

Problem owner name

Finlay and Arwen Canavan

Problem title

Reducing stress in hospital for younger children

What is the problem you want to solve?

For younger children hospital visits as emergency, elective and inpatient service may find it difficult to express their needs such as pain, anxiety, toileting etc. There is currently no simple solution to help younger children to express their needs other than via parents, guardians, teachers, and staff such as play therapists.

Why do you want to solve this problem?

To improve child welfare during contact with hospital

What do you envision as the ideal solution for this problem?

Downloadable app for expressing children's need during contact with healthcare services

What sort of Open Source solution do you think can be created in 48 hours, by a small team of developers, designers and data analysts?

A fun and interactive app to download that will use game theory / rewards to help children express their needs such as toileting, pain and anxiety.

Are there datasets or people with domain knowledge that you will be bringing to work with?**What/who are they?**

Yes, we have been discussing across Australia with play therapists, teachers, younger children, and paediatric services who feel this is a gap that would benefit children's services.

What are the current solutions for handling this problem?

Only training and expertise of health professionals, teacher, play therapists working with younger children and their families.

Summary for website (up to ~ 1 page)**PROBLEM**

Contact with healthcare services can be an anxious time for younger children. The health literacy gap can create a poor experience for young children in the healthcare setting. In significant cases play therapists and child psychology are used but we are looking for a gamified app to help children with the stress of being in hospital by being able to express their physical, social and psychological needs.