

# The quality of mHealth apps: research and practical approaches from the UK

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# Overview

What should a safe app look like ?

- Examples of studies examining safety

What should an effective app look like ?

- Examples of studies examining effectiveness

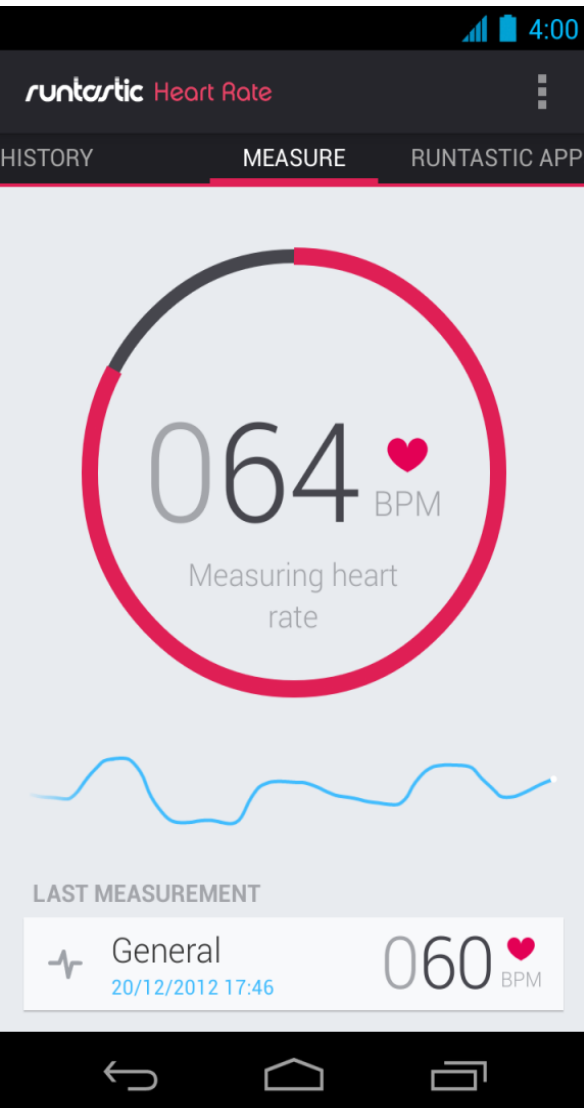
Should we evaluate safety & effectiveness for *every* mHealth app ?

