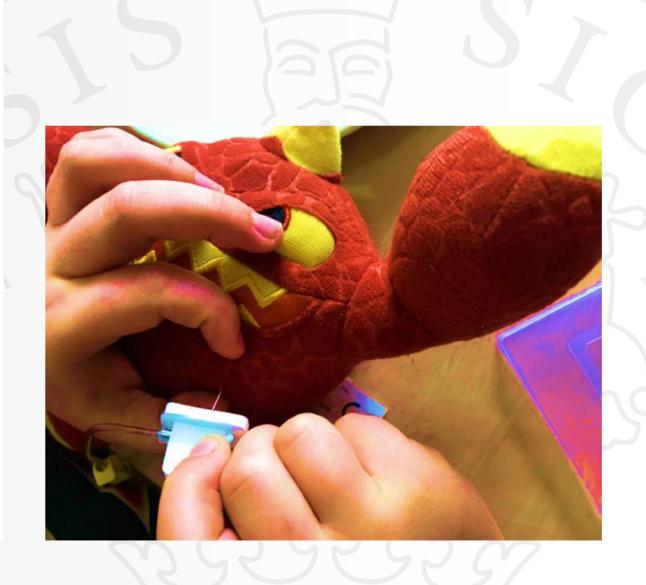
Minor creations of technological tactics for everyday life with a chronic disease

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Agenda

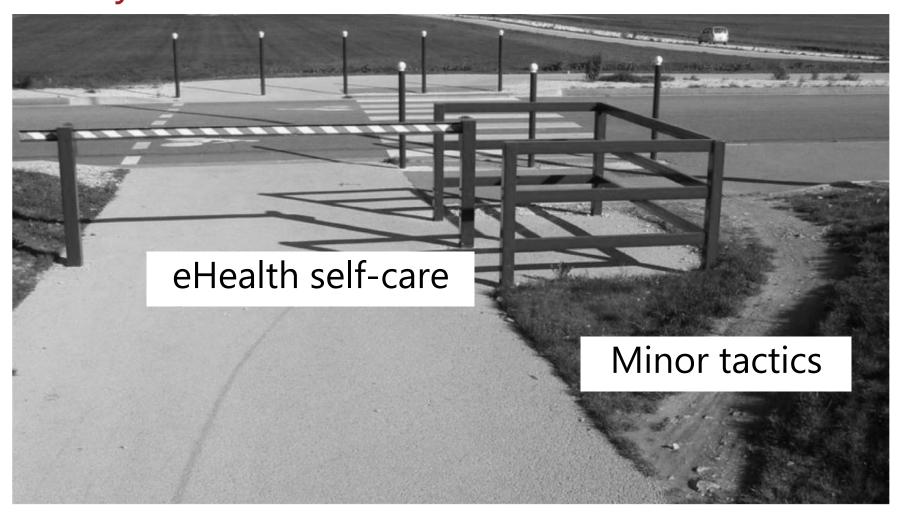
- The overall project
- Findings about minors with chronic diseases
- Critical preliminary insights and questions for eHealth development with minors
- Discussion points



The overall project



Discrepancy between eHealth imposed self-care and minors daily life with disease



Research question

What consolidated ecology of illness-management relations and practices are eHealth solutions embedded into,

and

how can we optimize the fit between eHealth solutions and the lived realities of children and young people living with a chronic illness?

Ethnographic fieldwork

• 1. Everyday challenges and tactics for minors with chronic diseases (JRA and Haemophilia)

 2. eHealth development practices (Self-empowerment app and decision supporting tool)

