

Office of Enabling Technologies

The Impact of Mobile Technology at the University of Michigan Medical School

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1/20/12





Agenda

- Medical School Background
- Mobile Devices in the Health System
- What kinds of mobile apps being developed?
- Mobile Apps from UMMS/UMHS
- Supporting App Development
- Engagement



UM Medical School

Total Faculty	2,828
Staff	3,760

- Instructional Focus
- Research Focus
- Clinical Focus

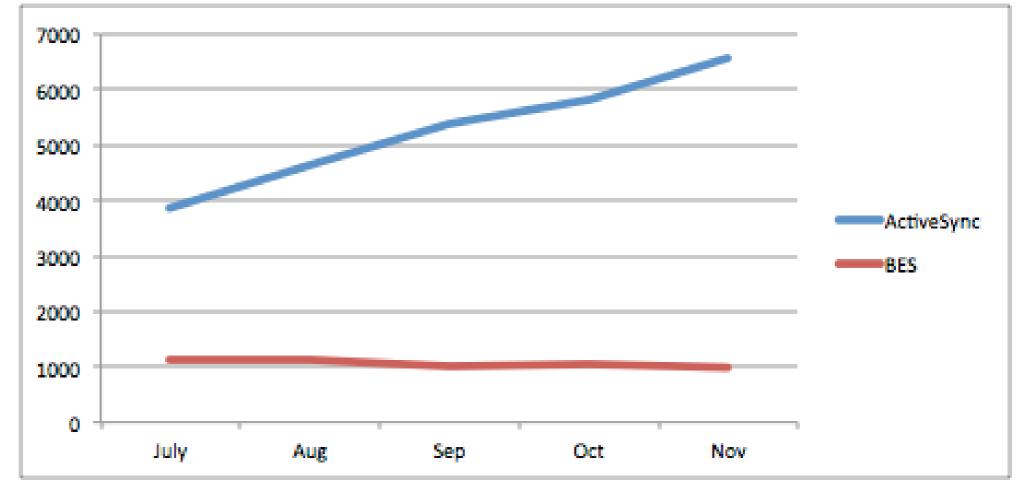


Mobile Devices within UMHS

iPhone/iPad	2,009
Android	1,076
Blackberries	999
total	4,084

Wireless Device attachements November 2011

Exchange & BES





Mobile Device Deployments

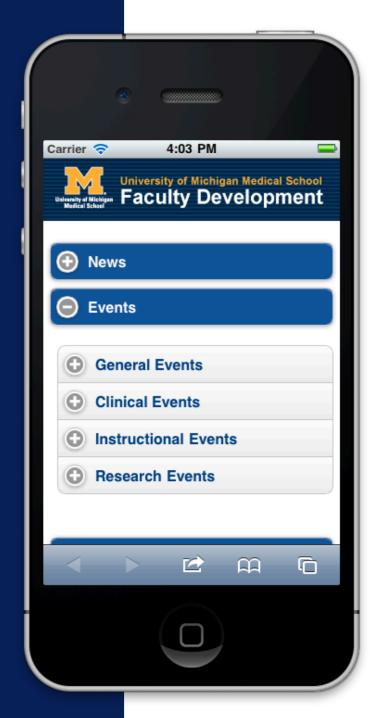
- 200 iPads purchased by Anesthesiology for faculty and residents (clinical web app and education resources)
- iPad pilot with Neurosurgery Department (30 devices). Access to Centricity Nursing via Citrix client app.
- M1/M2 students arriving at UMMS with iPads and asking for education resources to be delivered on that platform
- Installed base of Blackberry devices a major challenge to be considered when developing mobile apps - especially web-based apps



