

# Assignment 2: Research Proposal Presentation

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# Presentation - Part 1 : Research Proposal



# Abstract

## Research Problem:

- Users lose interest in using mHealth after a certain period of time

## State-of-the-art research:

- mHealth has the potential to improve the health lifestyle for individuals by positively affecting health behaviours.
- Not many studies have been conducted to engage the users in the development process of the mHealth application to achieve long-term support and encouragement to continue using the application.

## Expected outcome:

- Multi step release process technique develop an improvement towards the mHealth application as it identifies the users needs



Mhealth definition:

- mHealth (Mobile Health) can be defined as a public health and medical practice that utilises mobile devices

State-of-the-art research work :

- mHealth applications are considered to be products and just like any other product, the research and study of users and their interaction with mHealth is important to develop a successful mHealth application [Biduski et al., 2020]
- The new mHealth solutions can be seen to substantially depend on the acceptance of users in order to achieve the intended frequent and long-term use of mHealth [Madeira et al., 2018]

# Motivation Of The Research

The motives that led us to study factors that helps developers meet user requirement are :

- Users loose interest in using mHealth after using it for a period of time [Biduski et al., 2020]
- Meeting users requirements is a critical factor that determines the success of the mHealth application [Holdener et al., 2020]
- Only few of the studies described how mHealth application developers can engage users in the development process



# Research Objectives

The objective of this research is:

- To identify how current mHealth app developers are meeting user requirements
- To identify factors that may affect user acceptance
- To allow developers meet user requirements for the success of mHealth.



# Literature Review

- Applications for health care purposes are identified as a growing industry with great potential to improve the health condition for individuals [Santos-Vijande et al., 2022]
- Users tend to show a positive interest in applications that focus on fitness, diabetes and meditations rather than applications that focus on cancers. [Pai and Alathur, 2018]
- The 4 attributes that contribute to user engagement are perceived usability, aesthetic appeal, reward, and focus attention. [Holdener et al., 2020]
- Mhealth applications store sensitive data hence, the healthcare providers must adopt an appropriate transfer protocol as it is an essential factor to convince potential users. [Schwab et al., 2021]



# Research Method

- Qualtrics tool was used to identify the required sample size to achieve 99 % confidence level and 4 % error margin
- 1037 candidates from different age groups ranging from 16 to 65 years old were selected
- Each candidate was given a clinic healthcare app to use for 6 months
- Feedback from the users was collected on a monthly basis to study their usage behaviour changes and their intention to continue using the app
- Revuze tool was used to analyse the data.
- The output data was carefully inspected to understand and identify the design features that must be included in mHealth apps to meet user requirements.





# Expected Outcome

- Multi-step release process will gather insights related to designing an effective mHealth application based on meeting user requirements.
- This technique will allow the developers to design high-rate performance application, easy handle UI, an efficiency application that cycles in a fast time and well integrated application.
- Multi step release technique will ensure that the application meet user requirements to achieve user acceptance and long term engagement.



# References



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# Presentation - Part 2: Statistical Data Analysis



# Methods Used For Statistical Data Analysis

First of all, we would like to identify methods used in calculating distance between each of the 1000 vaccine-es and all the ppv centers. The methods used are as follows:

- **Vincenty's formulae:** two related iterative methods used in geodesy to calculate the distance between two points on the surface of a spheroid
- **Haversine formula:** determines the great-circle distance between two points on a sphere given their longitudes and latitudes
- **Numpy & DataFrame:** Changing list to numpy and reading data from csv to a dataframe instead of a file reader



# Computer used in Execution time Comparison

Specification	Computer 1	Computer 2
RAM	16 GB	4 GB
Hard Disk	1 TB SSD	500 GB SSD
CPU	AMD Ryzen 7 4800 2.9 GHz	Intel Core i5 th Gen GHz

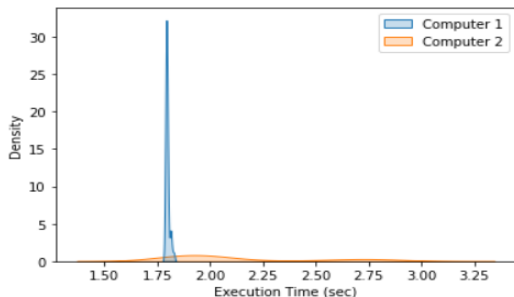
# Execution Time Comparison using 2 Computers

The research team ran **Haversine formula** on Computer 1 and Computer 2. The number of times the method was executed is 50 times for each computer. The average run time was then recorded:

Computer	Average Running Time (Seconds)
Computer 1	1.796667322
Computer 2	2.152936726

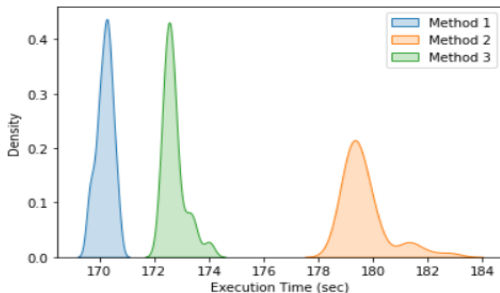
As a result of the experiment conducted, Haversine formula had a faster running time in Computer 1

# Shaded density plot to show the distribution difference between Computer 1 and 2 using Haversine formula



# Execution Time Comparison for 3 Different Methods

The research team ran the 3 methods on Computer 1. The program ran 50 times for each method. After that, the shaded density plot was used to show the distribution difference:





# Acknowledgment

The research team would like to thank Dr Ting for his continuous support in this project. The research team have been working in this project for a long time. Different challenges have been crossed to obtain the intended results which is the reason why this presentation slide is here.