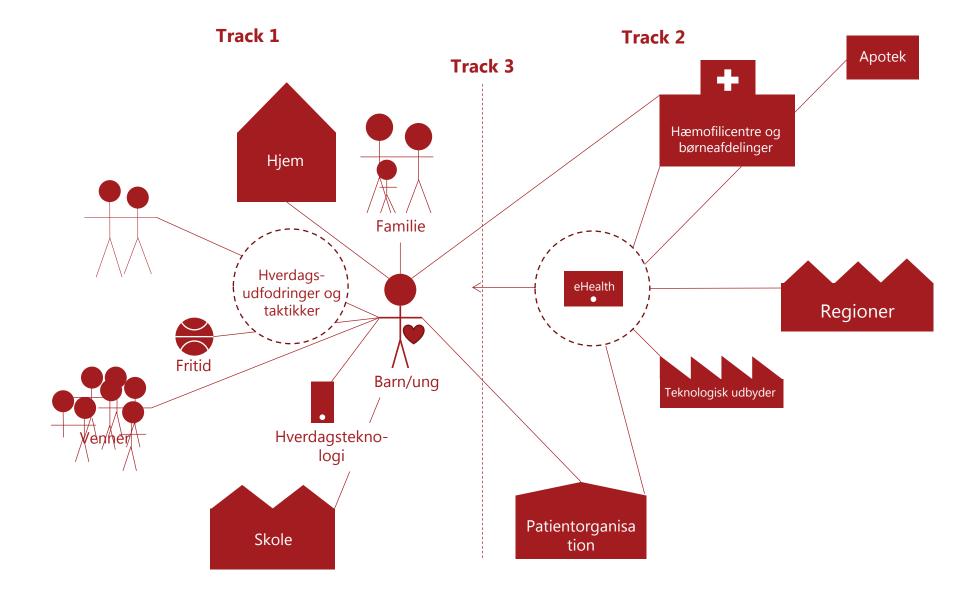








Fields



Findings about minors with chronic diseases

Fieldwork amongst minors with hemophilia and Juvenile Rheumatoid Arthritis





Establishing frames and routines for home treatment



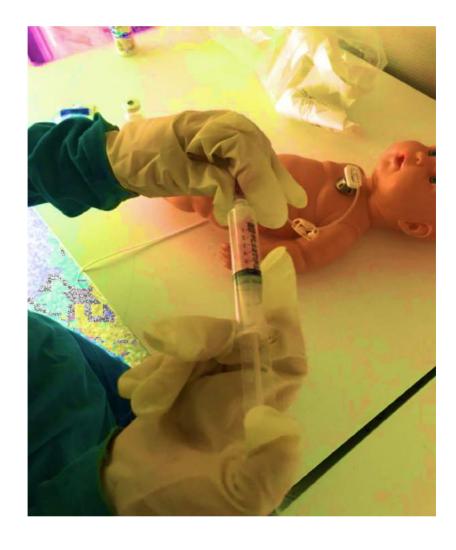
Home treatment is scripted and ritualized



Interembodiment assemblage of treatment

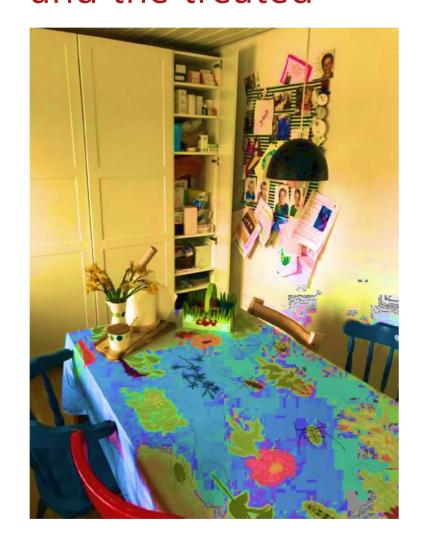


Minors perform treatment on dolls and teddy bears





Imitation games of the link between medical devices, treater and the treated







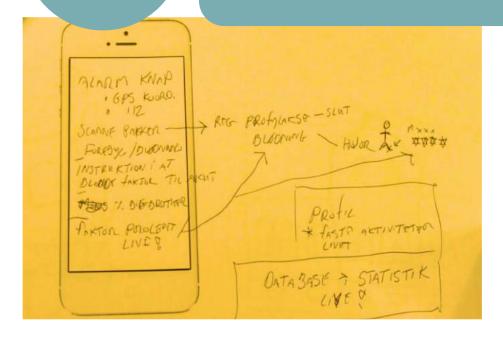
The greatest challenges to minors with chronic diseases

- Relations to peers
- Not having the disease take up too much space
- Domestication/management of "dangerous" treatment equipment
- Learning to take part in treatment

Critical preliminary insights for eHealth development with minors

Whose challenge are you solving?

