

Institute of Social and Preventive Medicine

Experiences with the Use of IT for Physical Activity Promotion in Switzerland

Brian Martin, MD MPH Physical Activity and Health Unit

> University of South Carolina, The Department of Exercise Sciences Seminar Series, 28 January 2011

> > Page 1

24 November 2010

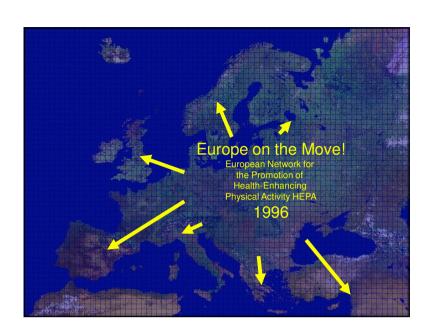


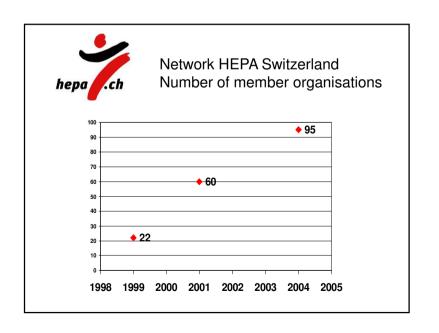


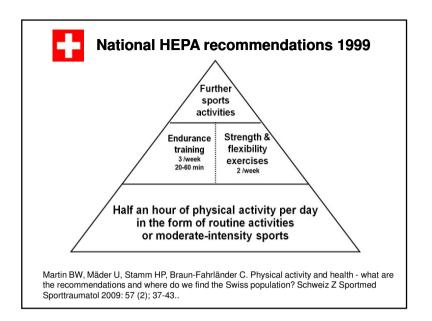
The 34th Magglingen Symposium 1995 Sports - Physical Activity - Health

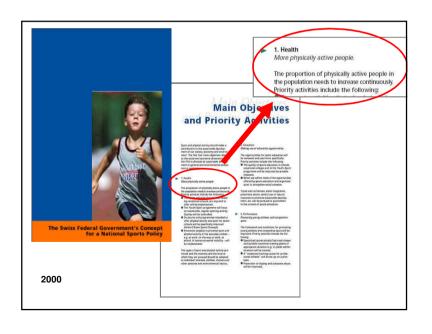
- Organised by Bernard Marti
- Physical activity and health recent findings (Steven Blair, US)
- Physical activity in Switzerland first estimates
- National examples for HEPA promotion: Finland (Ilkka Vuori), the Netherlands (Bart Coumans)
- → Consensus: need for a Swiss national programme
- No additional resources available
- → Creation of Health Promotion Unit in Magglingen (1)











Overview presentation

- Physical Activity Promotion in Switzerland
- Use of IT for Physical Activity Promotion
- Experiences with IT for physical activity promotion in Switzerland
- Other approaches to physical activity promotion in Switzerland
- Physical activity promotion at the international level

24.11.2010 University of Zurich, HEPA promotion in 2010, Brian Martin

The potential of IT in promoting physical activity

- (Conventional) video games for behavioural change
- The potential of exercise-generating video games
- Support for sport and physical activity providers and professionals
- Facilitating access to offers and facilities
- · Motivation and support for becoming and remaining physically active

Established use of IT in physical activity and sport

- development of sport equipment
- technical training
- membership management for clubs
- promoting events
- providing access to results







www.escapefromdiab.com

The potential of exercise-generating video games

- The technology exists the economic interest also
- Physiological issues
- Potential for specific applications therapy and rehabilitation
- The social question
- Challenge exercise adherence

Exercise-generating video games - Physiological issues



Alisdair Thin: www.gamersizescience.org

Exercise-generating video games - Physiological issues



Comparison of energy expenditure in adolescents when playing new generation and sedentary computer games: cross sectional study

Lee Graves, Gareth Stratton, N D Ridgers and N T Cable

BMJ 2007;335;1282-1284 doi:10.1136/bmj.39415.632951.80

"Conclusions: Playing new generation active computer games uses significantly more energy than playing sedentary computer games but not as much energy as

playing the sport itself."

Exercise-generating video games - Physiological issues

- Energy expenditure in conventional e-games:
 1 to 2 METS (1 MET or metabolic equivalent = resting)
- Energy expenditure in "Exergames" up to 6 MET ("Cascade"), 7 MET ("Box the Robot", Dance Games) or over 10 MET ("Dodge...")
- > Energy expenditure sufficient for health recommendations
- Very high intensities (10 MET) might raise health screening issues...

