Using computer simulation to reduce secondhand smoke exposure in children of low-Income families (Pilot Study)





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Presenter Disclosures

Neil E. Klepeis

(1) The following personal financial relationships with commercial interests relevant to this presentation existed during the past 12 months:

"No relationships to disclose"

Significance of In-Vehicle Secondhand Smoke Exposure

- · Low income persons least likely to have smoking bans in cars and homes
- 30 50% of US family automobiles are sites of children's exposure
- · Children particularly sensitive to exposure Acute Health Effects
 - Respiratory Problems
 - Eye Irritation
 - Asthma Attacks

Effective Interventions for Reducing or Eliminating Children's Exposure to Secondhand Smoke

- Interventions Focused on Smoking Cessation Alone NOT ALWAYS Effective
- Including Rapid Feedback on Exposure Likely to be More Effective
- Focus on Child's Exposure and Communication to **Family Members**
- Cotinine Feedback is Delayed & Expensive
- Counseling is Time Intensive and Expensive
- Better Way?

Summary of Presentation

Science-Based Intervention with Real-Time Exposure Feedback

- SCIENCE. The Car Setting
- MESSAGING (TRANSLATION). Develop Messaging and Real-Time Exposure Feedback Mechanism
- INTERVENTION. Intervention Design, Virtual Environment, Graphics, Animation, Sound
- EVALUATION. Pilot Study of Intervention in Stockton, CA and Lexington, KY

The Science

Vehicle Air Exchange Rates 85 Air Changes
Five Vehicles Tracer Gas Releases





• Five Driving Speeds

 Window Positions Ventilation Settings

The Science **Secondhand Smoke Particles in Cars with Real Smokers**

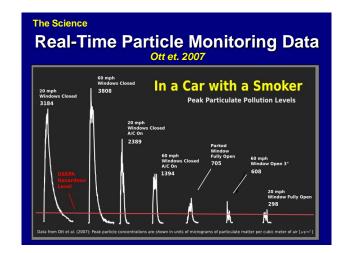


Ventilation Settings

 Five Speeds Window Positions

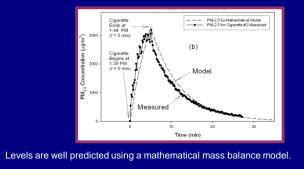
- 3 Rented Vehicles 2 Smokers
- 14 Cigarettes •
- Particle/CO monitoring





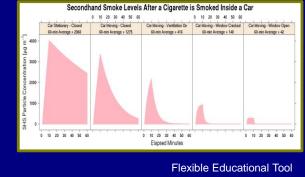
The Science

Mass Balance Model Fits In-**Vehicle Particle Data**



Simulation of Levels in a Car

The Science



Messaging

Real-Time Demonstration of Secondhand Smoke in Cars for the Press



- Volunteer Smoker
 Sidepak Monitors
 Stationary and Moving
 Windows Open/Closed

Press Event Promoting CA's new "No Smoking in Cars with Minors" Law – January 2008



Air	U.S. Environmental Protection Agency Air Quality Index					
Quality Index	Level of Health Concern	Numerical Value	Correspondir Particle Leve			
	Very Hazardous			μg/m³		
	Hazardous	301 - 500	250 - 500	μg/m³		
	Very Unhealthy	201 - 300	150 – 250	μg/m³		
	Unhealthy	151 – 200	65 – 150	μg/m³		
	Unhealthy for Sensitive Groups	101 - 150	40 - 65	μg/m³		
	Moderate	51 – 100	15 – 40	μg/m³		
	Good	0-50	0 - 15	μg/m ³		



Messaging

Surface Contamination in Cars

"Cars with strong secondhand smoke odor showed nicotine surface contamination levels 30 times higher than cars free of the unpleasant odor."

- Georg Matt, SDSU

tana, P.J.E., Hovell, Chatfield, D., Ma, D.S., Romero, R., Uribe, A. dual Tobacco Smoke Pollution in Used Cars for Sale: Air, Dust, liceting and Tobacco Research

limore, J., Crane, ield, D. (in press). and new opportu M., Junker, J., Tassinario, P., Tin Tobacco use and asking prices inities for changing smoking be , K., & Ch new opportunities for ses 4.2 (31 Jul 2008)

Messaging

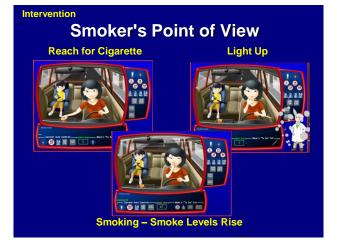
Three Key Health Messages for Secondhand Smoke in Cars

- **RISES RAPIDLY**. Secondhand smoke rises rapidly to extremely high, unhealthy levels in a car
- STAYS INSIDE. Even with windows open, smoke can be trapped inside the car for a long period
- REMAINS AFTER SMOKING. Smoke residue sticks to seats long after smoking has stopped

A Secondhand Smoke **Mother-Child Virtual** - Real-Time Particulate Levels Meter **Experience Controls:** *Cigarette *Speed *Window *AC *Recirculate "Helper" Character

- Multilingual

- Mother - Child



Intervention

Intervention

Rising Levels Cause Acute Health Effects in Virtual Child

Coughing





Intervention Instruct Smoker-Mother to Work Towards Protecting Their Child



Evaluation

Pilot Study in Stockton, CA and Lexington, KY – Low Income Pop.