Does the solution solve a challenge that families experience? e.g. limiting visits to the clinic, or limiting how much space the disease take up.





2

Instead of treatment compliance focus on "reality compliance"

Make the solution comply with already established tactics and routines for disease management

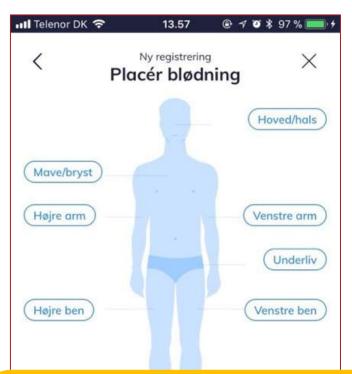




Focus on haptic process of learning about treatment, disease and body, instead of results

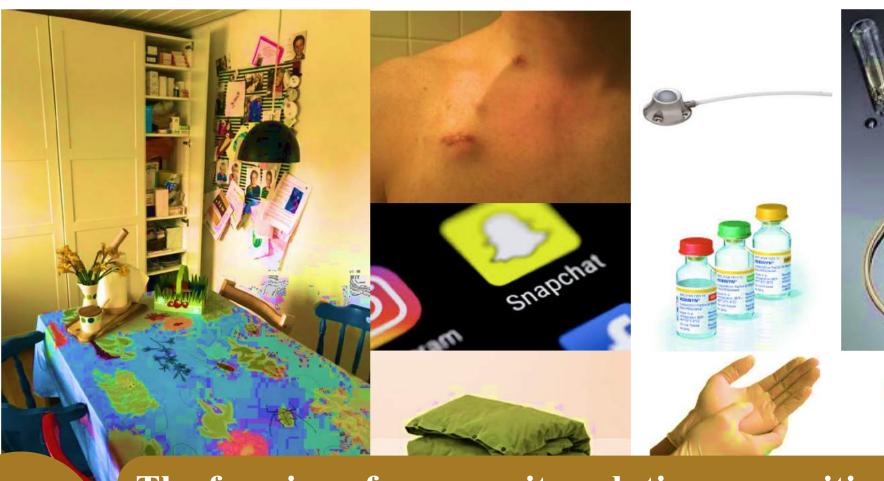
Successfulness in **disease management** for minors is *felt*, not measured. Help minors **explore best practices** for them





Is it "self-care" or should it actually be termed "health care"?

"self-care" and "registrations" are not compatible in families' everyday life management





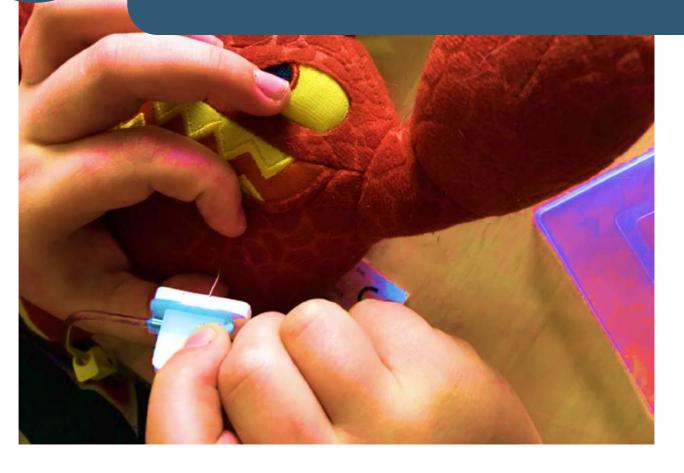


The framing of community-solutions are critical;

Minors have no practices of diseases sharing in social forums; they wouldn't know what to get out of sharing and there are specific norms for minor life online



Even though the minors play "imitation games" they are very serious about the disease.



Discussion points



Discussion points

- Who is the participant in participatory design?
- How to include insights about everyday life, challenges and tactics in an eHealth design process, not asking "what do you need and want"?
- How can eHealth support the interrelated processes of disease management that are already formed and at the same time generate clinical value?

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