Alisdair Thin: www.gamersizescience.org



THE IMPACT OF A SCHOOL-BASED ACTIVE VIDEO GAME PLAY INTERVENTION ON CHILDREN'S PHYSICAL ACTIVITY DURING RECESS

DOI: 10.2478/v10038-009-0023-1

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² Department of Psychology, University of Derby, Derby, United Kingdom

ABSTRACT

Purpose. To assess physical activity levels during active video game play over time and compare this to 'free play' associated with recess activity in a sample of British primary school children over a 6-week period. Basic procedures. Thirty children (ages 10–11, 12 boys, 18 girls) from central England were randomly selected to participate in a 6 week, recess based, active video gaming intervention (n = 15) or act as contols (n = 15). Repeated measures analysis of covariance (controlling for body fatness) was used to examine any differences in physical activity, determined by pedometry and heart rate monitoring over time and between intervention and control groups. Main Findings. Children in the intervention accumulated significantly greater steps/day than the control group during the first week of the intervention. This pattern was reversed at the mid and end points of the intervention (p = 0.3). Trespective of time point, children engaging in active video game play spent a lesser percentage of time engaged in MVPA than the controls undertaking "raditional" recess activity, p= .0001. Conclusions. Active video game play does not appear to be a sustainable means to enhance children's physical activity. Akhough physical activity (steps/min) was greater on initial presentation of active video games compared to 'traditional' recess activity, this appears to be an acute effect.



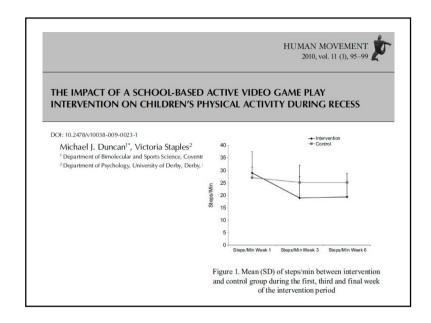
THE IMPACT OF A SCHOOL-BASED ACTIVE VIDEO GAME PLAY INTERVENTION ON CHILDREN'S PHYSICAL ACTIVITY DURING RECESS

Table 1. Mean (SD) of children's anthropometric characteristics

	Age (years)	Body Mass (kg)	Stature (m)	Body Fatness (%)
Group $(n = 30)$	10.4 (.50)	38.6 (8.2)	1.44 (.06)	20.1 (4.3)
Intervention $(n = 15)$	10.4 (.50)	38.7 (7.8)	1.44(.07)	20.2 (4.6)
Control $(n = 15)$	10.4 (.51)	38.5 (8.9)	1.43 (.06)	19.9 (4.2)

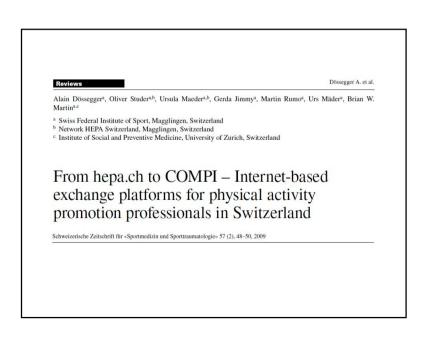
Table 2. Mean (SD) of steps/min and percentage of recess time spent in MVPA across the monitoring period

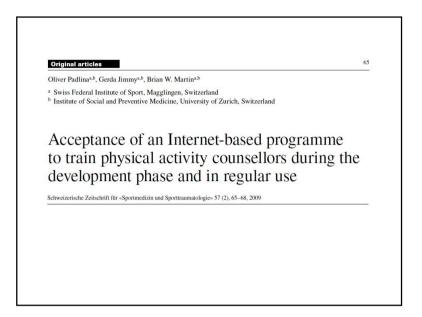
	Steps/Min	Steps/Min	Steps/Min	MVPA	MVPA
	Week 1	Week 3	Week 6	Week 1 (% recess time)	Week 6 (% recess time)
Intervention $(n = 15)$	28.9 (8.6)	18.9 (8.5)	19.3 (5.6)	15.9 (8.3)	12.1 (6.0)
Control $(n = 15)$	27.0 (4.2)	25.1 (6.9)	25.1 (3.7)	23.1 (8.9)	25.2 (11.2)