Conclusions

# **A safe mHealth app should...**

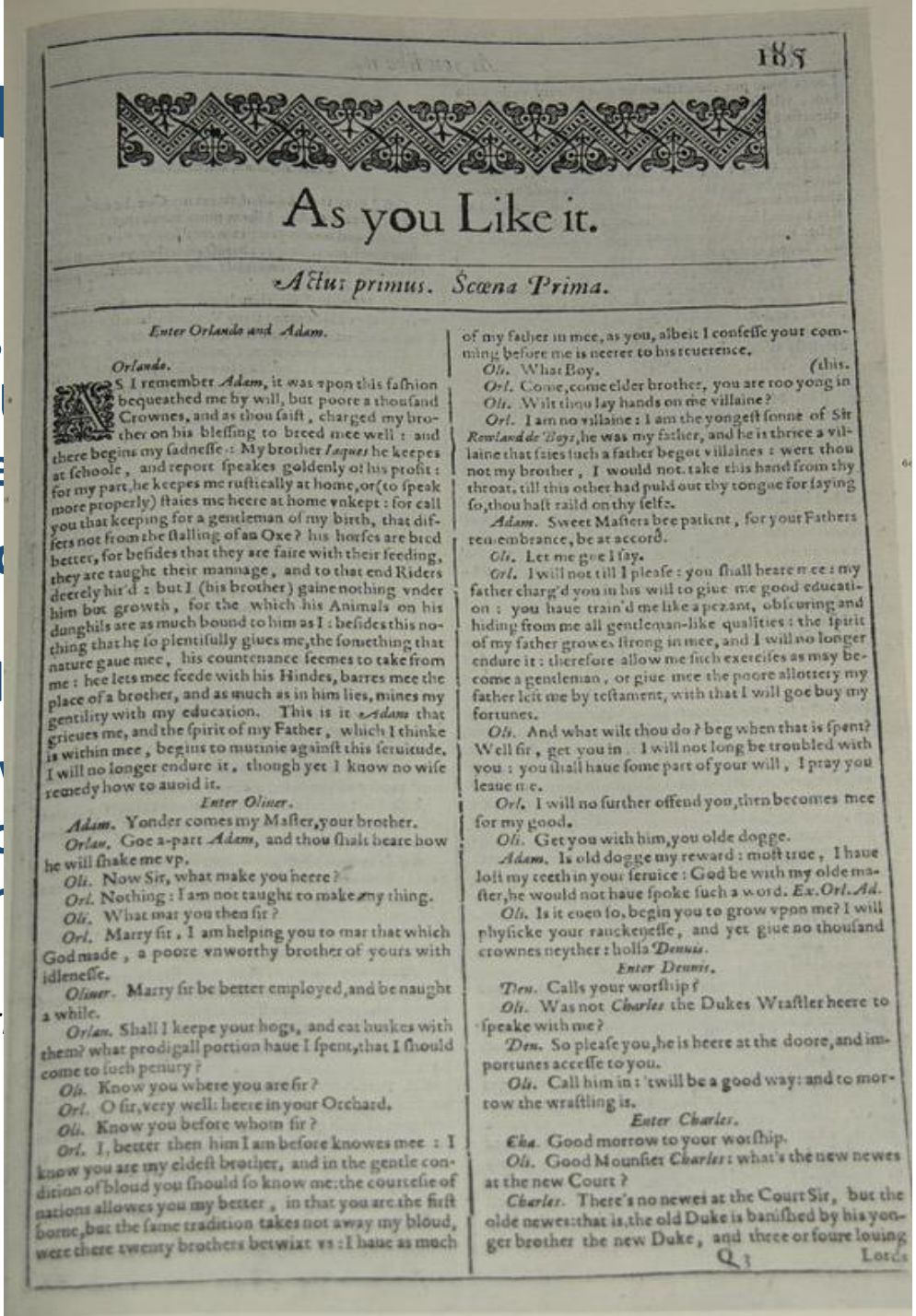
- 1. Respect the privacy of sensitive user data**
- 2. Be based on sound evidence (not just opinion)**
- 3. Be usable & behave predictably**
- 4. Give accurate output or advice**