- Feasibility
- Usability
- Acceptability
- Messaging
- Learning
- Retention
- Behaviour
- Pre/Post Testing Case/Control Groups

• Kiosks- Waiting Rooms

- Focus Groups
- 2-week Follow-up
- Interviews
- Participant Opinions
- Practitioner Opinions
- Clinic Staff Opinions



Evaluation

Participant Types, n=151 eligible

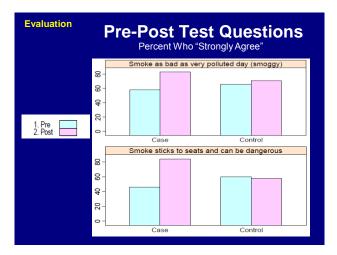
Location/Sample	Knowledge (Ineligible)	Intervention (Case)	Control	Follow Ups
Stockton – in-clinic use	123	44	45	9
Stockon + Lodi + San Leandro – out-of-clinic use	-	16	11	7
Lexington – in-clinic use	-	21	14	3
TOTALS	123	81	70	19

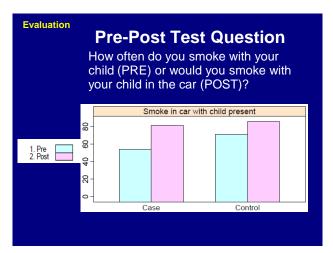
Evaluation Participant Characteristics, n =151

Racial Categories	Females	Males	Total
American-Indian/Alaska Native	0	0	0
Asian	3	3	6
Native Hawaiian or Other Pacific Islander	0	0	0
Black or African American	39	11	50
White/Latino	64	20	84
Other	6	5	11

Evaluation Feasibility, Usability, Acceptability

- Nearly Universal Positive Response to the Simulation
- Placing Kiosks in WIC Waiting Areas is Feasible; People did not feel uncomfortable using them
- Patients Found them Easy to Use Before or After Their Appointments for 15-20 minutes
- Kiosks in Waiting Areas are a Good Way to Reach Low Income Groups that May not Have Access to Internet or Computers
- All Groups Found Interface Intuitive and Compelling
- Messaging and Interactive Controls Need to be Very Clear





Evaluation

Patient Interviews 1, Emotional Reactions to Baby's Condition

"Oh no, I can't do that"

"The poor baby's getting sick,"

"That looks just like [my child], and I'm making her sick."

Evaluation

Patient Interviews 2, Learning, Retention, and Behaviour

- Some people thought about program "constantly"
- Seeing the child in the backseat experiencing distress significantly affected them and they often remembered that particular aspect of the program
- One participant: The dangers of second-hand smoke has become "part of her world".

Evaluation

Patient Interviews 3, Learning, Retention, and Behaviour, cont.

 One participant: "The program ... told me that smoke stays on the seats in the car. I didn't know any of that... that even with the windows down, the child is still very much affected with the smoke... every time I'm in the car. Also, every time I see someone smoking in their car. I think about the little girl choking. It's always in my head I think about how I used to do that and think that smoking but rolling down my windows was okay. I learned that it is not... "

Evaluation

Patient Interviews 4, Learning, Retention, and Behaviour, cont.

• Another participant: "It made me feel that I was wrong in my habits. I instantly wanted to make a change... I even told some of my family members and friends to go look at it. Especially those with children and who also smoke in the car. Now everyone doesn't smoke in the car period. After I participated, I stopped smoking."

Evaluation

Successes

- Feasible and Popular for use in waiting rooms
- Connection and identification with virtual characters: strong emotional response of some users
- No negative impressions from users and clinic staff (but some misc suggestions for improvement)
- · Received positively by smokers
- Some responses showed strong commitment to change behaviour
- Lays groundwork for larger, longer-term studies and tighter integration with providers

Evaluation Challenges

- Difficulty getting participants to return for followup and interviews
- Difficult to get participants to use the program on the internet, i.e., outside of the clinic
- · Not able to study long term effects on behavior
- Small differences in case and control in initial impact on learning, likely due to novelty of the kiosk in general
- In California: Significant prior knowledge of secondhand smoke hazards limited ability to see quantitative differences in learning and knowledge

Evaluation

Next Steps / Studies

- Work more closely with care providers, integrate into routine care
- Look at impact over long term w/ months of follow up sessions and evaluation
- Include smoking cessation counselling as part of intervention
- Involve whole families: husband, boyfriend, grandparents, siblings, friends
- Simulation improvements: More character interaction, wider selection of characters, smoking in home, different points of view (child,parent,grandparent)

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