



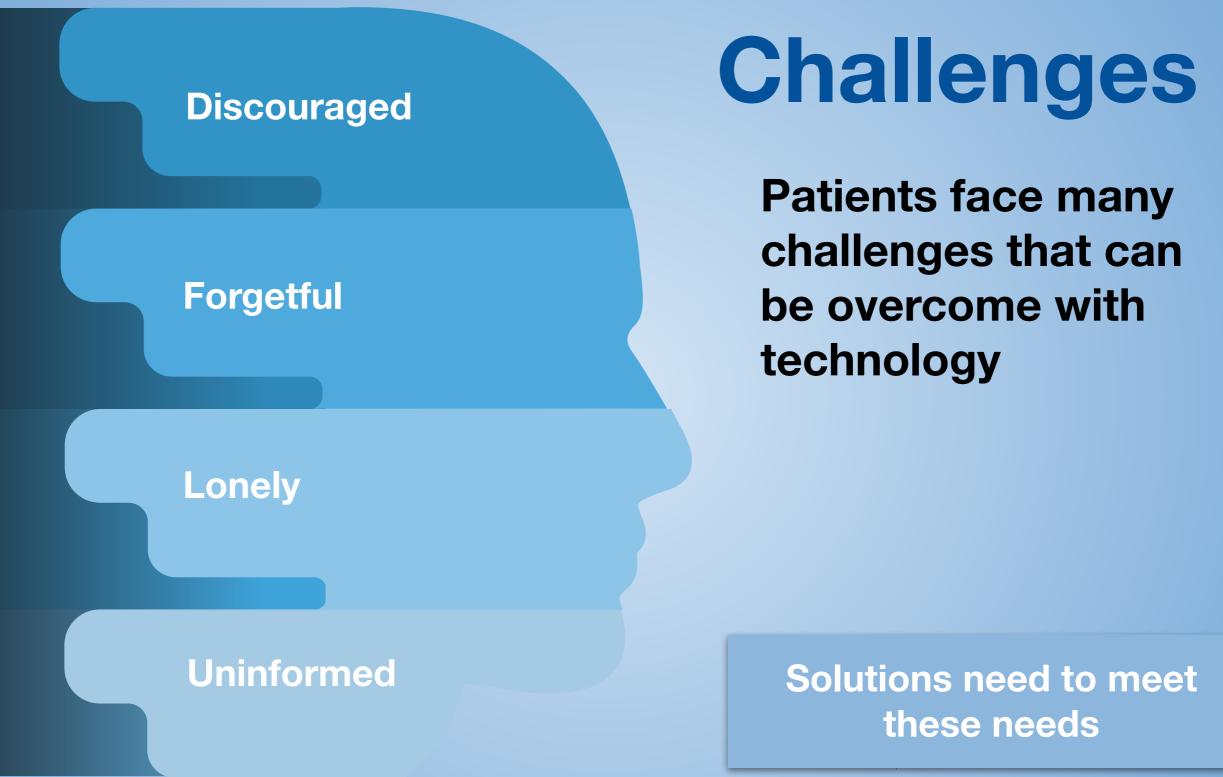
behavioral health () innovation

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CEO, Behavioral Health Innovation

CEO, Adaptive Telehealth

Patients are often...



Multiple Approaches

Because one size does not fit all.

Direction •

Set clear next steps in treatment. Customizable to each patient, group or program.

Self Help •

Prescribe engaging selfhelp content by patient, group or program.

Reminders

Customizable patient reminders for dosage and counseling appointments.

Engagement

Gamification, clever games and learning activities that reward activity in the app and teach treatment concepts.



Retain patients at the appropriate level of treatment.