# Privacy and mHealth



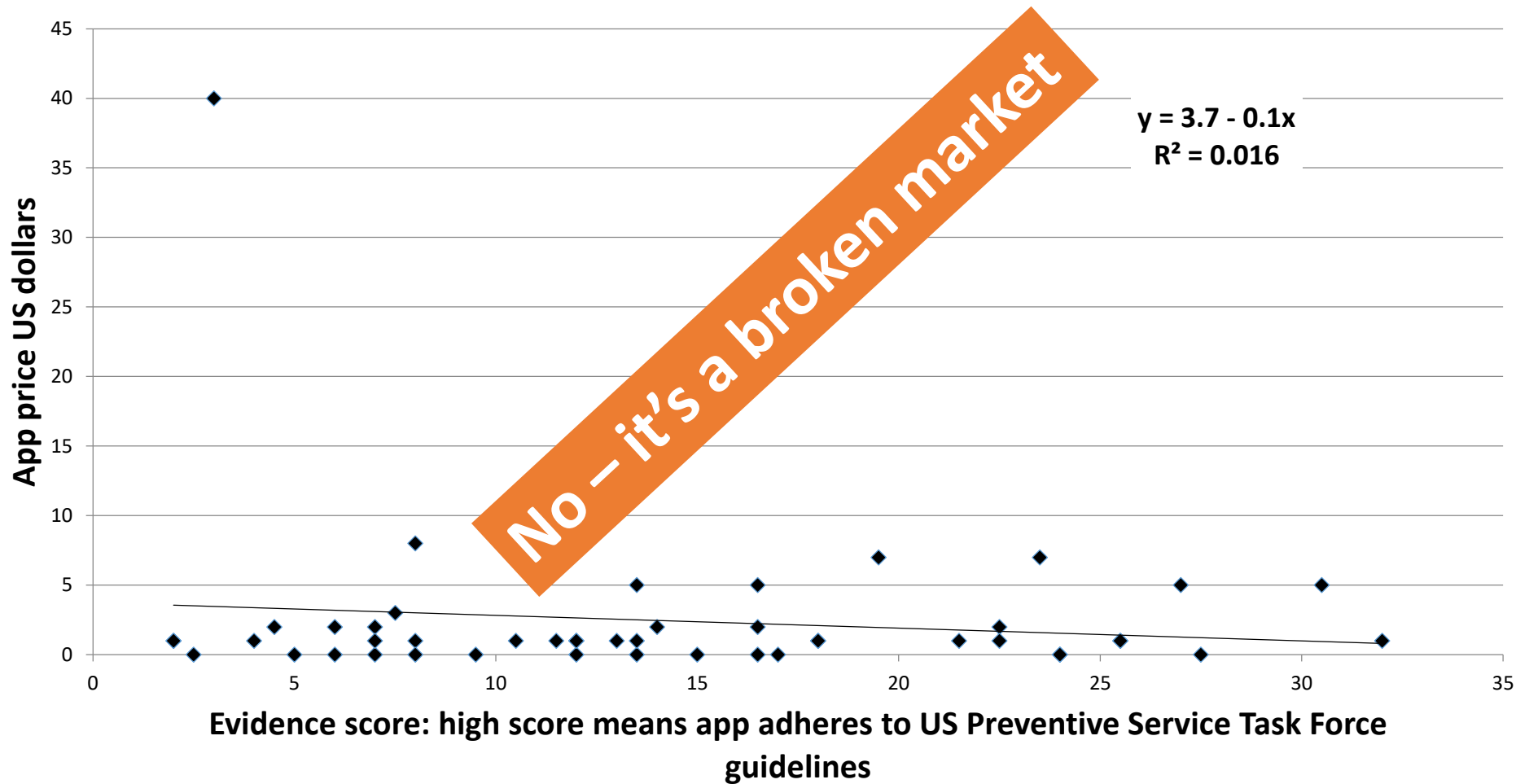
Permissions  
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Conditions  
but many

With



# Does higher price correlate with sound evidence base for mHealth apps ?

Price (\$US) of 47 smoking cessation apps versus evidence score  
(data from Abroms et al 2013)



# Other evidence on app safety

## Apps for insulin dosage adjustment (n= 46, Huckvale 2015):

14 (30%) declared source of algorithm, 3 (9%) validated input data, 27 (59%) allowed calculation with missing data

Only 1 app was free of issues

*17 (37%) did not update when input data was changed*

## Asthma apps (Huckvale 2015):

Number doubled from 93 in 2011 to 191 in 2013

23 (25%) of the first group withdrawn; 147 new apps in 2 years

Newer apps **not** more evidence based: only 75 (50%) of 147 gave basic info on asthma, 36 (24%) had diary functions

*Only 4 (17%) of 23 apps advising on asthma management were consistent with guidelines*

