

## Utilizing Social Robot Dog, "Pupper", to Improve Mood and Happiness in Pediatric Cardiac Patients

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discussion

Average mood ratings on the six-point

facial visual analog scale increased

from **3.75** at baseline to **4.67**, or a **24**%

increase. Overall, patients expressed

more positive and less negative

moods after intervention. Pupper was

also **highly accepted** by patients.

of pediatric patients.

Pupper has the potential to be a

viable and highly accepted tool in

It may also be helpful in reducing

pain or act as a distraction from

symptoms, as two patients who

reported pain before intervention

By reducing negative emotions and

increase patient satisfaction and

positive emotions when watching

which has significant implications

around family-centered care in this

Small sample size due to short pilot

study duration and lack of eligible

their children play with Pupper

Delayed site clearance leading to

less time for data collection

improve patient experience.

Many parents also expressed

no longer reported pain afterwards.

increasing overall mood, Pupper can

increasing the mood and happiness

**Implications** 

## introduction

### Background

Pediatric hospitalization can lead to complications such as social isolation, decreased mental wellbeing, increased risk of mental health diagnoses, and developmental delays in children. Hospital A's pediatric cardiac unit currently includes resources such as child life specialists, art and music therapy, and therapy dogs to reduce these complications. Therapy dogs in the hospital setting come with challenges that social robot Pupper can address, like infection control, allergies, and the biological needs of the animal. Interactive visits with Pupper, a quadruped social robot, can supplement Hospital A's existing enrichment offerings and alleviate the negative psychosocial impacts of pediatric hospitalization.

### **Aim Statement**

The aim is to improve the mood of pediatric patients aged 3-25 years by 50% from the patient's baseline level within one month on a pediatric cardiac unit by utilizing a quadruped robot dog to motivate patients in engaging in their care.

### **PICOT Question**

In pediatric cardiac patients, does implementation of social robot Pupper over a one month period affect mood scores compared to mood scores before intervention?

Providers: lack of time to

higher patient acuity/ce

Limited supply o

age-appropriate

Activity

Planning

Implementation

Evaluation

Identification of Change Theory

Microsystem Assessment/5 P's

Weekly Meetings with Emira Romero, RN

3 Define Project/PICOT Question

6 Meetings with Robotics Students

8 Develop Pre- and Post- survey

10 Evidence Appraisal Table

14 PDSA and SWOT Analysis

9 Literature Review

11 Fishbone Diagram

7 Identify Pupper Candidate Patients

13 Statement of Non-research Determination

15 Collect Pre-survey and Post-survey Responses

19 Analyze Pre-survey and Post-survey Responses

21 Develop and Submit Final Poster Presentation

23 Submission of Final Paper to USF Library Repository

16 Conduct Patient Interactions with Pupper

4 Develop AIM Statement

interactive toys

Lack of familiar

memorabilia

from home

Inability to bring pets

materials

dedicate extra effort t

motivate patients due

Staffing: Lack of Child

## methods

## Fig. 1 SWOT Analysis

- **STRENGTHS** Large, academic pediatric research
- Well-funded and respected institution Promotes evidence-based practice
- Innovation-based vision and values
- that embraces novel technology
- Leader in clinical research
- Forward-thinking culture that supports positive change

### **WEAKNESSES**

- Innovations that perform similar purposes
- New technology may have unintended consequences and limited function
- Novel implementation requires more time and preparation
- Infection control policies are geared towards stationary and room-specific items rather than mobile ones that move from room to room

## **OPPORTUNITIES**

- Successful implementation can lead to usage in other units and
- Increased patient satisfaction from tech leads to improved hospital • Increased research funding for
- potential ideas around patientcentered care
- Potential commercialization of new technology to increase revenue

### **THREATS**

- Competitors may create similar implementations that provide the same result for less cost
- Other hospitals may not have the resources to support novel technologies • General healthcare culture tends to be against change and new technology due

to potential risks and costs involved

· Patients' parents may have concerns regarding the usage of new technology around their children

## intervention

### Pupper

- Created by Stanford Student Robotics
- Capable of moving in all directions, pitching up/down, waving front paws, "dancing", barking, and changing eyes
- Controlled using



Fig. 4 Pupper robot wearing a backpack

to 6 (best mood)

Measures

Fig. 3 GANTT Chart

8/5 8/12 8/19 8/19 8/26 9/2 9/30 10/7 10/21 10/21 11/11 11/18 11/25 12/9

Fig. 2 Fishbone Diagram

atients: chronic conditions

ausing pain, discomfort

and decreased mobility

Lack of continuity of care due

consistent routine due to lack

Limited care team engagement

emotional engagement

due to focus on clinical tasks ove

methods

Frequent interruptions in privacy

of regular schedule for

Start

8/19/24

8/26/24

9/2/24

8/22/24

9/18/24

9/23/24

9/29/24

9/30/24

10/6/24

10/13/24

10/14/24

11/2/24

10/2/24

11/17/24

11/18/24

11/24/24

12/5/24

walks or playtime

to staff scheduling

Family members: unable to be

environment

stimuli from equipment noise

Disruption to schooling

and socialization necessar

for healthy child development

Confined physical space in a

conducive to play and relaxa

Medical equipment can be

or anxiety in children

overwhelming and create fear

Limited access to portable

medical equipment for

nadequate patient-controlled

of movement

equipment decreasing autonomy

Lines, tubes, devices: reduces

patient comfort and freedom

End

8/25/24

9/8/24

9/15/24

9/15/24

11/1/24

9/25/24

9/25/24

9/30/24

10/6/24

10/7/24

10/13/24

10/27/24

10/21/24

11/11/24

10/23/24

11/24/24

11/25/24

12/1/24

12/6/24

patient mobility

sterile environment n

High-stress unit with excessive

- Utilize existing
- PS5 controller
- patients in the microsystem • Identify eligible

Facial Visual Analog Scale (pre- & post-intervention)

## do

- literature to develop Facial Visual Analog Scale and Emoji-based **Mood Assessment Tool** Utilize existing
- literature to determine eligibility criteria Identify existing enrichment activities available to pediatric
- patients to participate via the charge nurse and clinical preceptor

Emoji-based Mood Assessment Tool (pre- & post-intervention)

Positive: happy, excited

again in the future?