Support for providers and professionals

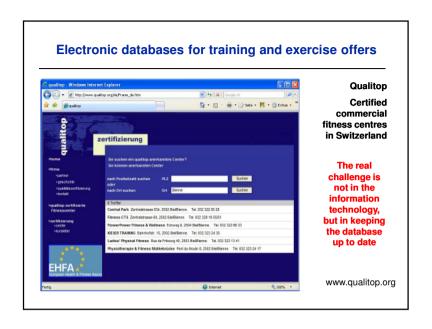
- Support for sport instructors
- Support and teaching for physical activity counsellors
- Exchange platforms for promotion professionals



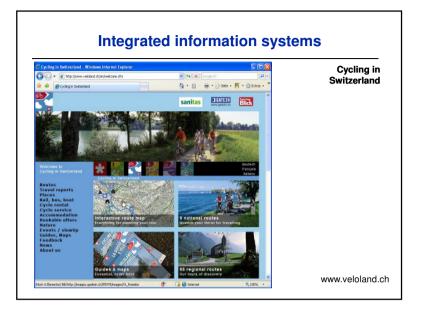


Facilitating access to offers and facilities

- Electronic databases for training and exercise offers
- Integrated information systems



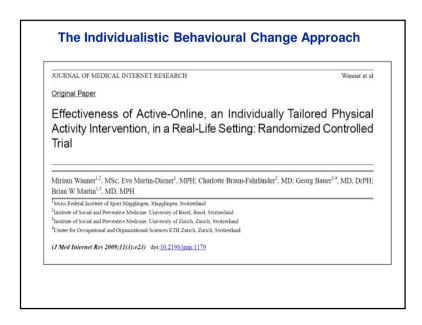


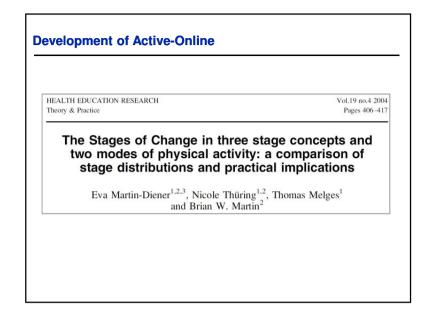


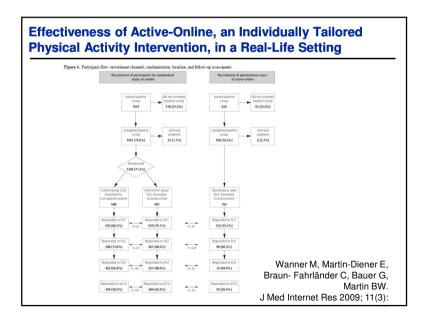
Motivation and support for physical activity

- Automated counselling systems
- Potential of feedback providing systems
- Training diaries and personal coaching
- Integrated systems linking to real life offers

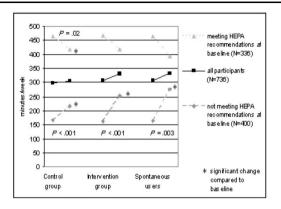








Effectiveness of Active-Online, an Individually Tailored Physical Activity Intervention, in a Real-Life Setting



Wanner M, Martin-Diener E, Braun-Fahrländer C, Bauer G, Martin BW. J Med Internet Res 2009; 11(3): e23

User Behaviour in Active-Online

JOURNAL OF MEDICAL INTERNET RESEARCH

Wanner et al

Original Paper

Comparison of Trial Participants and Open Access Users of a Web-Based Physical Activity Intervention Regarding Adherence, Attrition, and Repeated Participation

Miriam Wanner^{1,2}, PhD; Eva Martin-Diener³, MPH; Georg Bauer^{3,4}, MD, DrPH; Charlotte Braun-Fahrländer², MD; Brian W Martin³, MD, MPH

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²Swiss Tropical and Public Health Institute, University of Basel, Basel, Switzerland

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J Med Internet Res 2010 | vol. 12 | iss. 1 | e3 |

Effectiveness of Active-Online, an Individually Tailored Physical Activity Intervention, in a Real-Life Setting

"In a real-life setting, Active-online was not more effective than a nontailored website in increasing physical activity levels in volunteers from the general population. Further research may investigate ways of integrating Web-based physical activity interventions in a wider context, for example, primary care or workplace health promotion."

