USER-CENTERED PARTICIPATORY DESIGN WITH HIGH RISK TEENS OF A PSYCHO-EDUCATIONAL MHEALTH INTERACTIVE STORY TO REDUCE RISKY SEXUAL BEHAVIOR

PRESENTER DISCLOSURES

TJ Smith
The following personal financial relationships with commercial interests relevant to this presentation existed during the past 12 months:

No relationships to disclose

WHO?

• Paulina Sockelow, DrPH, Drexel University, College of Nursing and Health Professions
• Seran Schug, PhD, Drexel, Anthropologist, College of Nursing and Health Professions
• Jichen Zhu, PhD, Drexel, Antoinette Westphal College of Media Arts and Design
• Sandy Bloom MD, Drexel, School of Public Health
• TJ Smith, Prevention Projects Manager, AIDS Council of Northeastern NY
ABOUT REAL TALK

USER-CENTERED PARTICIPATORY DESIGN WITH AT-RISK TEENS TO DEVELOP A PSYCHO-EDUCATIONAL MHEALTH INTERACTIVE STORY TO REDUCE RISKY SEXUAL BEHAVIOR

WHY?
1. ACE
2. $$$ & Resources
WHY? #2

We have the technology!

Current games/apps
Language
Culture
Risk Factors

Drexel University:
- Developed the proposal & plan
- Presented to the IRB
- Arranged for training for RT staff
- More training for RT staff
- Presented to IRB

SO FAR . . .
SO FAR:

Real Talk:
• Recruited teens
• Identified sites for focus groups
• Revamped consent/assent forms
• Obtained signed forms
• Videotaped four sessions
• Pick Me
• Plot Development
• Script Development
• Advice Script:
  • SELF—Safety, Emotions, Loss, Future

SO NOW, LET’S

mHealth approach could work with urban youth but ONLY if the teens accept it.
• Include teens in planning and approval process.
• Incorporate teen culture & language into app
• Slide the message in