



Manual for MyPal Child app and MyPal Carer app (version from 10th of August 2020)

MyPal ePRO tool for children



Co-funded by the Horizon 2020
Framework Programme of the
European Union under Grant
Agreement n° 825872.

Partners

CERTH (Coordinator), FRAU, FORTH, ULANC, MU, KI, USR, PAGNI,
MHH, FN BRNO, USAAR, PSW, AH, EAPC, ICPCN, ESDY

1. Overview

This is not an official document, it's just a short manual how to use the two apps for the child study, the child app and the carer app. The text is purposed to work with the current version of the app. With any version update there also will be an update of this document.

Later versions of this document will be used for the training material.

If you encounter issues because something is incomprehensible or causes other problems, let us know.

Please always keep in mind that the final version of the game will come with an ingame tutorial for ANY menu, so that this manual shouldn't be essential to understand the app.



Partners

2. The ePRO tools distribution and installation

There are two distinct apps:

- Children app. A gamified app for children to report on their symptoms via ePROs
- Carer app. An ePRO app for carers (i.e., parents and healthcare professionals) to report on children symptoms, quality of life (QoL), satisfaction with care, etc.

Please take note that all app versions include an auto updater. Once an update of the app is available, the user will be asked, if he/she wants to update the version. If the user declines, she/he will be asked again after a day.

Older versions remain available under the documented links (see below) and can be reinstalled.

If you want to play, you need a valid account. We can register this for you, and need the following information from you then:

- Your desired Username
- Your desired password (we can create you one)
- Your desired clinical site. The game can be played locally at BRNO (now available), MHH (available soon) and USAAR (available soon), or you still can use the original FORTH server. If your desired site is not available now, you always can test on the FORTH server.
- Your desired language

After we register you, you will get the following info from us:

- A password(if we created it for you)
- The password for the clinical site

There are no separate language versions, because the app is designed as a multilingual app. From now on, you cannot choose the language manually any longer. The game is presented in the language that is set in the backend. If you want to see the app in other languages, let us know and we can switch this in the backend (and return to your initial language when you want to).

The apps, both iOS and Android, are provided by the distribution platform appcenter.ms by Microsoft, which allows save and protected download of test versions.

2.1 Android platform

The children app can be downloaded from the following URL:

https://install.appcenter.ms/orgs/ralph-stock-admin-organization/apps/mypal-child-app-android/distribution_groups/approved

Short Link:

<https://bit.ly/2B0zNOn>

The carer app can be downloaded from the following URL:

[MyPal Child] Manual for child app and carer app

Page 3 of 25



Partners

https://install.appcenter.ms/orgs/ralph-stock-admin-organization/apps/mypal-carer-app-android/distribution_groups/approved

Short Link:

<https://bit.ly/2YZF7JR>

We recommend to choose always the version on the top of the screen with the highest version number.

During the download- and installation process follow all instructions on the screen.

2.2 iOS platform

The children app can be downloaded from the following URL:

https://install.appcenter.ms/orgs/ralph-stock-admin-organization/apps/mypal-child-app-ios/distribution_groups/approved

Short Link:

<https://bit.ly/2B0g9SF>

The carer app f can be downloaded from the following URL:

https://install.appcenter.ms/orgs/ralph-stock-admin-organization/apps/mypal-carer-app-ios/distribution_groups/approved

Short Link:

<https://bit.ly/2zTs0kO>

We recommend to choose always the version on the top of the screen with the highest version number.

The following note is for both iOS apps, the gamified app for children and the carer app.

NOTE

Please take note that for the distribution of iOS apps has a significant restriction, required by the policy of Apple Inc. Until we upload the final version of the apps in the Appstore, we need to register the UDIDs of any device that should be allowed to start the app, and prepare a complete new build.

If you want to use one of the apps on an iOS device, consider the following steps:

1. Find out your UDID. The following links shows how to obtain the UDID via iTunes:
<https://www.itexico.com/blog/find-unique-device-identifier-udid-on-the-iphone>
https://www.youtube.com/watch?v=w_8nggtLJHQ
2. Send us the UDID via mail at Stefan.hoffmann@promotion-software.de
3. Wait until we prepare an update of the version
4. Use the link above and follow the installation instructions.

3. The ePRO tools user manual

3.1 User manual for the children app

After starting the app and after the splash screen disappears, the login screen appears.

You need a valid MyPal platform account to log in.



Version 0.0.1100

Figure 1: Login screen

After your successful login, you usually don't need to relogin again, as long as you don't log out intentionally.

After the successful login, the main menu appears and the tutorial starts.