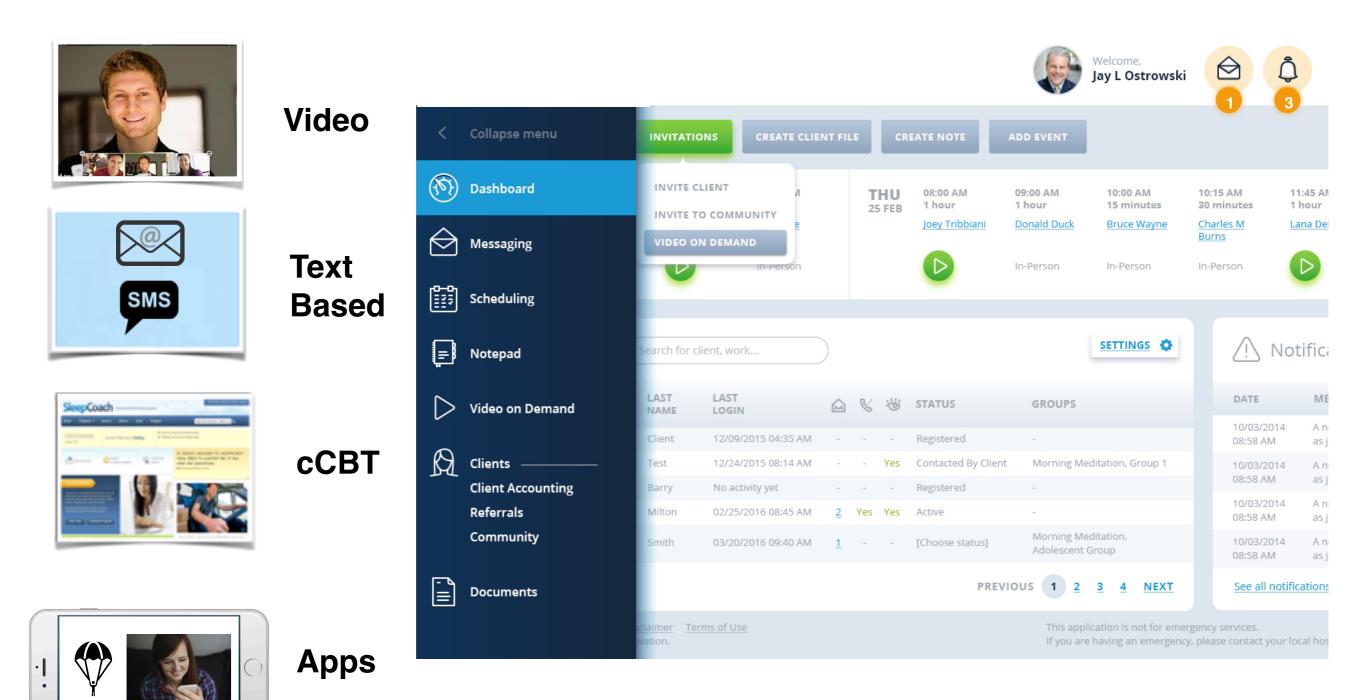
**	Patient Engagement	
	Treatment Adherence	
	Communication	
	Access to	

Strategy:

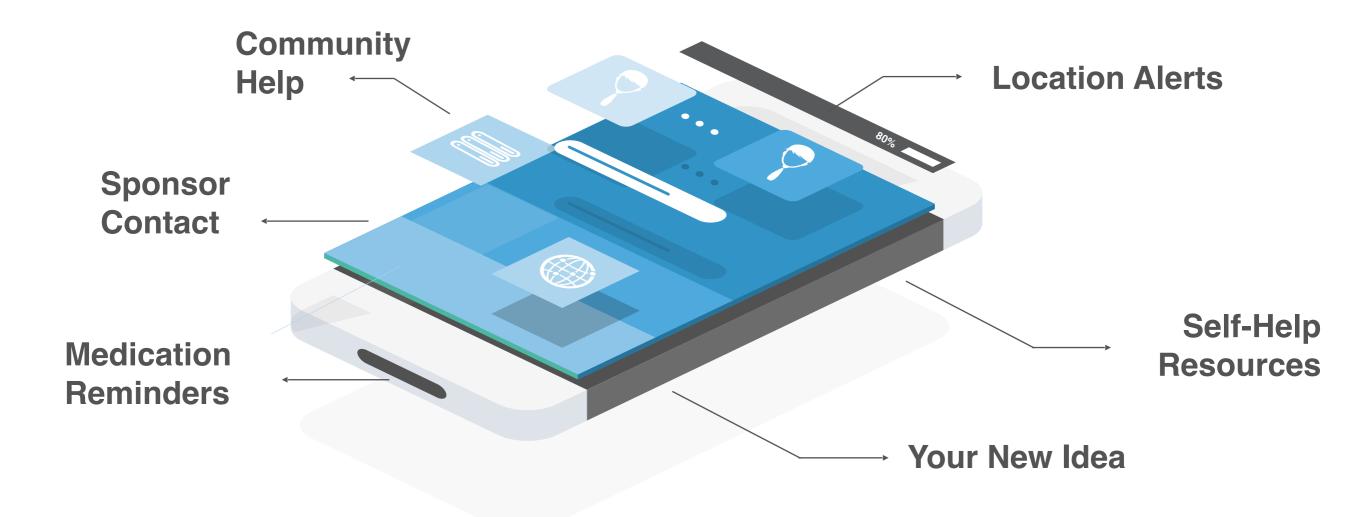
Engagement

Engaged patients are more likely to stay in treatment long enough to get better, follow treatment recommendations, change habits and stay clean

Multi-Use, HIPAA-Secure Apps



Use/Make HIPAA - Secure Apps



Finding Treatment and Referral Process

Referral Process

Referral Source Dashboard Make a Referral Click link to make a referral Abundant Beavioral Health Referrals Received Search: Records per page: 10

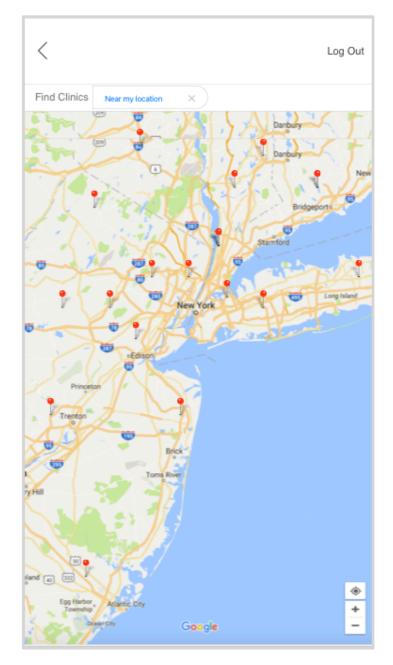
Patient/Client Information

Date Referred	Wednesday - May 04, 2016
First Name	Lacie
Last Name	Longington
Sending Provider	Frederick Timberbaugh, MD
Receiving Provider	Frederick Timberbaugh, MD
Showing 1 to 1 of 3 entries	< 1 2 3 >

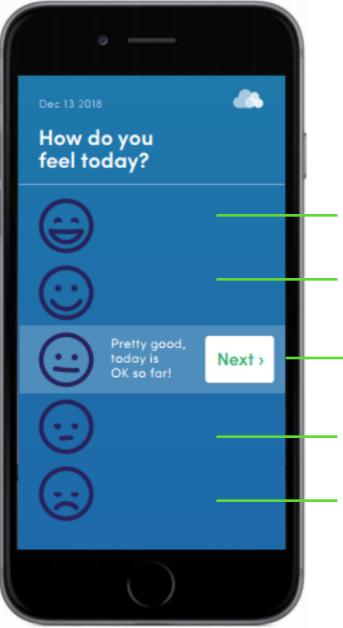
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National Directory