# Accuracy of CVD risk apps for public

**We located 21 apps: only 19 (7 paid) gave figures**

**All 19 communicated risk using percentages** (cf. Gigerenzer, BMJ 2004: use numbers)

**One app said see your GP *every* time; none of the rest gave advice**

**Some apps refused to accept key data, eg. age > 74, diabetes**



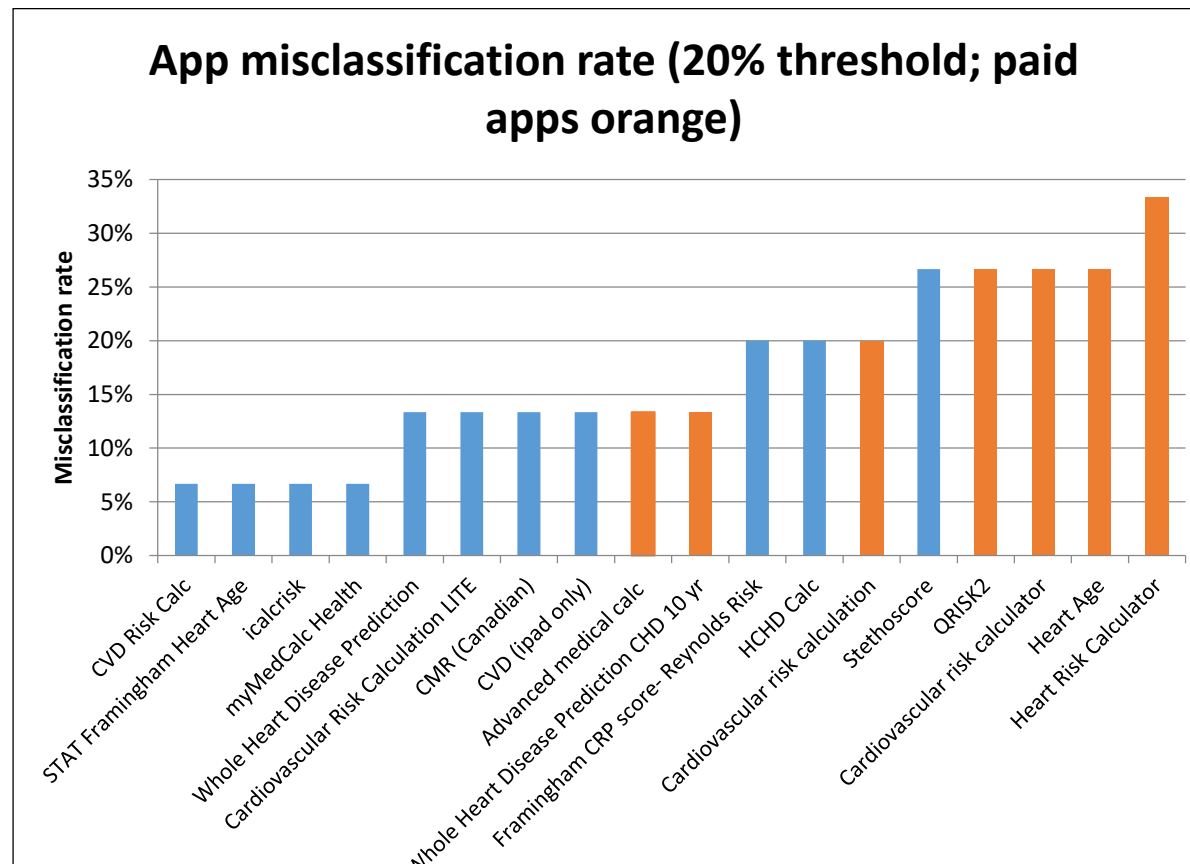
Heart Health App

# Error rates

Error rates varied from 7% (safe ?) to 33% (unsafe !)

Of 19 apps, 8 (42%)  
misclassified at least  
20% of scenarios

Median error rate: free  
apps 13%, paid apps  
27% ( $p = 0.026$ )





# Assessing app accuracy

1. Only applies to apps that give advice, calculate a risk, drug dose etc.
2. Need a representative case series, or plausible simulated cases
3. Need a gold standard for the correct advice / risk [QRisk2 in our case]
4. Ideally, users should enter case data – or their own data
5. How accurate is “accurate enough”:
  - Accurate enough to get used ?
  - Accurate enough to encourage user to take action ?

# Study of the accuracy of NHS Blood & Transplant PBM app

(Slides from Aman Dhesi)

## Methods



A multidisciplinary team with junior and senior clinicians, transfusion practitioners, digital healthcare and biomedical scientists developed the App script.