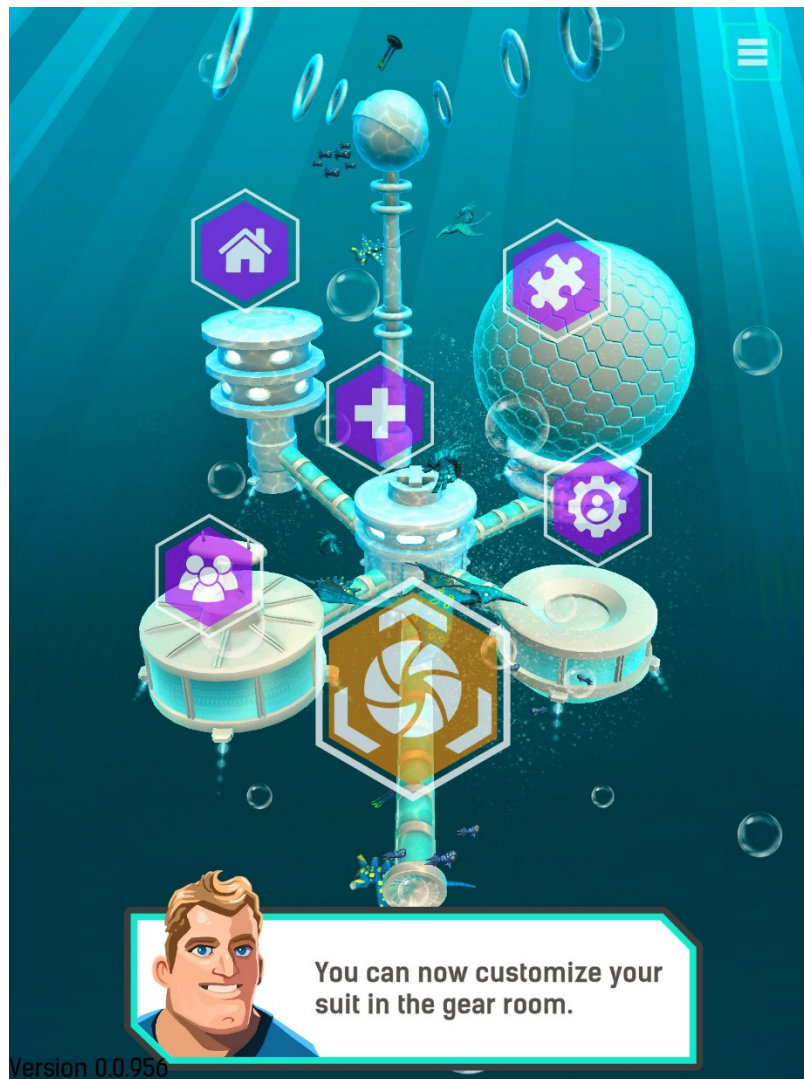


Figure 2: Main Menu and Tutorial

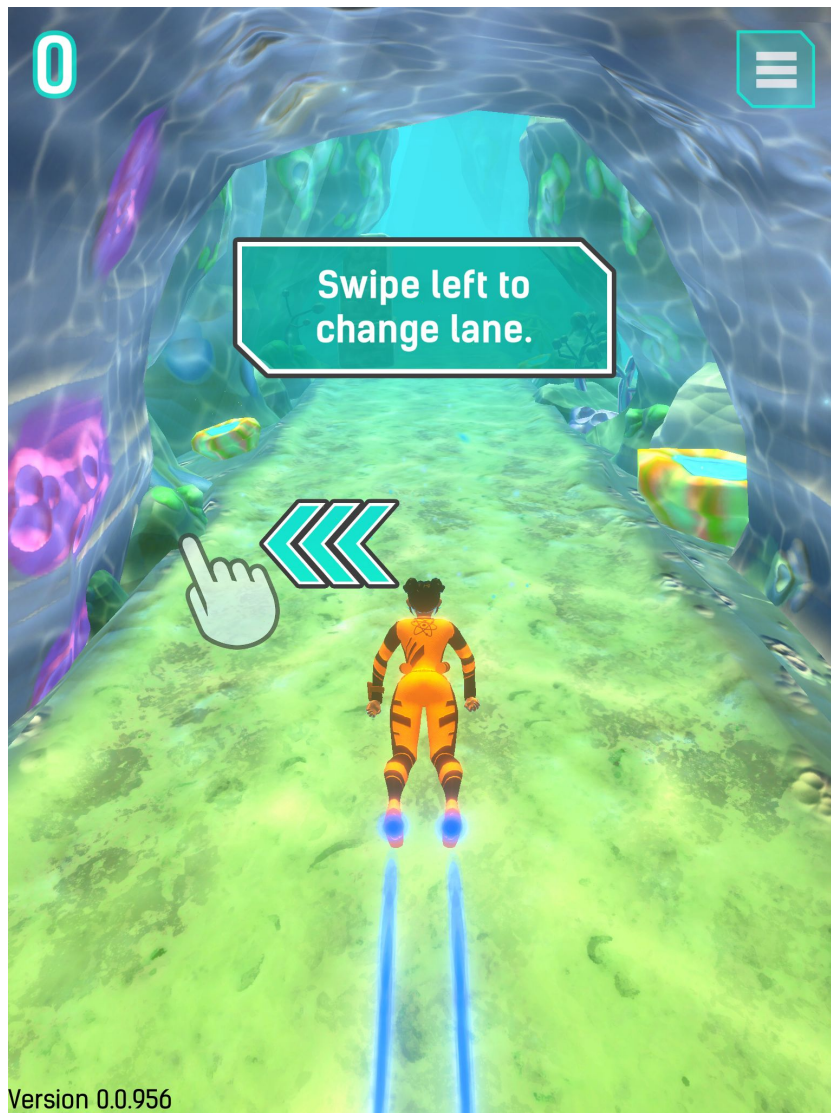


Figure 3: Start screen when you open the game for the first time

3.1.1 The Tutorial

The tutorial should be self-explaining, so no explanations here. Just follow the instructions and try to understand the game.