Wanner M, Martin-Diener E, Braun-Fahrländer C, Bauer G, Martin BW. J Med Internet Res 2009; 11(3): e23

Potential of feedback providing systems

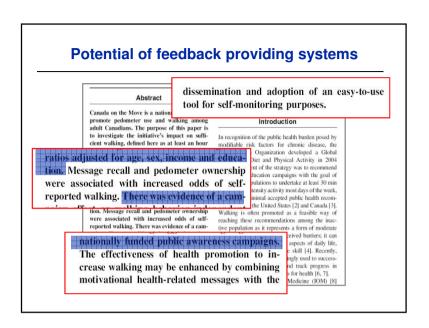
HEALTH EDUCATION RESEARCH

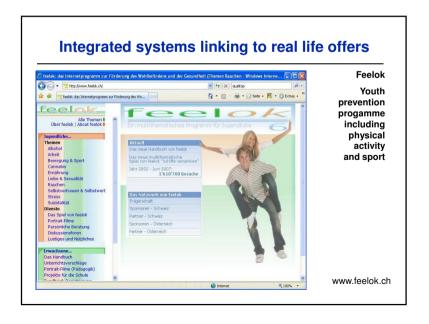
Vol.22 no.3 2007 Pages 406-413

Advance Access publication 13 September 2006

Twelve-month effects of Canada on the Move: a population-wide campaign to promote pedometer use and walking

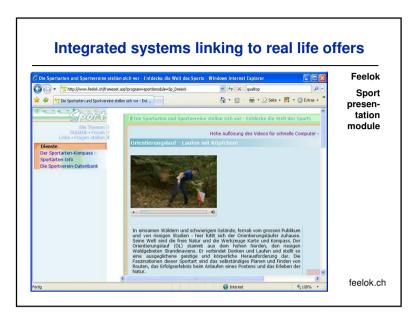
C. L. Craig^{1,2}*, C. Tudor-Locke^{1,3} and A. Bauman⁴



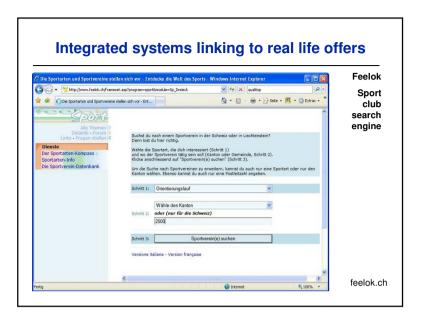


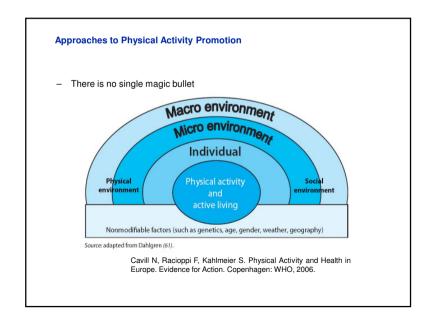


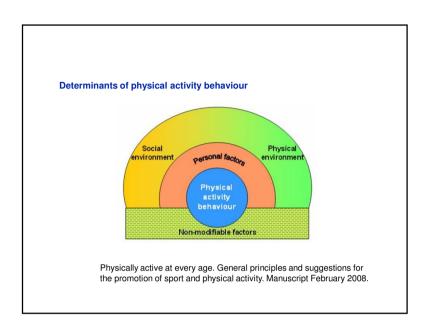


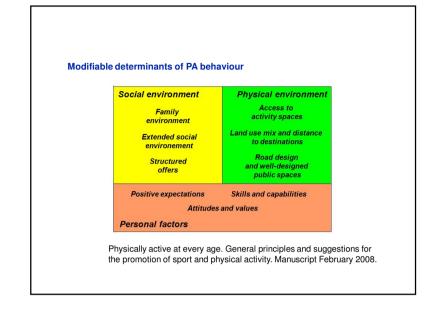










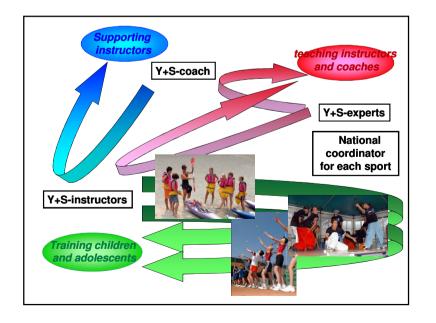


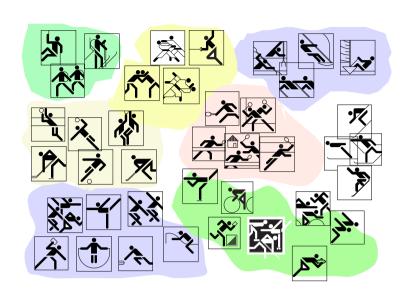


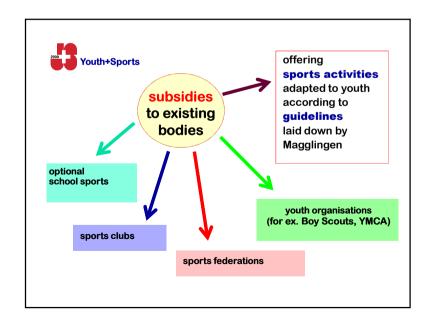
Established by federal law in 1972 (constitutional vote in 1970)

