#### **Case study**



# Xploro: Personalizing pediatric education

### (i) About Xploro

<u>Xploro</u> is the leading patient education platform for children and adolescents. Through stories, 3D environments, games, and other interactive educational content, young patients gain better preparation for healthcare experiences and become active participants in their health journey.



## 🎯 The opportunity

Xploro advances value-based pediatric healthcare, by aligning incentives toward better health outcomes at lower costs:

- Xploro's personalized, gamified education makes medical information accessible and engaging for pediatric patients.
- Xploro incentivizes learning through rewards and interactive content, fostering a proactive approach to health.
- Xploro's tracking features allow healthcare organizations to monitor progress and understanding, enabling timely interventions when issues arise
- Better understanding reduces adverse events, readmissions, and overall costs.



- Children who are poorly informed about health interventions and have poor health literacy experience higher levels of anxiety, which can be long-lived and lead to poor engagement with health services and poorer health outcomes.
- This lack of information can also create behavioral or psychological problems, which in turn can negatively impact both home and school life.
- But lack of information doesn't just impact the child's mental health. When patients aren't emotionally prepared, this can result in procedures having to be repeated, longer appointment times, greater need for pre-procedural sedation, reduced adherence to medicine regimes, and an increase in missed appointments.



### Case study





- Xploro engages pediatric patients in their healthcare journey by using gamified interactive experiences that are both fun to play and informative.
- Healthcare professionals can set personalized patient learning journeys and track progress as the patient engages with the content.

Retained knowledge can be quantified through fun-to-play quizzes once the learning journey is complete. This enables healthcare professionals to assess preparedness for a procedure and allocate human support resources based on individual patient needs.



- A research study involving 80 patients at a large children's hospital found that those patients accessing Xploro demonstrated a statistically significant reduction in procedural anxiety as well as statistically significant increases in both procedural knowledge and patient satisfaction.
- Their parents and caregivers also showed similar results.

•••• Until we saw him use the app we didn't realize that there was still so much curiosity and anxiety about what's happening in his body. The very next day, in his fourth round of chemo, he shared with his nurse that he finally gets what this medicine is doing to his body (thanks to a game he played on the app the night before). It was amazing. He was encouraged, and for the first time in months there was a lightness about him."

— Parent of 12-year-old child, receiving treatment for Osteosarcoma