Partners

CERTH (Coordinator), FRAU, FORTH, ULANC, MU, KI, USR,
PAGNI, MHH, FN BRNO, USAAR, PSW, AH, EAPC, ICPCN, ESDY



Figure 4: Tutorial view 1

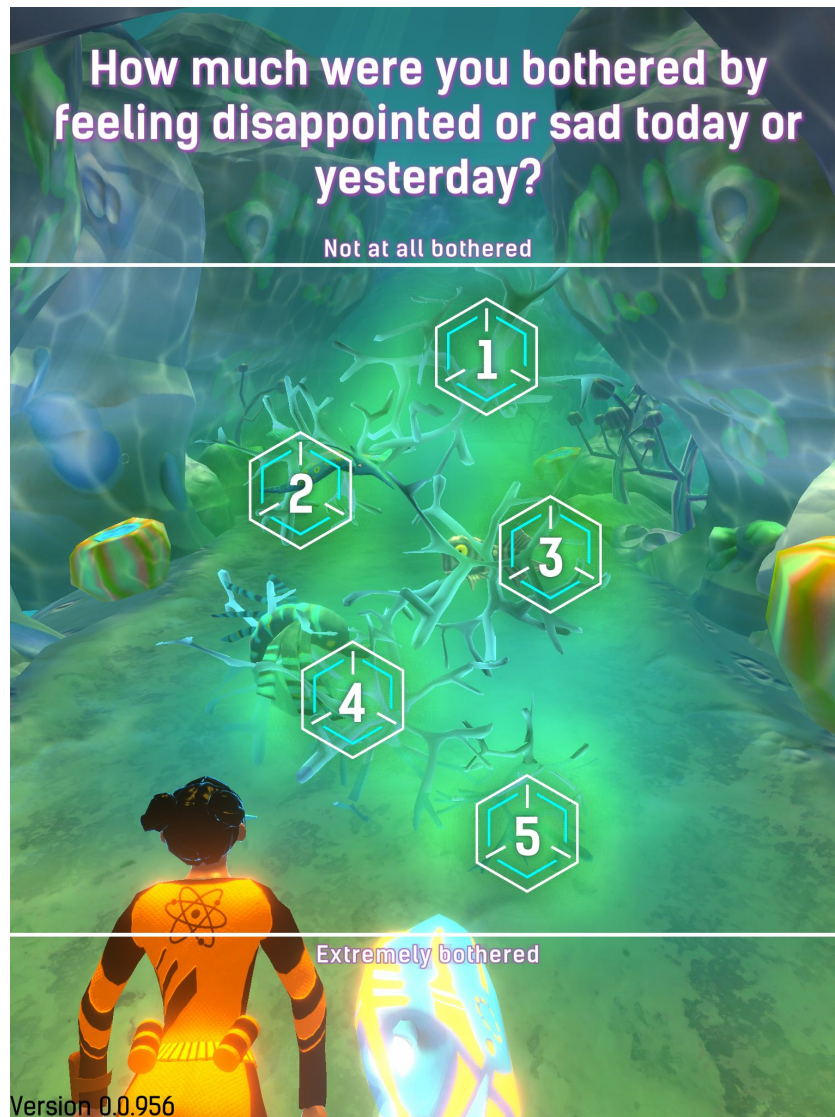


Figure 5: Tutorial view 2

Partners

3.1.2 The Main Menu

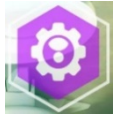


Figure 6: Main menu

From the main menu you can navigate to the several submenus. Choose one of the following options:



Go to the questionnaire section



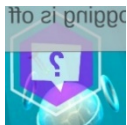
Customize your diver



Start the run.



Selecting an option



Open the LiveChat-Feature for support. As long as this is not completely installed, an empty google browser tab opens.



Partners

3.1.3 The Gear Room

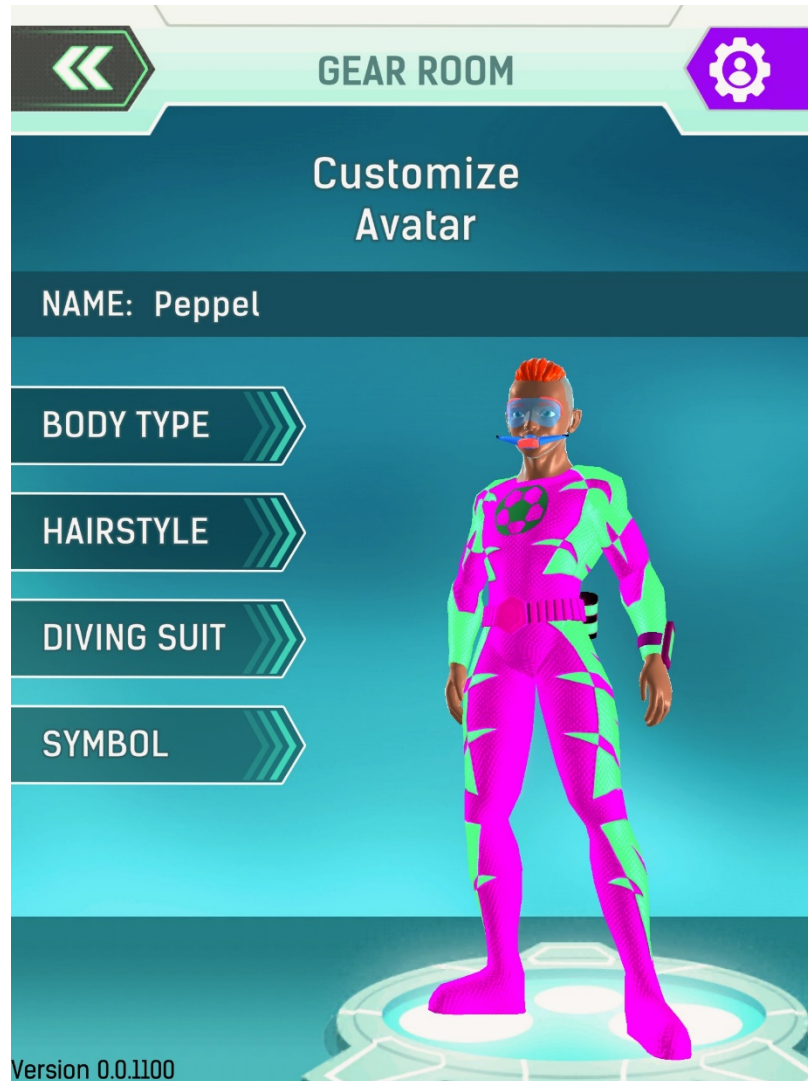


Figure 7 Gear room menu

In the Gear Room you can customize the look of your diver. There are several elements hidden in the submenus:

- Choose from two “Body Types” and skin colors (which are not working atm)
- Select one of three hairstyles and up to 15 colors (6 of them will become available later in the game)
- Select one of 6 diving suit designs, which also can be customized with up to 15x15 colors.
- Select one of 6 symbols for your suit and select a color from a choice of 15 for it.

Leave the menu via the back button in upper left. Your choice will be visible later in the game.

3.1.4 The Underwater Run

At first, you're asked to choose one of three runs. Choose one randomly. After this, the main game will start.