"The aim of the institution youth+sports is to develop young people of 14 (since 1994 10) to 20 years of age in sports and to guide them to a healthy lifestyle"

Emphasis on sports for all









The roles of partners

Teaching material

Prepared for each specific sports discipline by the confederation in collaboration with the sports associations

Instructors' trainingBy the Confederation, the cantons and the sports associations

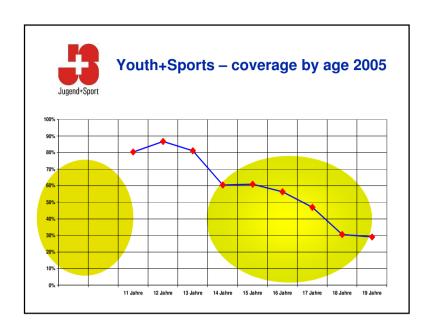
Implementation of courses for children
By clubs, sports associations and youth organisations

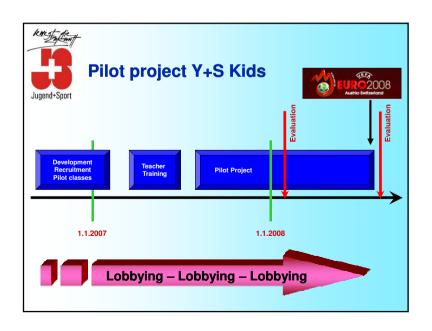
Support by political entities
Infrastructure by municipalities, with financial contributions from
municipalities, cantons and the Confederation



Youth+Sports - key figures

	2005		
Children/Adolecents (10–20)	550'000		
Active Instructors	53'200		
Courses / Camps	48'000		
Federal subsidies to organizers	35 million Euro		
Total public money invested	70 million Euro		
Certified instructors	107'784		
Certified coaches	15'269		
Certified experts	5'358		
People in Training (instr. / coaches)	47'000		
Training Courses	2'516		







Y+S Kids: Pilot project for 5 to 10 year old

- One additional hour of "multisport" activities per week during one year offered by primary teachers, additional to regular PE
- Focus on children not reached through existing offers
- Pilot project until 2007-2008 in 247 classes (out of 17'000 in this age group)
- Detailed evaluation in 15 intervention and 15 control classes



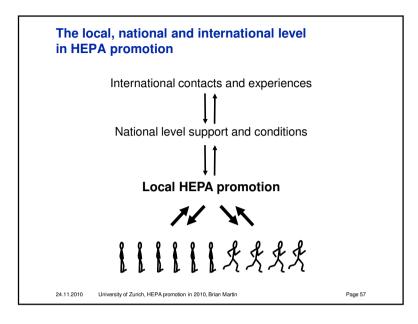
Y+S Kids: Political development

Lobbying by cantons and project leader

Broad consensus among politicians: "something has to be done for children"

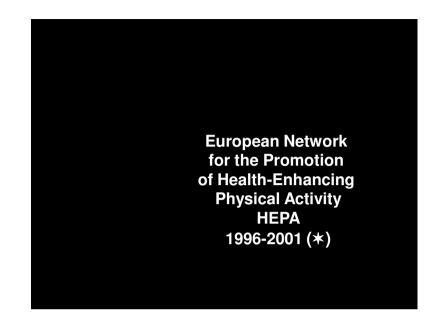
Annual budget of 20 mio Swiss Francs (14 mio Euro) adopted by federal parlament

- -> national level implementation since 2009
- "sports law" currently under revision >> inclusion of 5-10 year olds?

