



What are the learning needs in digital rehabilitation?

IO2. Understanding knowledge gaps and learning needs related to digital rehabilitation

Mixed method study



Questionnaire on competences in digital rehabilitation



Focus groups on learning needs, facilitators and barriers.



Contextual framework

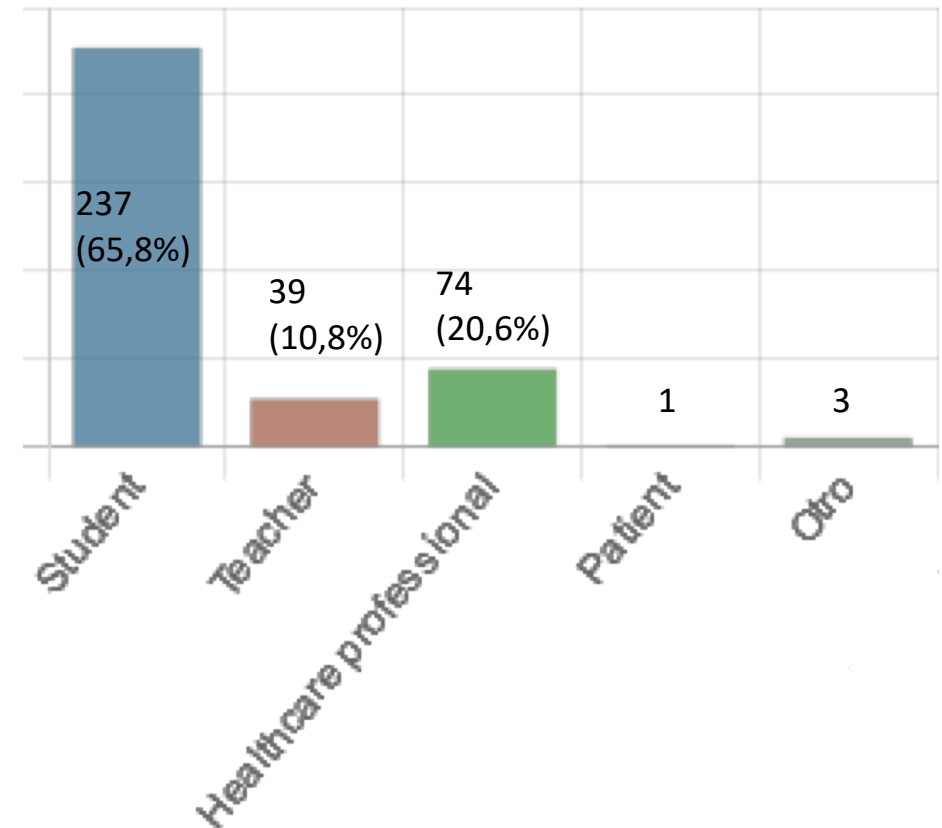
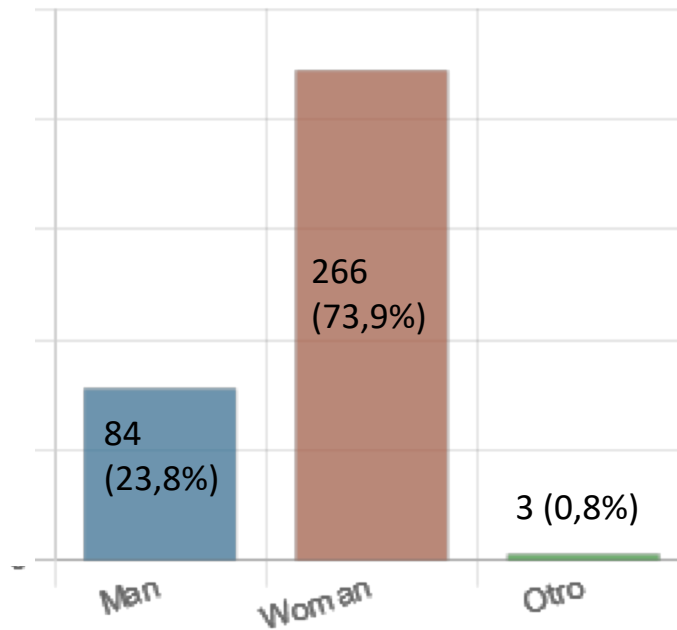