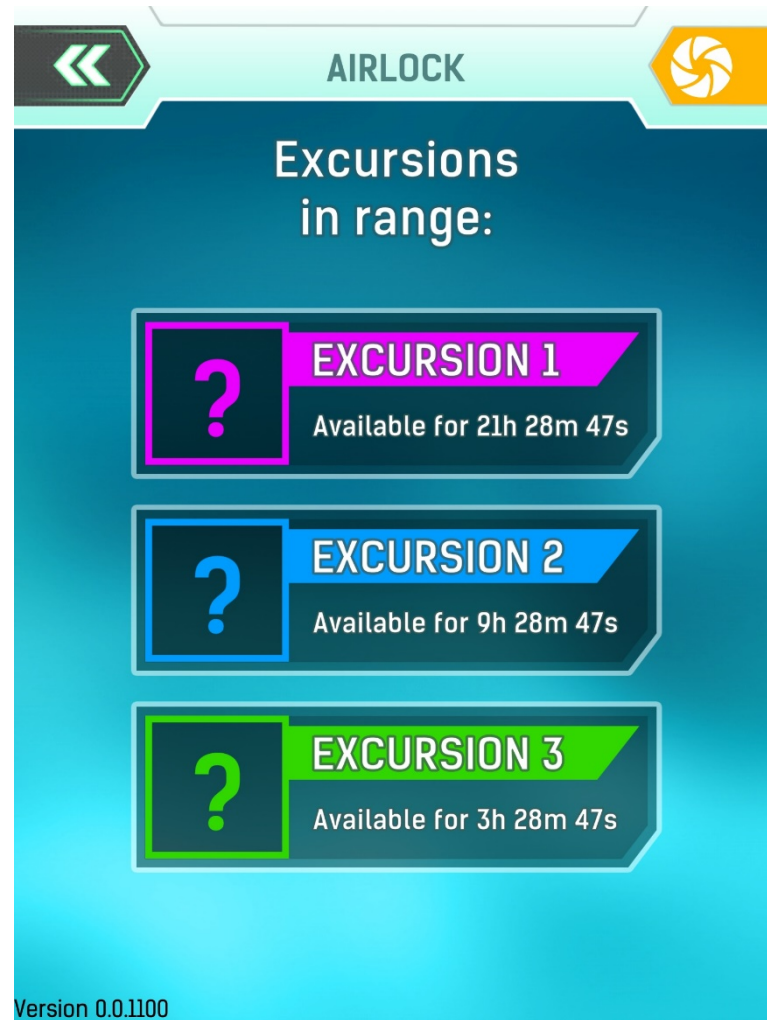


Figure 8 Run Selection

Please take note that during the intro sequence and the extro sequence no user interaction is possible.



Figure 9 Ingame

(If you missed the tutorial) The goal of the game is simply to avoid all obstacles and collect as much collectibles as possible. There are 3 different colors of collectibles, green, blue, magenta. Please take note that they correspond with the colors on your feet and the height of your diver.

The player can perform the following actions:

- Swipe to the left: move the diver to the left
- Swipe to the right: move the diver to the right
- Swipe upwards: move the diver upwards
- Swipe downwards: move the diver downwards

Overall the player can move the diver to one of 3x3 positions.

The diver swims always forward. If the diver hits an obstacle, the screen will blink red and the diver is moved to a position where he/she can proceed.

During the run, a number of few questions of SSPedi/Mini SSPedi appear as part of the game to be answered by the child by keeping their answer tapped long enough. You will get a visual feedback when your answer is processed. Once the question has been answered, the run continues until another question appears.

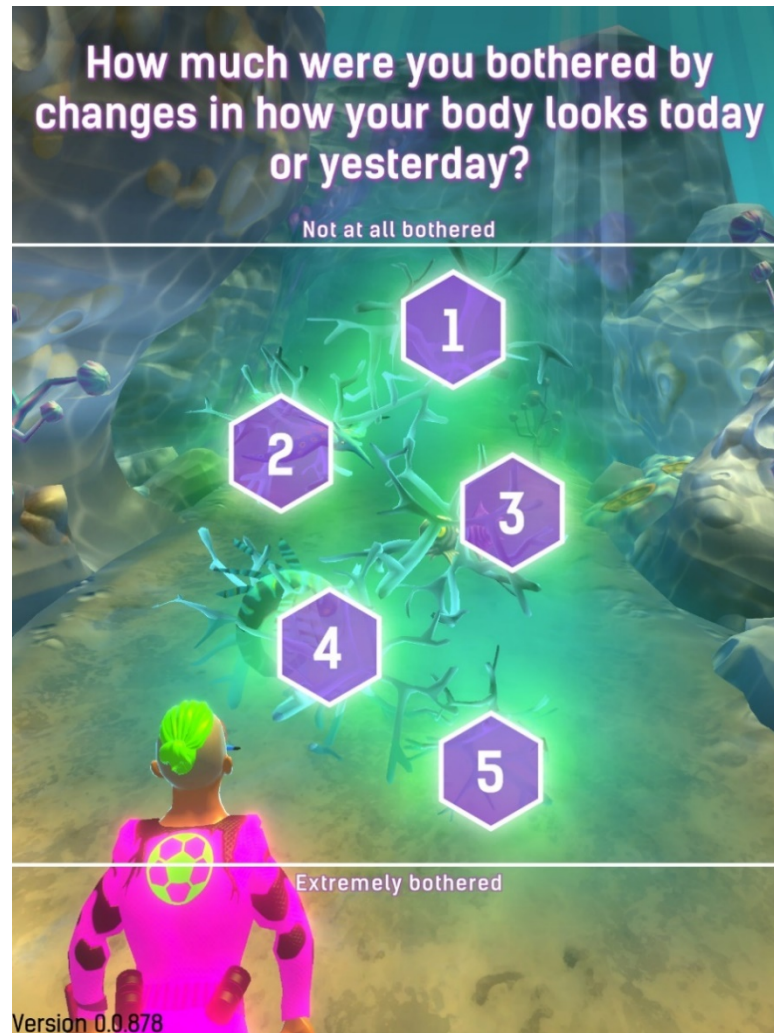


Figure 10 Ingame Questions

The run can be paused by selecting the button on the upper right. A menu will appear:



Figure 11 Pause Menu

The run ends currently with the extra sequence and the presentation of your reward. You receive the level end screen with the – not yet working – presentation of your reward. After this you have to press the button in the upper left corner to return to the main menu.