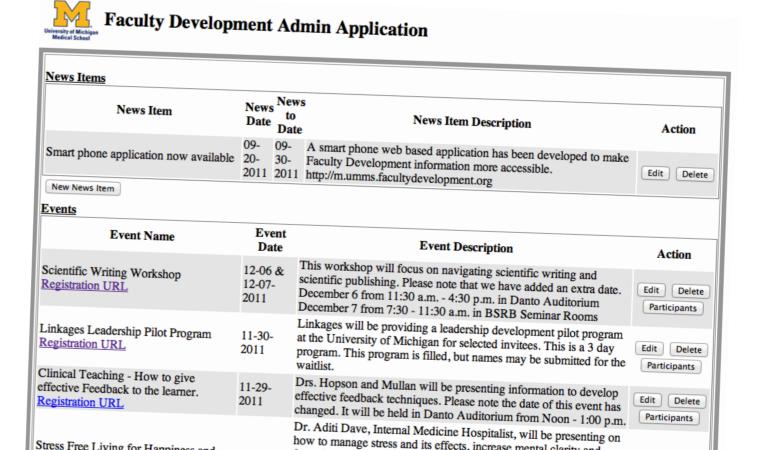
Administrative applications



Faculty Development News & Events



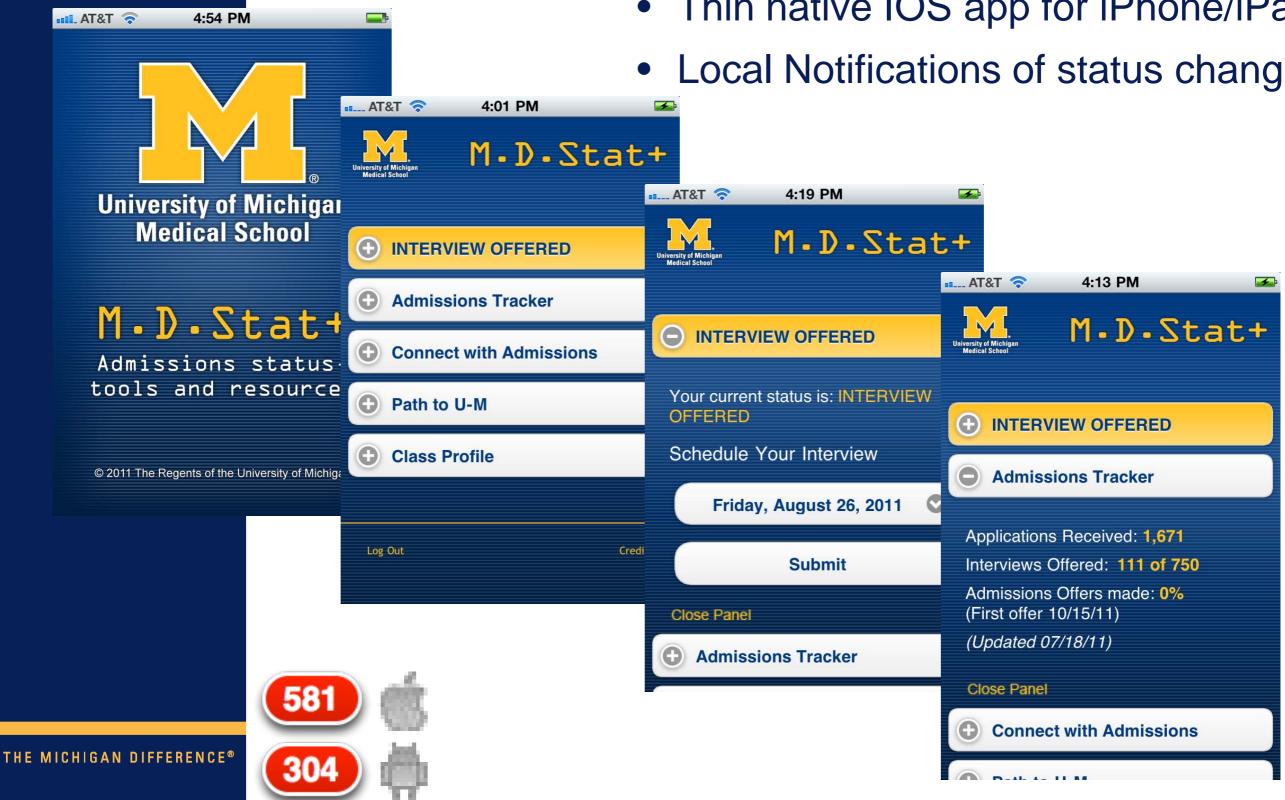
- Delivers News, Events, Resources
- Supports registration, Mailing list signup
- Backend database administration
- Web application
- Developed by Enabling Technologies





M.D.Stat+

- Co-Developed by Application & Information Services Group & **Enabling Technologies**
- Thin native IOS app for iPhone/iPad
- Local Notifications of status changes