Travel Dosage Location Finder



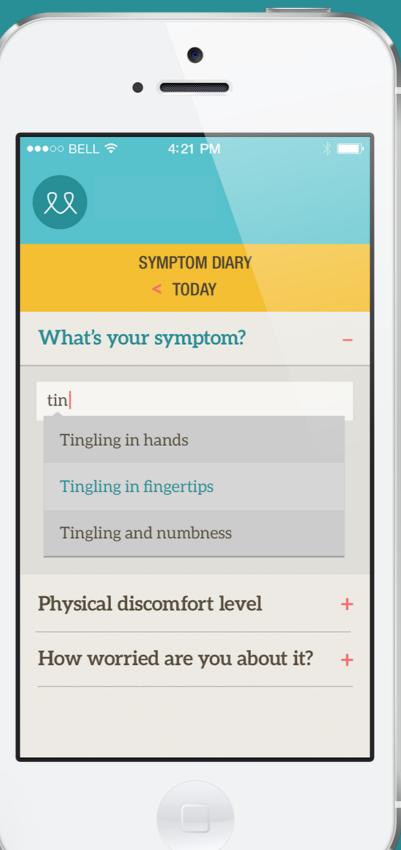
Patient Evaluation and Triage

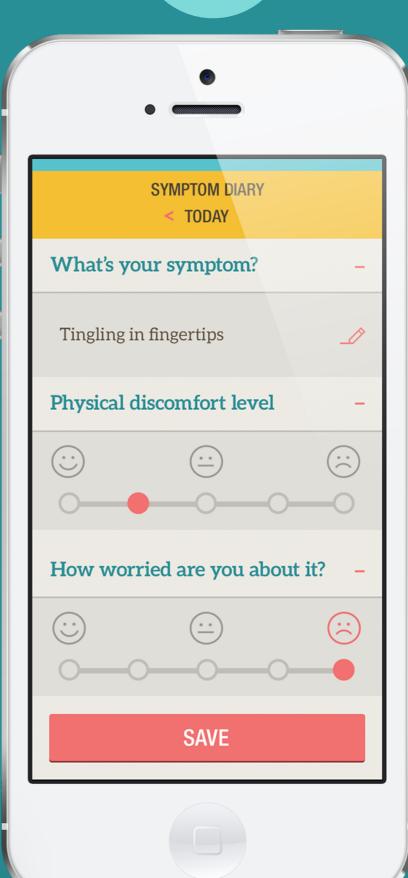


High level overview

Response 1	Response 2	Response 3
 Congrats! Direct to content	Content	
 Ask about improvement areas	Assessment	Ask self-help or more assessment
 Assessment	Live help	Assess-live or self help
 Assessment	Live help	Live help
 Assessment	Live help	Live help

SYMPTOM DIARY TODAY What's your symptom? + Physical discomfort level +	●●●○○ BELL 奈	4:21 PM	* 💶
< TODAY What's your symptom? +	XX		
	S		
Physical discomfort level +	What's your	symptom?	+
	Physical disc	comfort level	+
How worried are you about it? +	How worrie	d are you about it?	+





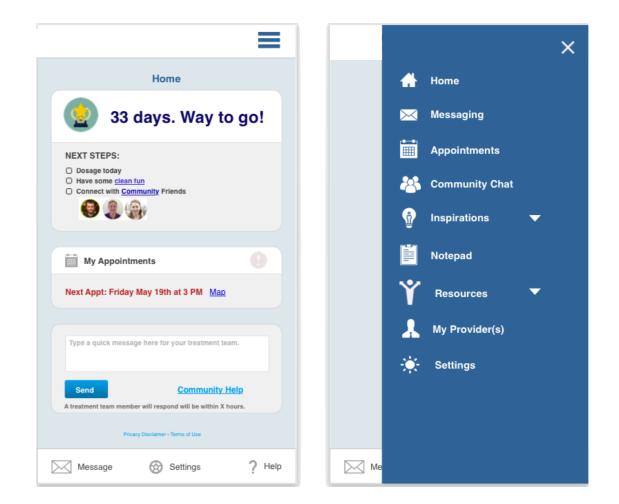
Gamification

Research on mixed mediums shows positive results¹.