To test accuracy of the App we developed 30 scenarios based on medical or surgical patient cases with a recommended outcome based on PBM principles on whether or not transfusion was indicated.



To eliminate ambiguous scenarios we compared consultant clinical decisions and decision certainty using a visual analogue scale for each scenario.

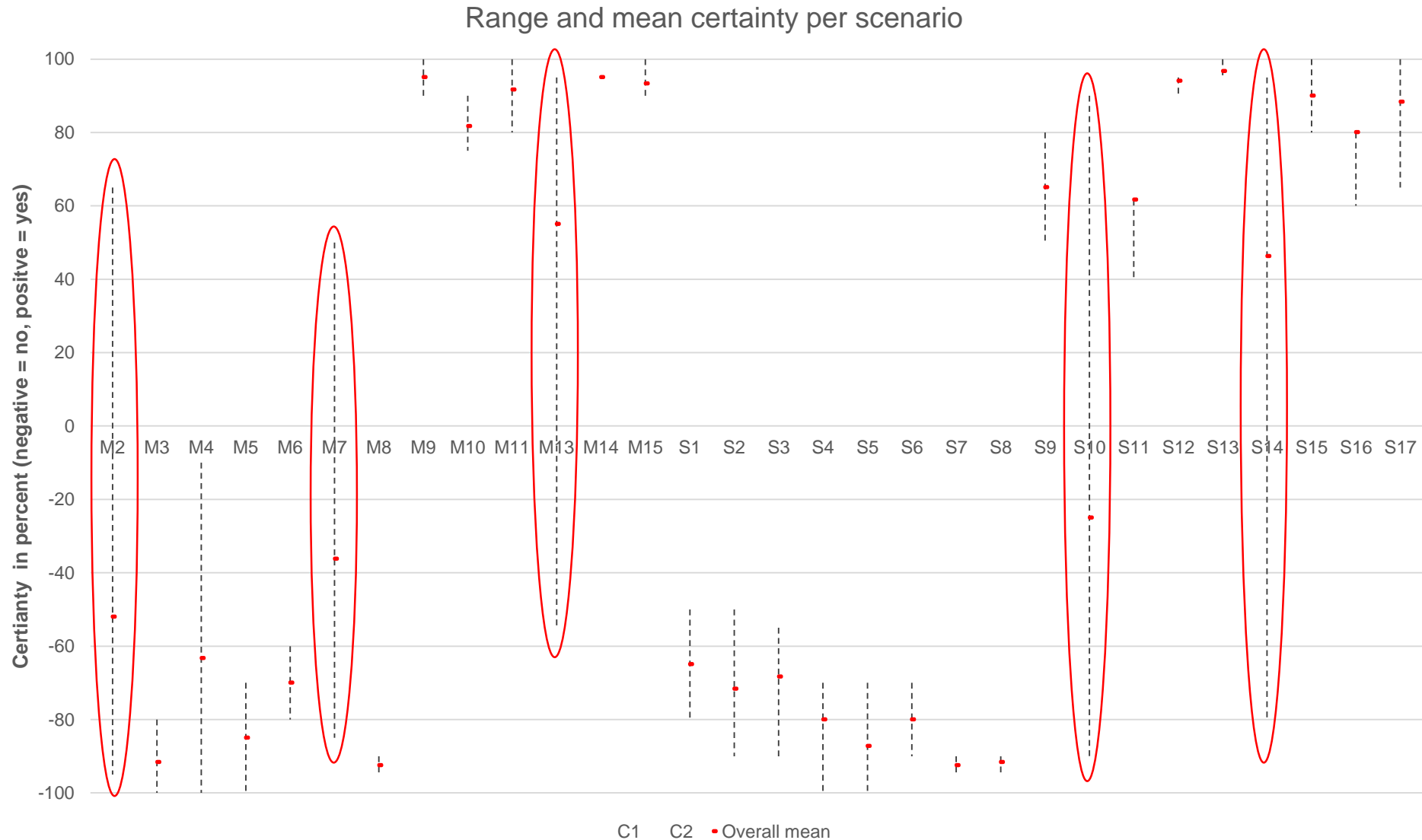


These were sent to 24 consultant haematologists with expertise in Transfusion Medicine (aim of minimum 3 consultants per scenario).