Specific positive or negative emotions felt by patient

Assessing overall mood rating from a scale of 0 (worst mood)

Acceptability Questions (post-intervention)

Negative: bored, tired, in pain, sad, angry, scared

Question 1: Did you enjoy playing with Pupper?

Question 2: Would you like to play with Pupper

## Consult with patient's

consent • Introduce Pupper to the patient and if interest is expressed, complete

post-intervention

survey after each

playtime interaction

parents and nurse for

- Compile and analyze pre-intervention survey • Intervention: Pupper patient feedback
- playtime with handheld Compile and analyze controller for a 15 acceptability feedback minute maximum time period Complete
  - Reflect upon experience of conducting the Pupper play sessions and assess what went

smoothly and what

could use improvement

study

Compare pre- and

post-intervention

survey results to

improvement in

and emotions

determine if there is

self-reported mood

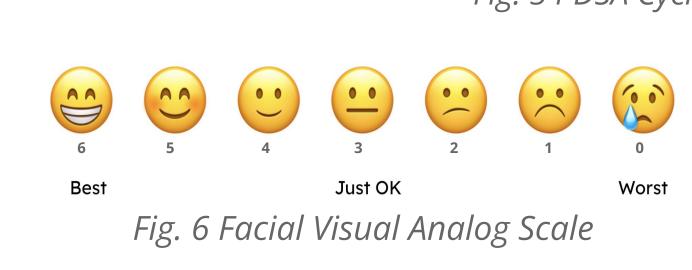
## Introduce Pupper to

more units

act

- Make posters and infographics to inform nurses on the results of Pupper playtime
- Collaborate with Pupper robotics team to incorporate patient feedback, enhance Pupper features, address glitches, and
- improve durability Increase sample size and range to improve study reliability

## Fig. 5 PDSA Cycle



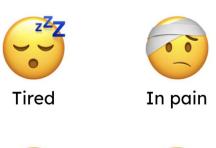






Fig. 7 Emoji-based Mood Assessment Tool











 Technological difficulties with Pupper (i.e. short battery life,

patients on cardiac unit.

overheating, etc.) Patient's day-to-day health fluctuations affecting engagement

## **Next Steps**

microsystem.

Limitations

- Continue to improve on Pupper technology to create a more robust and reliable product.
- Conduct formal research with a larger sample size across a broader
- Obtain data around parent and nurse buy-in to further determine feasibility and acceptability of Pupper.

### **Abstract** References, and More!



Acknowledgments This project relied on

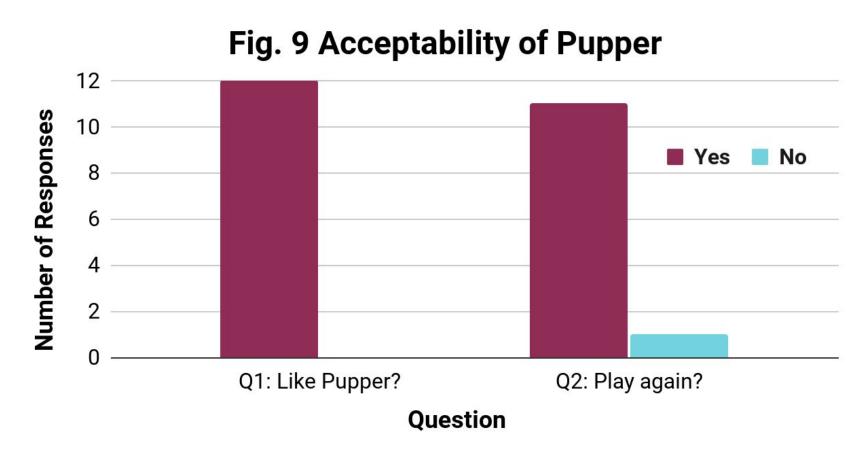
collaboration with Stanford Robotics, with special thanks to Ankush Dhawan and Dr. Teresa Nguyen. Additional support was provided by Cheyenne Cassorla, RN and Emira Romero, RN.

## results

• Age range: 4 to 18 years

Table # 1 Change in Wood & Linetions	
Average Mood Rating Pre-Intervention	3.75
Average Mood Rating Post-Intervention	4.67
Average Change in Mood Rating	+0.917
Percent Change in Mood Rating	+24%
Change in # of Positive Emotions	+6
Change in # of Negative Emotions	-4

## Fig. 8 Emotions Before & After Intervention ■ Before ■ After Happy Excited Bored Tired In pain Sad **Emotion**



## **Population**

- Sample size: 12 patients
- Age average: 10.5 years

# Table #1 Change in Mood & Emotions

Average Mood Rating Post-Intervention	4.67
Average Change in Mood Rating	+0.917
Percent Change in Mood Rating	+24%
Change in # of Positive Emotions	+6
Change in # of Negative Emotions	-4
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