Orange Card Replacement







- Web application
- Developed by MSIS Application & Information Services Group



Education applications

University of Michigan Medical School

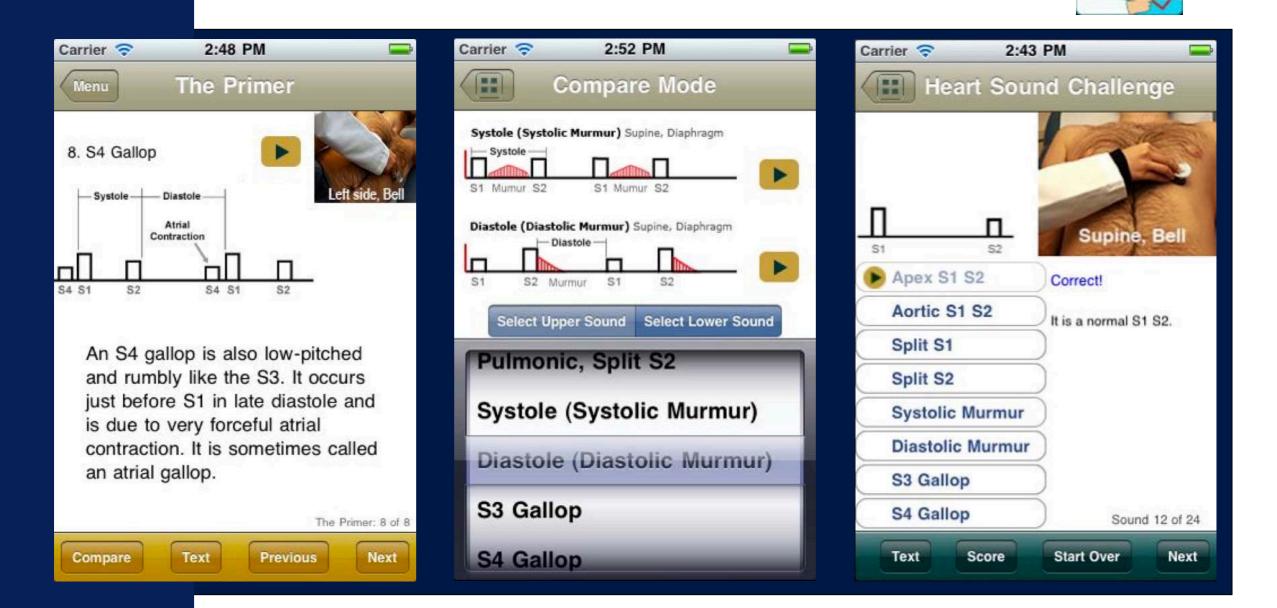
Second Look Series



- Converter for Powerpoint Slides
- Native app for Tablets iOS & Android
- In-app purchase of additional slide decks
- Developed by Enabling Technologies



Heart Sounds Challenge



- Developed by Multimedia Development
- Released IOS app for iPhone/iPad



3D Woodson



- New 3D technology brings Woodson, a long-time Mott supporter, to life in new hospital lobby
 - http://www.uofmhealth.org/news/3d-woodson-app-1031
- Bully Entertainment
 - http://www.bullyentertainment.com





Clinical application examples

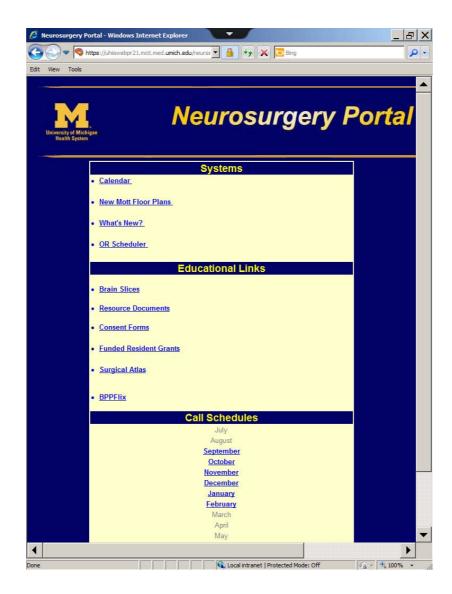


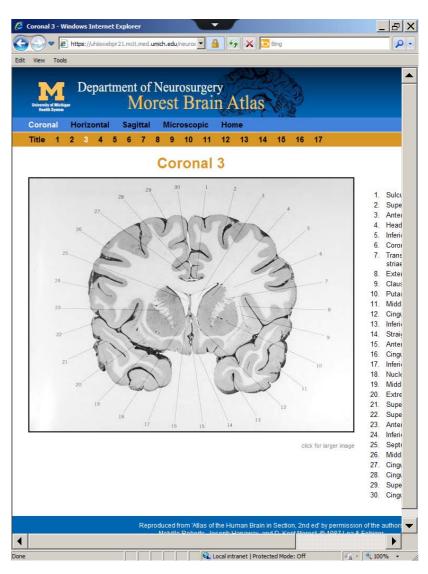
- Developed for the UMHS Destinations Program by MSIS - Enabling Technologies
- First Release for iPhone/iPad, then for Android