The clinical decision was then compared with the guidance obtained using the App. We also asked consultants to provide feedback on or suggest changes to the supporting information provided by the App in response to each scenario.

# Results of study to determine gold standard for each scenario



# An effective app should...

1. Deliver on its claims
2. Offer the user more benefits than harms
3. EITHER:
  - a) Be equivalent to current alternatives but less costly, OR
  - b) Be better than alternatives, and the same cost

*and therefore be prescribable...*

# Options for evaluating effectiveness

1. **Psychological experiments:** within user change in knowledge / views / decisions / certainty
2. **Exploiting big health data:** instrumental variable, regression discontinuity etc designs
3. **Engineering methods:** SMART, A-B testing; testing generic design principles, not apps
4. **Or online or face-to-face randomised trials !**

# Trials of app effectiveness

In 2016 there were 21 published randomised trials of apps used by patients / the public:

3 studies were confounded (used app + much else besides)

3 were *equivalence studies* (does app save resources, but with same outcomes?): 2 were positive

Of the remaining 15 trials\*:

8 studied health behaviours: 7 positive, 1 worse (compared to SMS for smoking cessation)

5 studied clinical processes: 3 positive, 2 equal

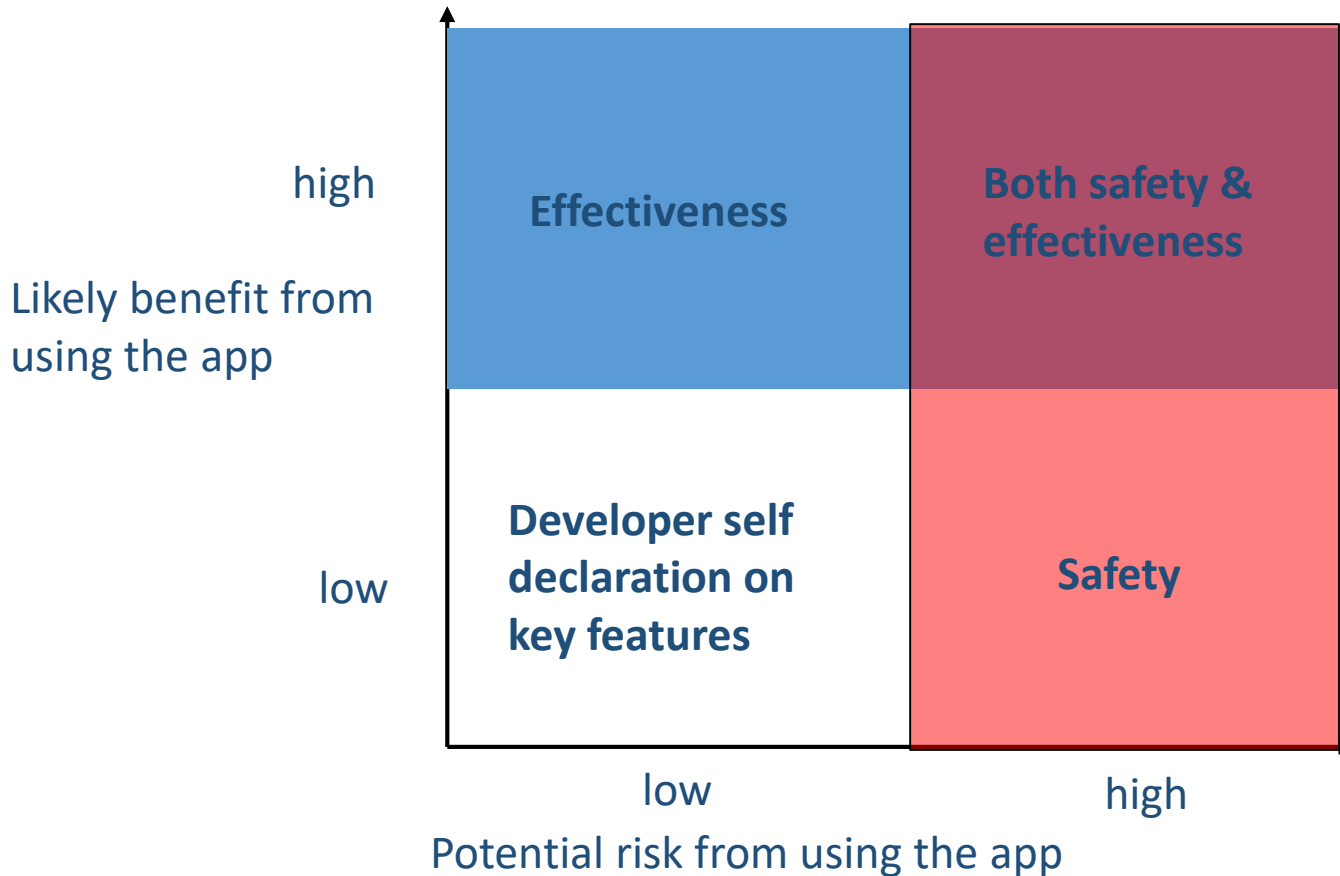
5 studied patient outcomes: 3 positive, 2 equal