3.1.5 The Option Screen

From here you can select several options:

Partners

CERTH (Coordinator), FRAU, FORTH, ULANC, MU, KI, USR,
PAGNI, MHH, FN BRNO, USAAR, PSW, AH, EAPC, ICPCN, ESDY

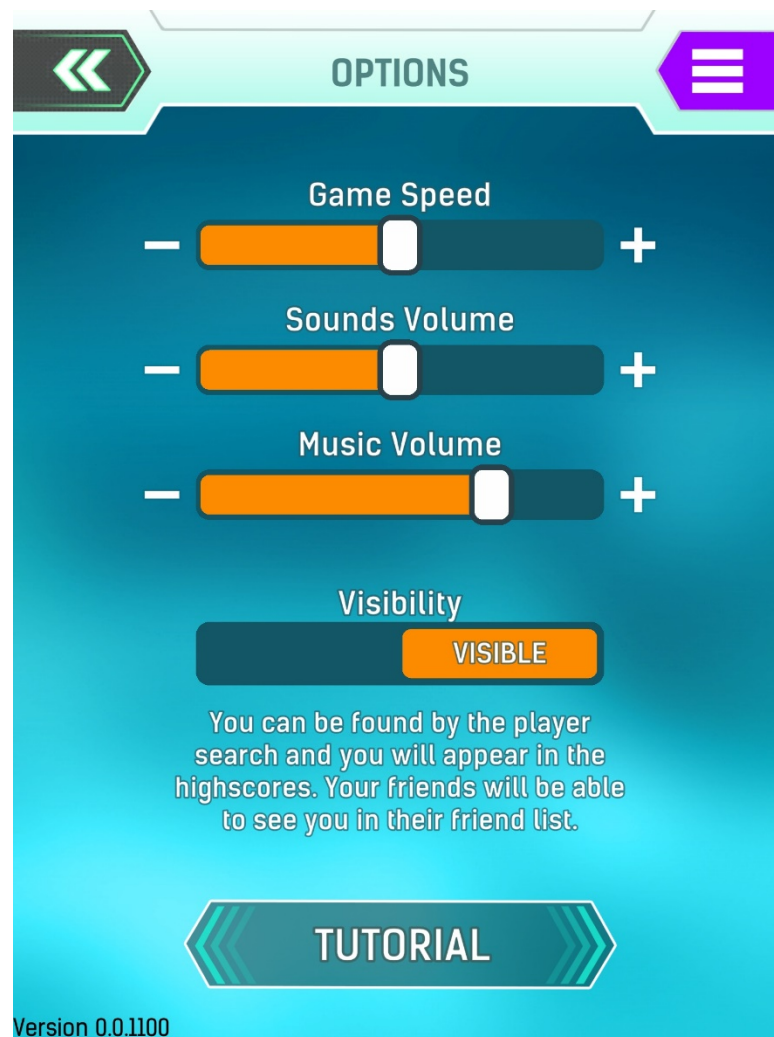


Figure 12 Option Menu

- Game Speed: You can select between one of 3 different speed options. Slider functional, but ingame this does not have effect yet. Speed changes are only available via cheat yet
- Sound Volume/ Music Volume: Finetune the volume of music and sound
- Visibility: This option allows the player to decide on her/his own, if he/she will be visible to other players in highscore tables etc.
- Logout: Here you can logout and afterwards login with another account (this button is deactivated in the current version)
- Tutorial (This button replaced temporarily the Logout button. It allows to reset the tutorial and see it again completely.

3.1.6 The Holodeck

Here you see the results from your game, your collection of fragments you already collected per artifact – or the artifact itself.

Currently you see only sample data, but you can see the several lists and one complete sample artifact. The artifacts are the final rewards. At the end there are around 50 full 3D-artifacts in your collection.

