### THE MOOD CHALLENGE

### **Informational Webinar**

April 19, 2016

Robert Wood Johnson Foundation

newventurefund





### newventurefund Robert Wood Johnson Foundation

LUMINARY





- 1. Challenge Overview
- 2. Mood
- 3. ResearchKit
- 4. Round 1 Details
- 5. Q&A



# CHALLENGE OVERVIEW



### **CALL TO ACTION**

The Mood Challenge for ResearchKit calls on researchers, technologists, and data scientists to submit proposals for ResearchKit studies that will further our understanding of mood, its correlates, and its relation to social context through the novel interpretation of signals from iPhone, related sensors, and other data sources.



### AWARDS

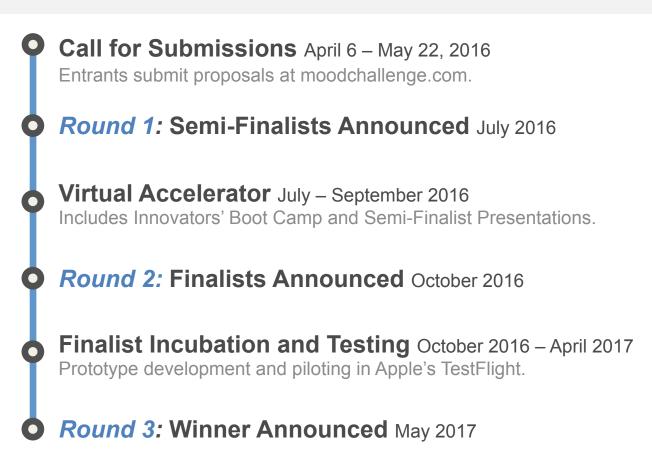
# TOTAL AWARDS **\$500,000**

- **5 SEMI-FINALISTS: \$20,000** to translate their proposals into designs for ResearchKit studies.
- 2 FINALISTS: \$100,000 to develop their designs into prototypes to pilot with users in Apple's TestFlight.
- 1 WINNER: \$200,0000 and guidance for submission of their ResearchKit study to the App Store.

The listed award amounts assume that a sufficient number of entries satisfying the judging criteria are identified. Please see the Rules, Terms and Conditions for full award details.

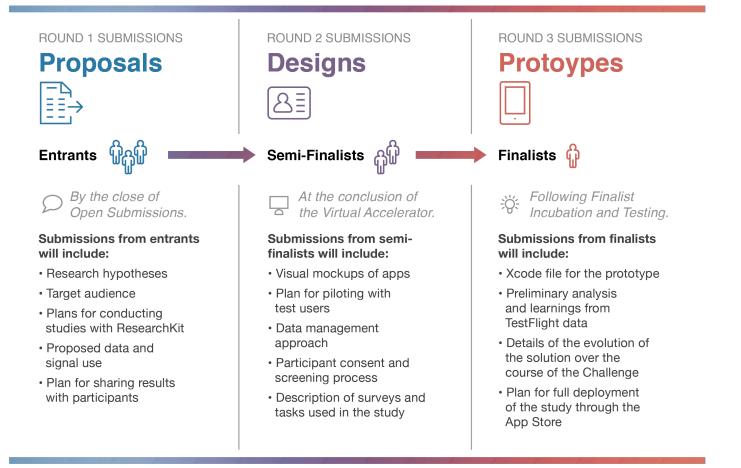


### **CHALLENGE TIMELINE**





### SUBMISSIONS BY ROUND





# MOOD

THE MOOD CHALLENGE 9

### WHY MOOD?

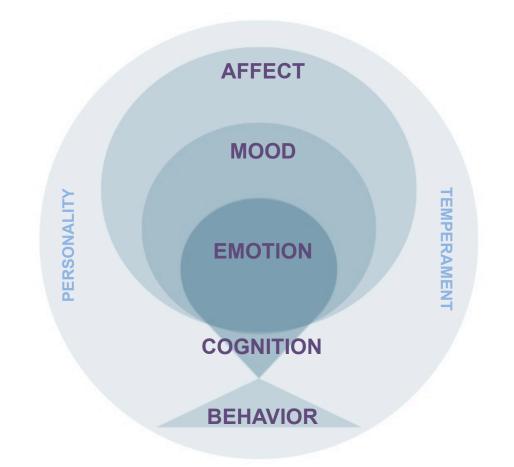


### MOOD AS A CONSTRUCT

- A non-specific emotional state.
- Not tied to particular stimuli.
- Tend to have positive, neutral, or negative valence.
- Less intense than specific emotions.