Overall (inc. equivalence trials): **15 positive**, **4 equal**, **1 worse**

- 3 studies measured more than one of these

*Now there are about 180 trials...*

# What to evaluate, for which apps?



# A proposed evaluation cascade for mHealth Apps

Area	Topics	Methods
<b>Source</b>	<ul style="list-style-type: none"><li>• Purpose, sponsor</li><li>• User, cost</li></ul>	Inspection
<b>Safety</b>	<ul style="list-style-type: none"><li>• Data protection</li><li>• Usability</li></ul>	Inspection HCI lab / user tests
<b>Content</b>	<ul style="list-style-type: none"><li>• Based on sound evidence</li><li>• Proven behaviour change methods</li></ul>	Inspection
<b>Accuracy</b>	<ul style="list-style-type: none"><li>• Calculations</li><li>• Advice</li></ul>	Scenarios with gold standard
<b>Potential impact</b>	<ul style="list-style-type: none"><li>• Ease of use in the field</li><li>• Understanding of output</li></ul>	Usability type studies
<b>Impact</b>	<ul style="list-style-type: none"><li>• Knowledge, attitudes, self-efficacy</li><li>• Health behaviours, outcomes</li></ul>	Within-subject expts Field trials



# Conclusions: good evaluation practice for digital health interventions

1. **Know why you are evaluating:** who are the stakeholders, what decision do they face ?
2. **Understand stakeholder questions** and the level of evidence they need to answer them
3. **Design your study with:**
  - Enough participants of the right kind
  - The right intervention
  - The right control
  - Validated outcome measures
4. **Check for biases and confounders** & that you will learn something if study negative
5. **Run the study & report your results**

See: Murray E et al. Design & evaluation of digital interventions. **Am J Prev Med** Nov 2016

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## Evaluation Methods in Biomedical Informatics



Second Edition

HEALTH INFORMATICS SERIES

**Spare slides**

# Online RCT to measure impact of Fogg's persuasive technology theory on NHS organ donation register sign up rates

**Result: 900 participants recruited to RCT in 5 days; no difference in NHS organ donation register sign-up rates (38% both groups)**

## Persuasive features:

1. URL includes https, dundee.ac.uk
2. University Logo
3. No advertising
4. References
5. Address & contact details
6. Privacy Statement
7. Articles all dated
8. Site certified (W3C / Health on Net)

Source: Nind, Sniehotta et al 2010