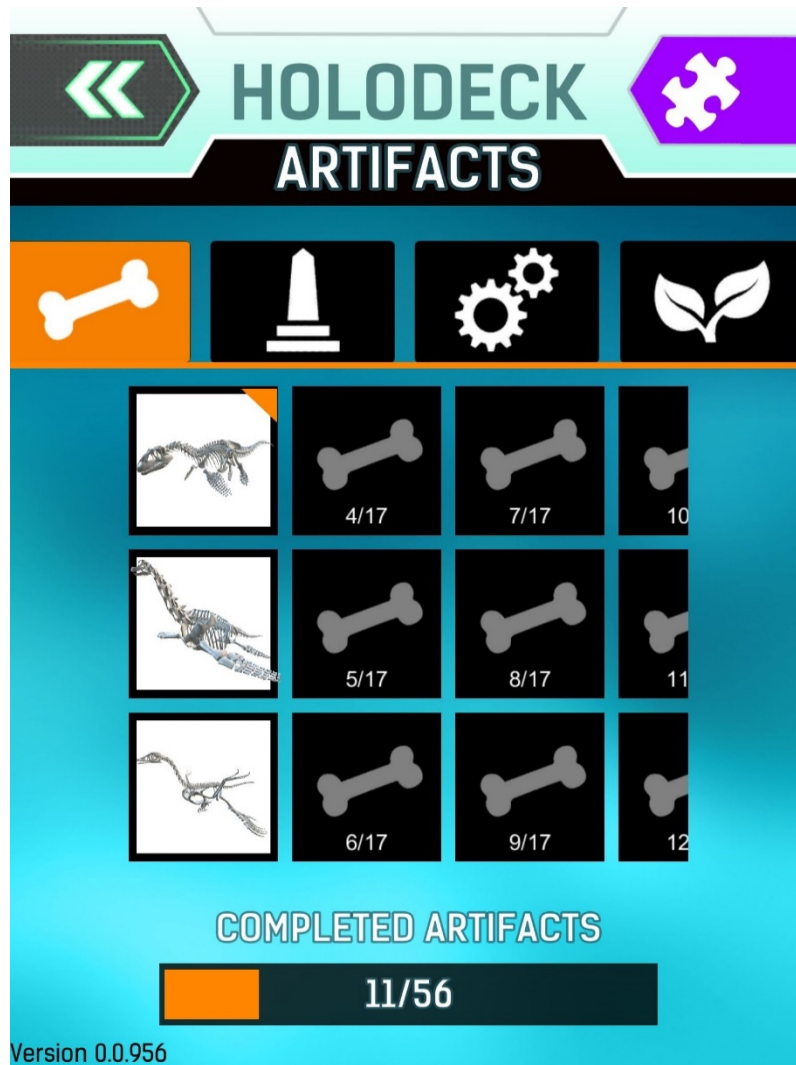


Figure 13 List of Artifacts, that can be found

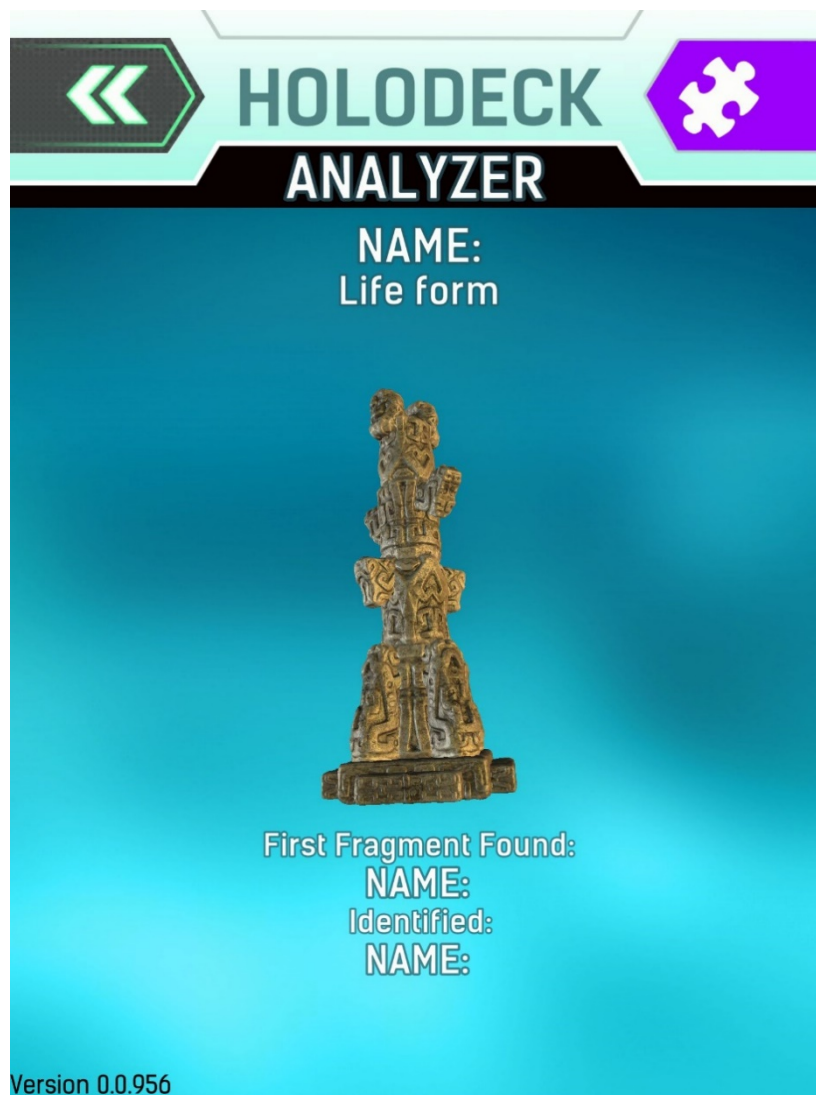


Figure 14 The artifact analyzer shows the artifact in 3D

3.1.7 The Med Bay / questionnaires

Here the user has to select at first the questionnaire.

- SSPedi/Mini SSPedi is the questionnaire for spontaneous symptom reporting.
- PedsQL is the “Quality of Life” questionnaire regularly asked once per month

To fill in the questionnaires, the user needs to perform the following steps:

- Select the desired questionnaire
- Go forward from the title screen, until the first question appears. Read all instructions
- Read the question and find the most suitable answer. After the user has selected it, he/she can move forward with the forward-button

- If the user presses the forward-button without selecting an answer, he/she skips it
- If the user wants to reconsider an answer, he/she chooses the back-button.
- Once all questions are answered, on the final screen the player submits the answers
-