Mix practical activities and fun learning exercises.

Gamification

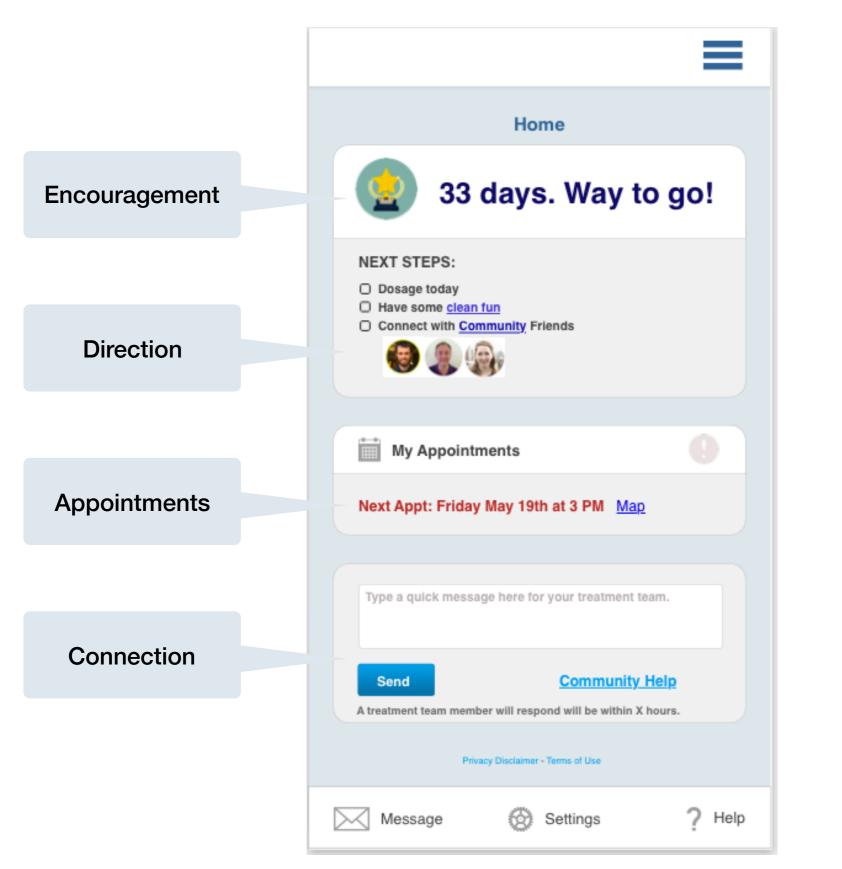
- 1. Easy Fun inspires exploration and role play
- 2. Hard Fun challenging feeling of accomplishment
- 3. People Fun Build social bonds
- 4. Serious Fun Purposeful play/learning