University of Michigan Medical School

Citrix Receiver

Citrix Receiver



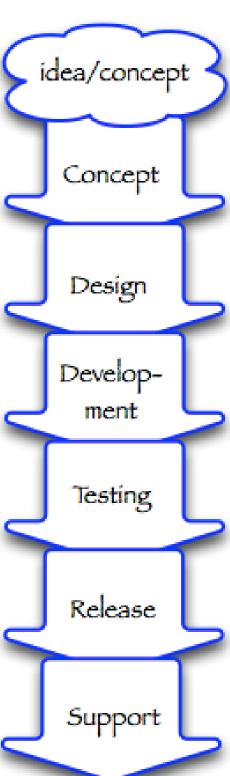


- NeuroSurgery iPad Pilot
- Citrix Receiver to access core clinical Windows-based web applications
- Health System IT Pilot



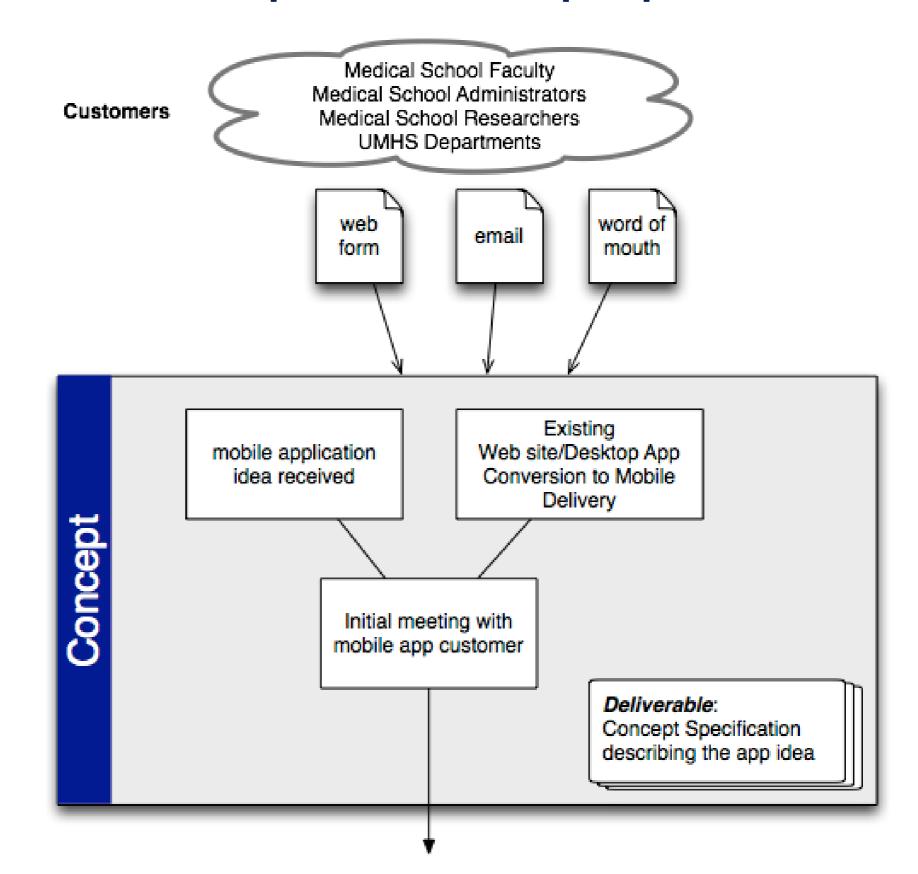
Supporting Mobile App Development

- Provide a roadmap for design, development and release of a mobile app
 - Design and idea brainstorming what type of app should be developed?
 - Provide design consulting to build out the complete design.
 - Identify development resources for a project (internal and contract)
 - Help with packaging/marketing and deployment
- GitHub repository of shared code
- Dashboard of mobile app development
- Adhoc app deployment support for testing