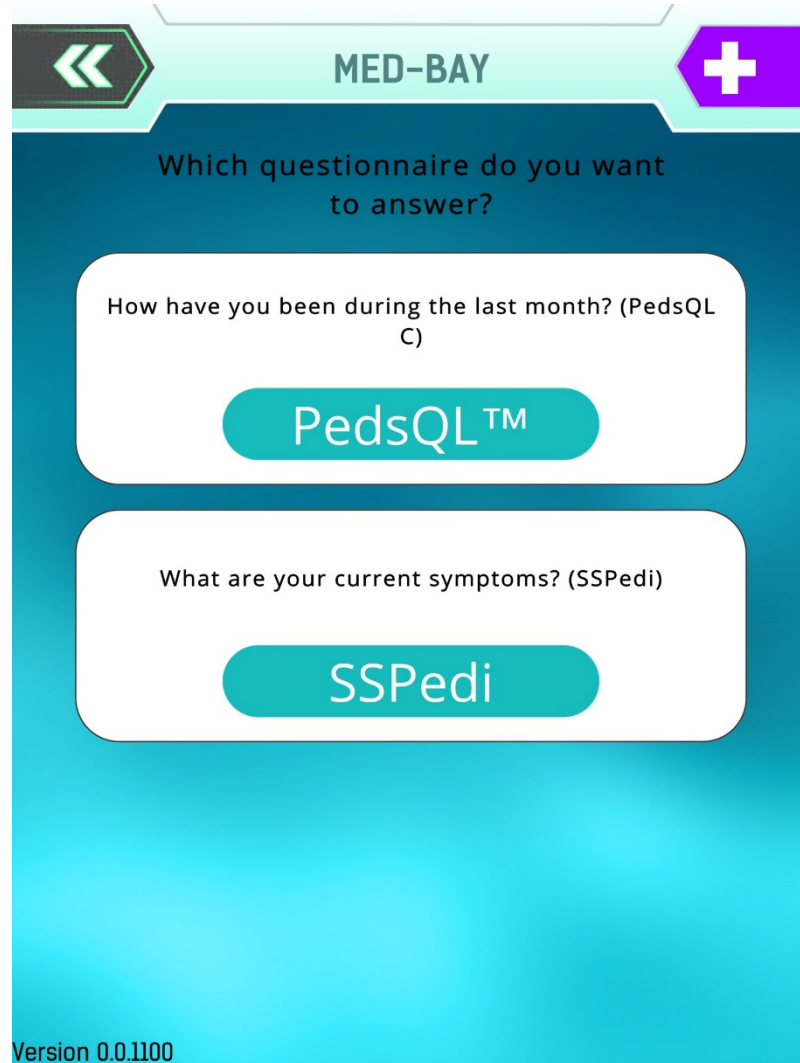
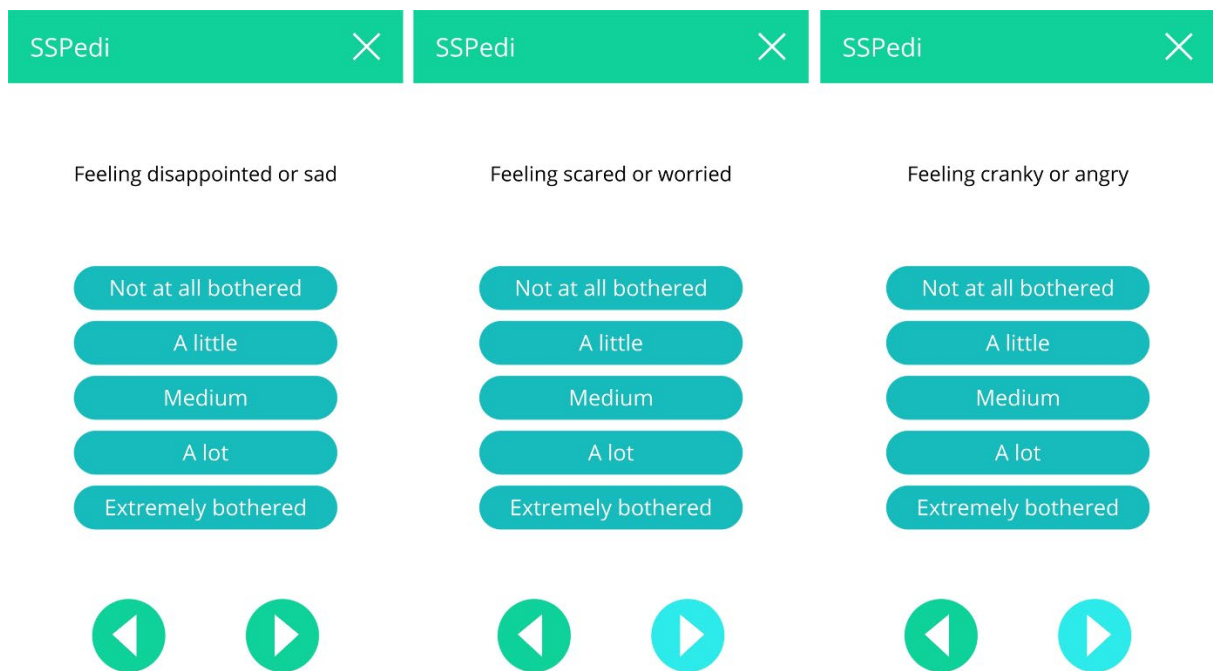


Figure 15 Selection of the right questionnaire



The screenshot displays three columns of questionnaire items, each with a title and five response options. Below each column are navigation arrows.

Feeling disappointed or sad	Feeling scared or worried	Feeling cranky or angry
Not at all bothered	Not at all bothered	Not at all bothered
A little	A little	A little
Medium	Medium	Medium
A lot	A lot	A lot
Extremely bothered	Extremely bothered	Extremely bothered

Figure 16 Example screen: SSPedi questionnaire with three different sample question screens

3.2 User manual for carer app

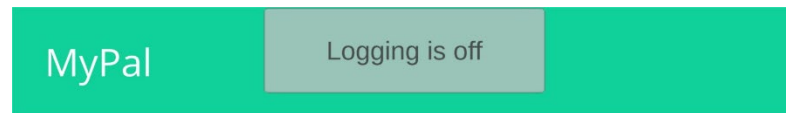
To fill in parent, HCP or proxy questionnaires, launch the carer app.

At the first step you can select submenus from the main menu. From here you can:

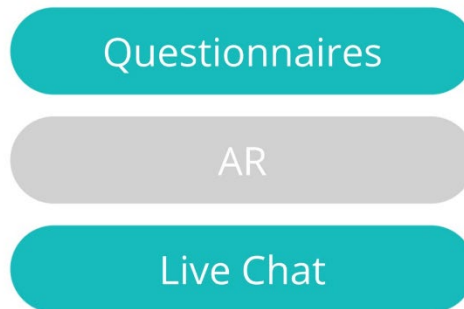
- Goto the questionnaire modules
- Access the LiveChat-Feature (see above!)

Partners

CERTH (Coordinator), FRAU, FORTH, ULANC, MU, KI, USR,
PAGNI, MHH, FN BRNO, USAAR, PSW, AH, EAPC, ICPCN, ESDY



Welcome to the MyPal Carer App. What do you want to do?