Total participants = 306

57 Germany, 101 Spain, 144 Greece, 50 Finland, 6 Austria

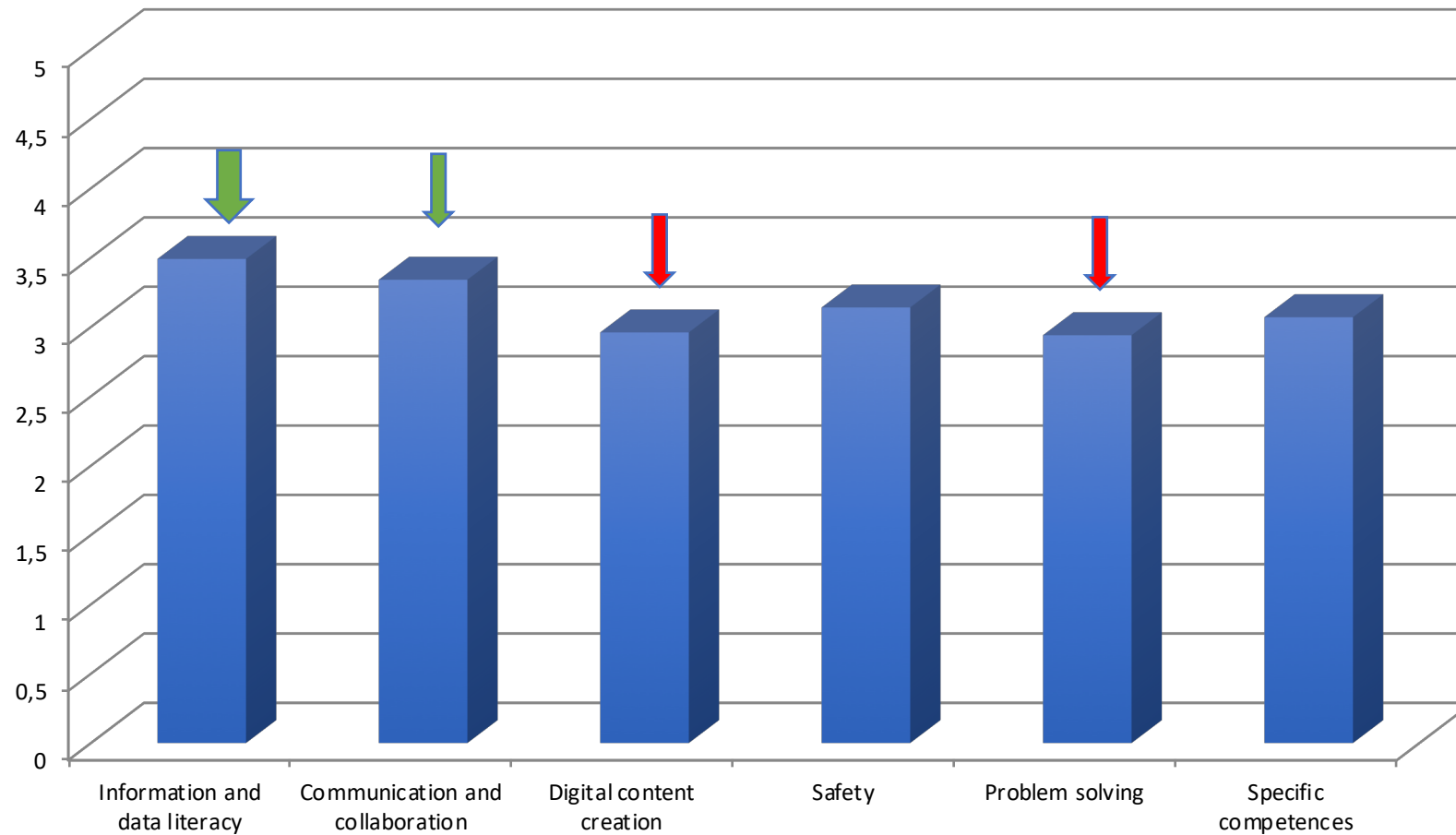
Age range = 17 – 61 yr.

Age mean (SD) = 27,26 (11.30) yr.





Competences in the medium level: Able to deal with problems on my own.





Questions

What do you know about digital rehabilitation?

What do you think about utility of digital rehabilitation?

What is your experience with digital rehabilitation?

What is your training on digital rehabilitation?

What do you think about the training needs in digital rehabilitation?

What are the main facilitators on digital rehabilitation?

What are the main barriers on digital rehabilitation?



Focus groups



Aim: to identify learning needs, barriers and facilitators for using DR, and barriers and facilitators for DR training.



5 online focus groups (6-12 participants):

2 UIB
1 JAMK
1 HSG
1 UNIWA



Minimum 2 students, 2 teachers, 2 health professionals

Learning needs



Learning needs	Knowledge/skills required
Digital competencies	E-health literacy
	Communication skills
	Technical skills
Ethics and regulation	Confidentiality
	Responsibilities
	Legal framework for application of digital technologies in rehabilitation
Specific DR knowledge/skills	Areas/fields of application of DR



Facilitators and barriers for DR training

Facilitators

- Exchange of experiences
- Development of an education/training with practical application
- Promotion of educational opportunities



Barriers

- Lack of resources
- Need for constant up-to-date
- Time consuming
- Lack of communication about offered trainings



Conclusions



- Good attitudes to DR and for training
- Basic knowledge achieved, training for excellence
- Emphasis in content creation, problem solving, communication skills
- Ethics / Technical formation and support