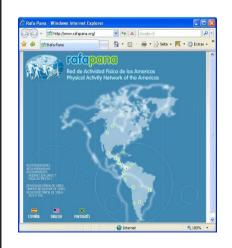


European Situation in 2004

- Scientific exchange on physical activity and health ↑↑
- Development of methods ↑↑
- WHO Global Strategy on Diet, Physical Activity and Health
- · Global networks like Agita Mundo and GAPA
- No more regular exchange and development platform for national physical activity promotion strategies at the European level
- → Decision to re-launch HEPA Europe



Regional Networks for Physical Activity and Health

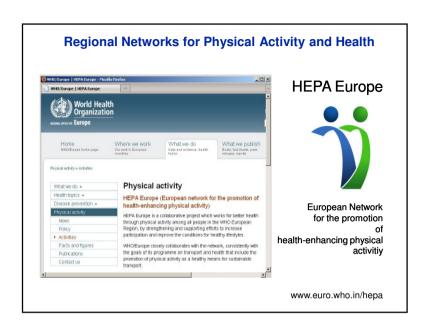


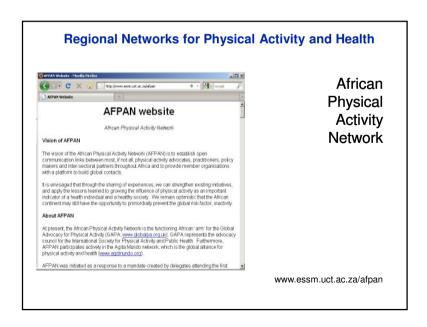
Red de Activitad Fisica de las Americas

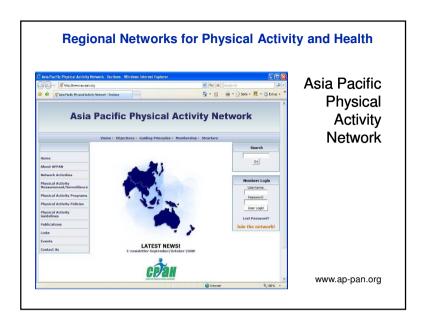
Physical Activity Network of the Americas

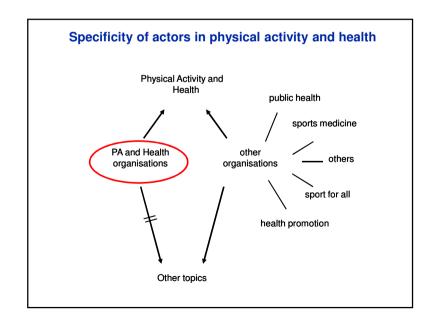
RAFA-PANA

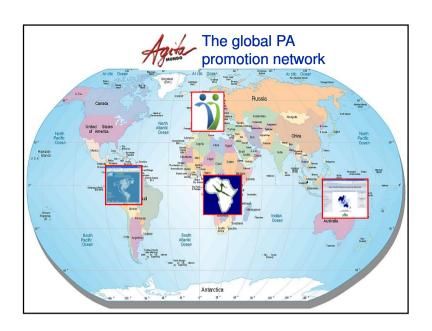
www.rafapana.org





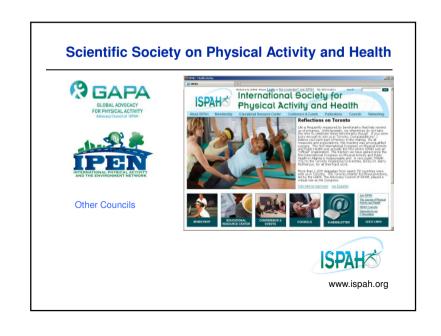


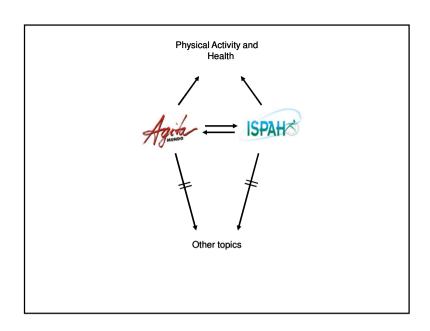


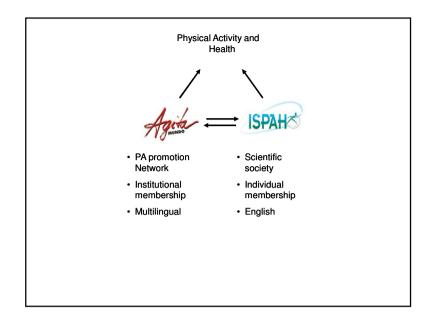












Agria Work Programme 2010/2011

Main activities

Preparation and organisation of Agita Mundo meeting

Preparation and organisation of World Day for Physical Activity

Communication and cooperation

Maintaining and expanding multilingual communication platform

Cooperation and support to regional networks

Defining and improving cooperation with other important global institutions