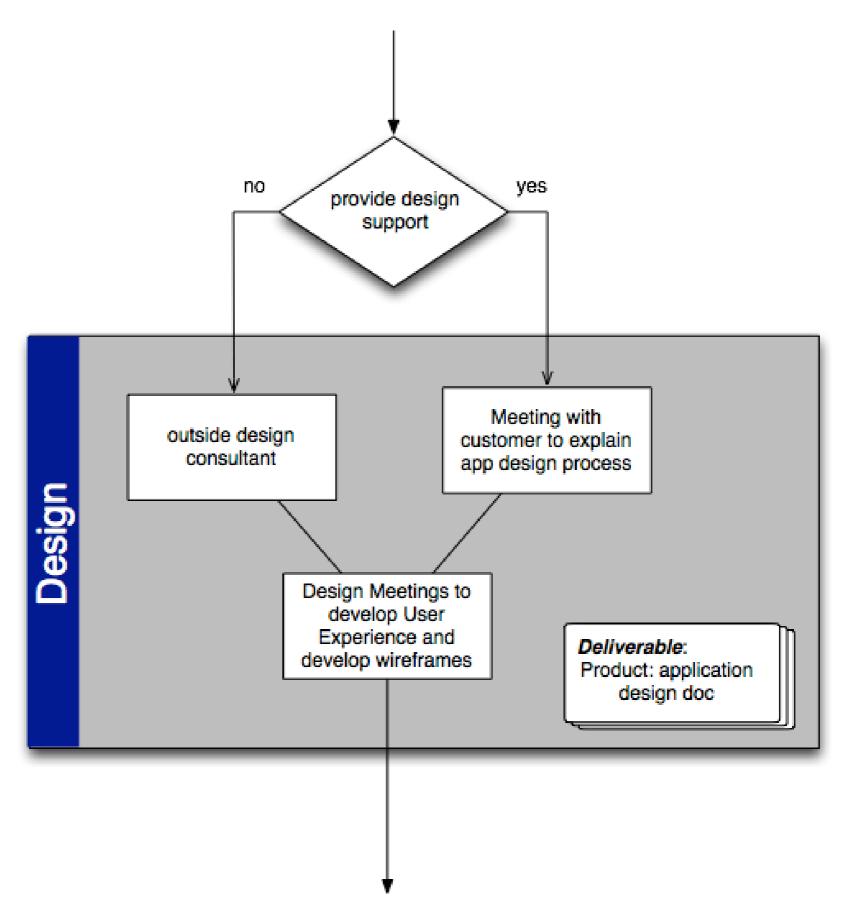


RoadMap - concept phase



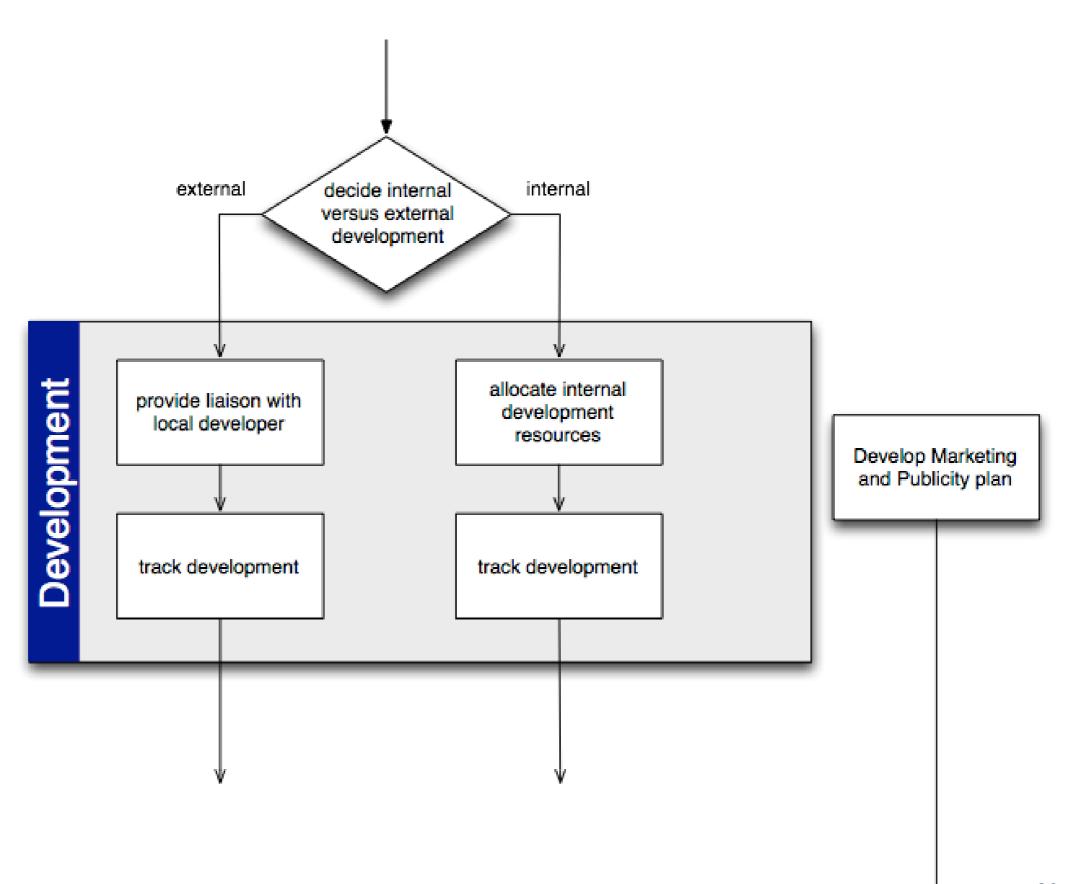


RoadMap - design phase



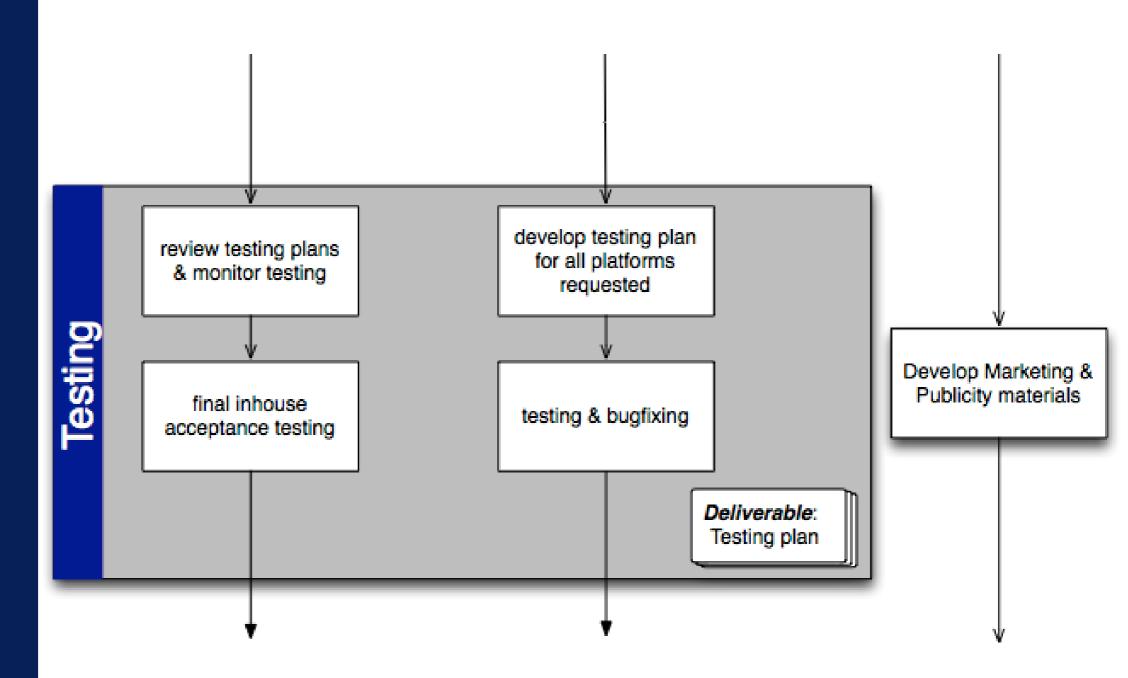


Roadmap - Development phase



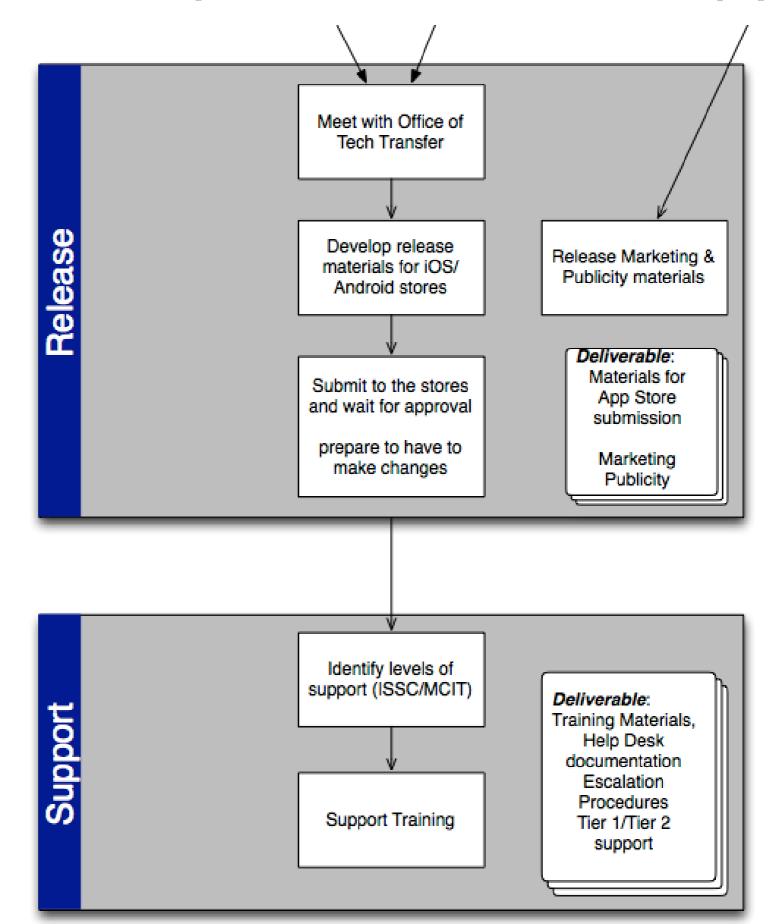


Roadmap - Testing phase





Roadmap - Release & Support



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Mobile Applications Characteristics

Native Applications	Web Applications
local applications	server-based applications
Objective C, JAVA, (JavaScript**)	HTML5, jQuery Mobile
can access all features of device. e.g. location services, notification services	limited access to device features (** this is changing)