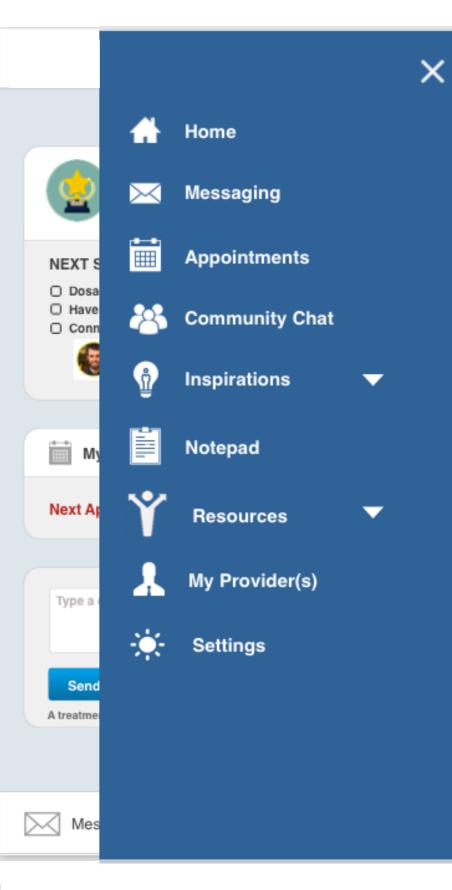


1. Exploring blended group interventions for depression: Randomised controlled feasibility study of a blended computer- and multimediasupported psychoeducational group intervention for adults with depressive symptoms. Raphael Schuster, Isabella Leitner, Per Carlbring, Anton-Rupert Laireiter. Internet Interventions, Vol. 8, p63–71. Published online: April 13, 2017

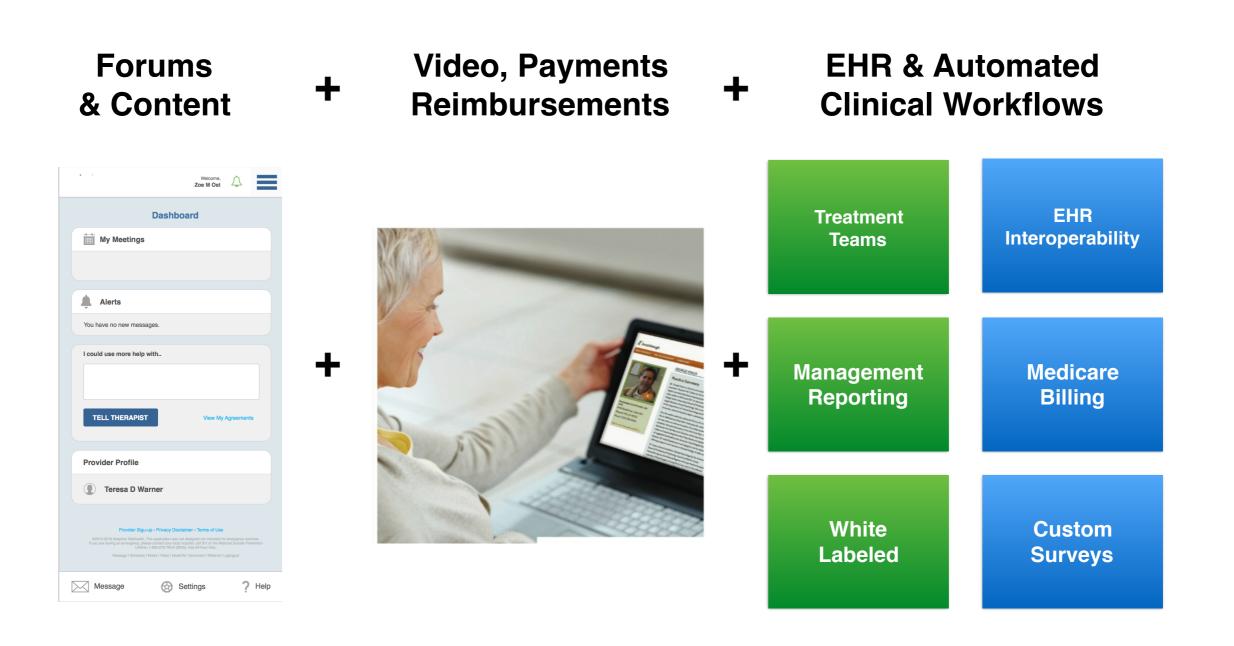
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Patient Support App





Efficiency of Multiple Layers







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Thank you.

Jay Ostrowski, MA, LPC-S, NCC, DCC, ACS, CTCP CEO, Behavioral Health Innovation

CEO, Adaptive Telehealth