



The Use of Interactive Tangibles to Connect Clinicians and Patients with Chronic Pain

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Chronic Pain (CP)

a type of pain that

- persists beyond three to six months [1]
- seen in 20% of adults in the US [2]

A Shift in Views on CP

biomedical model



biopsychosocial model [3]

Patient Clinician Relationship (PCR)

- a promising area for
- implementing the biopsychosocial model of pain
- creating impactful patient engagement

Hypothesis

- more willing to reflect on the quality of their visit experience
- ||
- more engaged in their own care
- ↓
- better clinical outcome

Research Goal

- interactive tangibles
- ✗
- opportunity to reflect on their medical visit experience

1

Creating a Cast for Interactive Tangibles

3

Interview 2 (Post-Tangibles)

5

Interview Analysis

Interview 1 (Pre-Tangibles)

2

Creating Interactive Tangibles + Voice Recorder

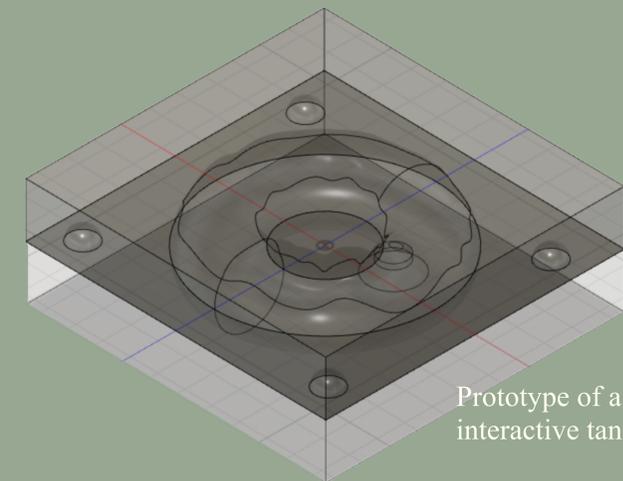
4

Exhibition "Resonance"

6



Prototype of interactive tangibles made with Ecoflex



Prototype of a mold for interactive tangible

Reference

[1] Treede et al. (2015) A Classification of Pain for ICD-11. Pain, 156 (6):1003-1007.

[2] Dalhamer et al. (2018) Prevalence of Chronic Pain and High-Impact Chronic Pain Among Adults - United States, 2016. Morbidity and Mortality Weekly Report, 67 (36):1001-1006.

[3] Engel, George L. (2012) The Need for a New Medical Model: a Challenge for Biomedicine. Psychodynamic Psychiatry, 40 (3):377-396.