Version 0.0.1100

Figure 17 Main Menu of the carer app. The AR features are not available yet

Once you have selected the questionnaire module, there are two options:

- If you are a HCP, you may have more than one patient and need to pick one. This is the next step then.
- Once you have picked a patient (or only have one), you need to pick a questionnaire.

First of all, the user has to select the questionnaire.

- PedsQL is the “Quality of Life” questionnaire. There are three versions where the **parents** can report about their child as proxy, plus a version for younger children, where parents ask the children and fill in the answers
- EQ-5D-3L ask about the 5 dimensions of quality of life of the parents, answered once in a month
- PATSAT-C33 about the experiences with the hospital and the received care
- Impact on Family Scale about the impact of the disease on the family

MyPal✕

Which questionnaire do you want to answer?

Questions regarding the parents' quality of life today (EQ-5D-3L)

EQ-5D-3L

Questions regarding the child's quality of life during the last month (PedsQL PC)

PedsQL™

Questions regarding patient care during the last month (PATSAT-C33)

PATSAT-C33

Version 0.0.1100

Figure 18 Selection of questionnaires in the carer app

For the carer, also all questionnaires for children are available, so that they can be answered as proxy.

The controls are the same as for the “Fill the questionnaires” function in the children app.

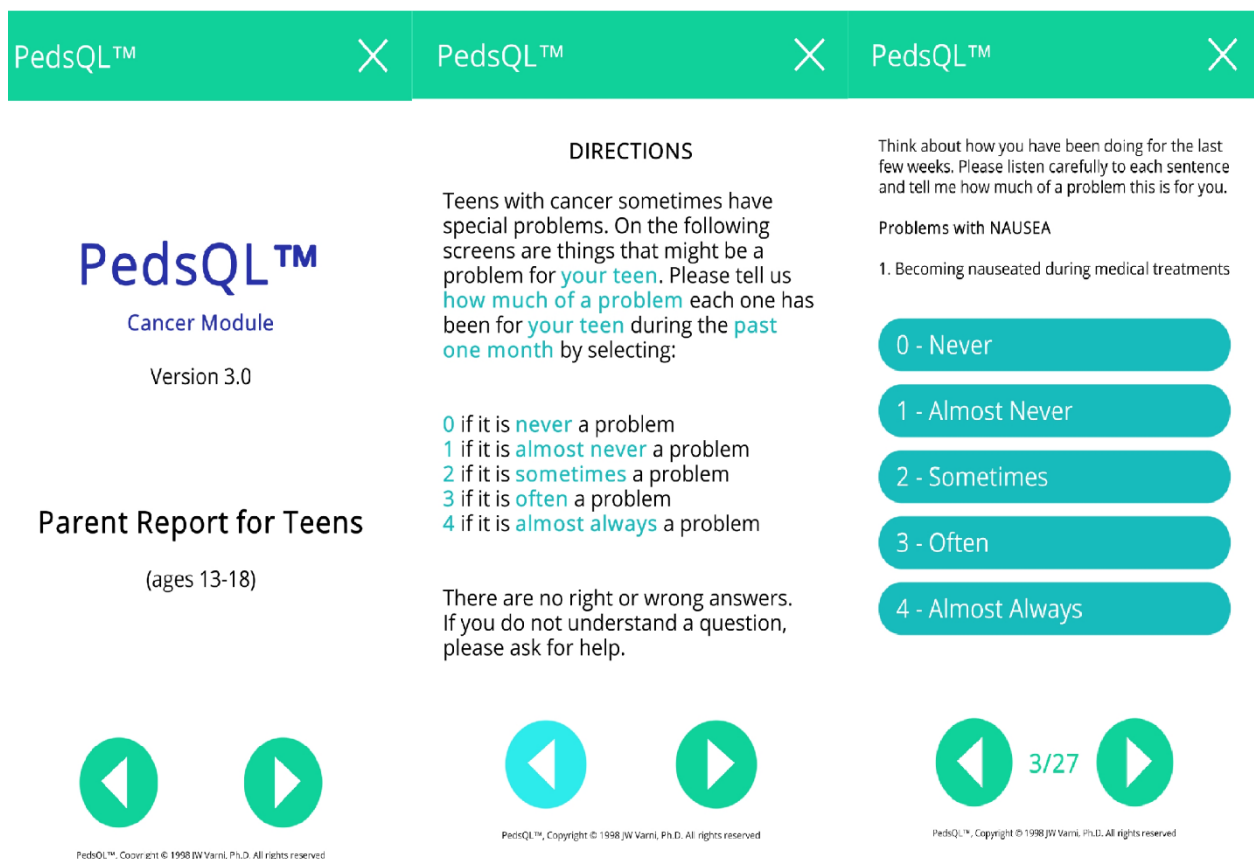


Figure 19 Example Screen: PedsQL parent report for teens questionnaire with title screen, directions (explanations) screen and one sample question screen

4. Appendix A: List of figures

Figure 1: Login screen	5
Figure 2: Main Menu and Tutorial.....	6
Figure 3: Start screen when you open the game for the first time	7
Figure 4: Tutorial view 1.....	8
Figure 5: Tutorial view 2.....	9
Figure 6: Main menu	10
Figure 7 Gear room menu	12
Figure 8 Run Selection.....	13
Figure 9 Ingame.....	14

Figure 10 Ingame Questions.....	15
Figure 11 Pause Menu.....	16
Figure 12 Option Menu	17
Figure 13 List of Artifacts, that can be found	18
Figure 14 The artifact analyzer shows the artifact in 3D.....	19
Figure 15 Selection of the right questionnaire.....	20
Figure 16 Example screen: SSPedi questionnaire with three different sample question screens	21
Figure 17 Main Menu of the carer app. The AR features are not available yet	22
Figure 18 Selection of questionnaires in the carer app.....	23
Figure 19 Example Screen: PedsQL parent report for teens questionnaire with title screen, directions (explanations) screen and one sample question screen	24



Partners