app performance is critical - 3D Visualization, Gaming	for access to server-based data within an enterprise
Separate apps for each platform - iOS, Android, Blackberry, Windows, Nokia	iOS, Android, Blackberry, Windows, Nokia
Must deliver to separate Stores	Available to all platforms*
Updates required for all versions	Updates delivered from one location to all platforms*

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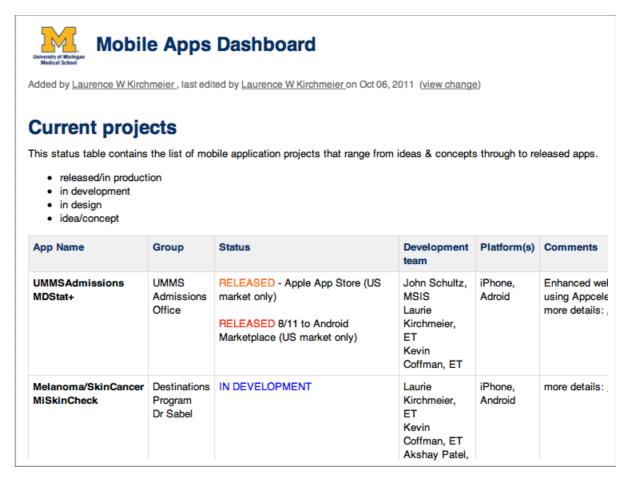
Development Environments

Native Apps Development

- •iOS Objective C/XCode http://developer.apple.com/devcenter/ios/
- Android JAVA/Eclipse http://developer.android.com/sdk
- Windows/ Nokiahttp://www.developer.nokia.com/Develop/Windows_Phone/
- •Blackberry JAM JAVA http://us.blackberry.com/developers/
- •Cross-platform DevelopmentAppcelerator/Titanium http://appcelerator.comPhoneGap http://sencha.com



Fostering the Community



- GitHub repository of shared code
- Dashboard of mobile app development
- Monthly Developer meetings
- Meeting with ITS Mobile team every month
- Participating in MCIT Mobile Device Support Working Group



Office of Enabling Technologies

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