### Competence for the new era of userdriven Digital Rehabilitation (DIRENE)

1.4.2021-31.3.2023









ΠΑΝΕΠΙΣΤΗΜΙΟ ΔΥΤΙΚΗΣ ATTIKΗΣ UNIVERSITY OF WEST ATTICA



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Co-funded by the Erasmus+ Programme of the European Union

### Objectives of the DIRENE project

- To increase the resilience of rehabilitation systems through the development of Digital Rehabilitation competences of teachers, students and working life professionals.
- The specific objectives of the project include:
  - 1) developing knowledge in digital rehabilitation for teachers, students and professionals for competence development in digital rehabilitation and,
  - 2) increasing learning opportunities in digital rehabilitation through theory and evidence-based practice.





### Digital Rehabilitation

Digital Rehabilitation (DR) is the use of digital technologies (by rehabilitation professionals or self-driven service users) as part of the rehabilitation process in its different phases (assessment, goal setting, intervention, reassessment, secondary prevention).

Digital Rehabilitation aims to **optimize functioning and reduce disability** of individuals in interaction with their environment.

Therefore, Digital Rehabilitation has a strong link with the **empowerment** of individuals and communities.

(Direne consortium adapted by Shoneye et al., 2020; WHO, 2022)





Digital Rehabilitation













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### Facilitators / Barriers for using Digital Rehabilitation

#### **Facilitators**

- WE LIVE IN A DIGITAL SOCIETY
- Common understanding of DR
- Awareness of DR
- Legal framework
- Getting technical support
- DR organized officially in workplace



#### **Barriers**

- Need of digital competences
- Digital divide (access, age...)
- New costs, resources
- Technical issues
- Lack of regulation



### Educate / train health care professionals!

- Knowledge about policies and legislation
- Ethics

- Creativity in developing content
- Technical problem-solving
- Communication skills





# Which content needs to be learned to achieve competences in Digital Rehabilitation?

- Adapting the health care process to different digital settings
- Adapted interaction between service provider and service user
- Adapted communication and ethical awareness
- Professional development / professional identity
- Provision of support and "pedagogical" guidance for service users





# How shall educators teach Digital Rehabilitation content and competences?

Via theory, e.g., through addressing concerns

• Via practice, e.g., of the provision and use of technology

• Via digital technology, e.g., in mobile learning settings





# How should learning with mobile aspects be designed?

Usability and learner-centred content

Availability of learning materials in various forms

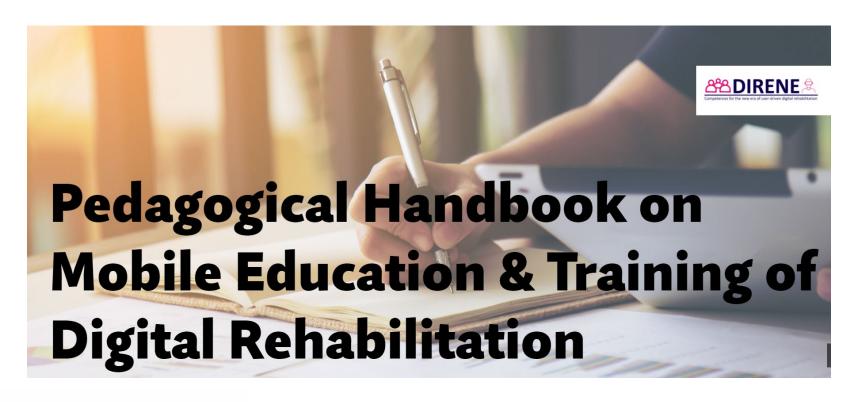
Smooth transition from offline to online





#### Handbook for teachers

- Use-case "stories"
- Context
- Competences
- Content
- Methods
- Tools
- Reflection







### Openly available DIRENE-Outputs

- **Discussion papers:** Discovery of megatrends and best practices for the use of new and emerging technologies in rehabilitation
- Framework: Understanding knowledge gaps and learning needs related to digital rehabilitation
- https://www.jamk.fi/en/project/direne/direne-materials
- Handbook: Mobile Education & Training of Digital Rehabilitation Competencies
- https://www.jamk.fi/en/project/direne/handbook
- 2023: Study module in Digital Rehabilitation (10 ECTS, starting with a 2 ECTS MOOC)





## Thank you!



More information about Direne:

www.jamk.fi/direne



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