### **MOOD-RELATED CONSTRUCTS**



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### CHALLENGE FOCUS AREAS

- Detection of emotional signals. What we call discrete "emotions" are actually a suite of neurophysiologic processes based on temperament, personality, attitude, and core and attributed affect.
- **2. Measurement of mood.** "Mood" is a construct made up of many emotional parts. It is a clinical and empirical research target in diverse fields, resulting in a wide range of ways to measure mood.
- **3. Contextual factors and social determinants.** Many signals (such as weather, pollution, access to food, sleep, and social connectedness, etc.) have been correlated to mood and studied to varying degrees using analog measurement tools.

# MOOD, CONTEXTUAL FACTORS, AND SOCIAL DETERMINANTS

### **Can the Bacteria in Your Gut Explain Your Mood?**

The rich array of microbiota in our intestines can tell us more than you might think.

By PETER ANDREY SMITH JUNE 23, 2015 - The New York Times

Environmental Stress: Effects of Air Pollution on Mood, Neuropsychological Function and Physical State -Psychobiology of Stress

#### The Surprising And Powerful Links Between Posture and Mood

-Fast Company

### In a bad mood? Your social networks might be to blame

-The Guardian

Is There a Relationship Between Mood and Economic Status? -Pacific University

#### Up All Night: The Effects of Sleep Loss on Mood

Research shows just one bad night of sleep can put a damper on your mood



-Psychology Today

Posted Aug 15, 2013



## RESEARCHKIT



SEEKING PATIENTS -for paid 1-hour interview • Must have diabetes · Must use Android phone · Live in Wexturd County 

Photo: Sensical.wordpress.com





An open source software framework designed for medical and health research, helping doctors and scientists gather data more frequently and more accurately from participants using iPhone apps.

Photo: ResearchKit.org #MoodChallenge



GitHub

Search GitHub

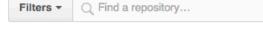


#### ResearchKit

ResearchKit is an open source software framework that makes it easy to create apps for medical research or for other research projects.



🛱 People 19



#### ResearchKit

Objective-C ★ 4,286 🎾 652

ResearchKit is an open source software framework that makes it easy to create apps for medical research or for other research projects.

Updated 21 hours ago

#### ShareTheJourney

Objective-C ★ 63 🔑 39

Objective-C ★ 16 🦞 14

ResearchKit app studying Breast Cancer, developed by Sage Bionetworks.

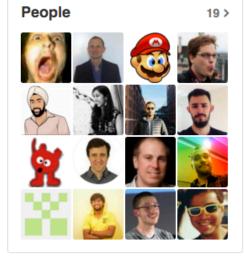
Updated 27 days ago

#### **MyHeartCounts**

MyHeart Counts is a ResearchKit app developed by Stanford.

Updated on Oct 27, 2015

#### Photo: Github #MoodChallenge



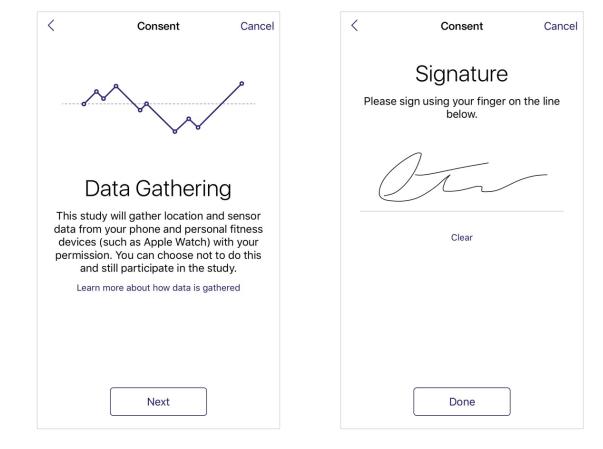
### MAJOR RESEARCHKIT ELEMENTS

- 1. Informed Consent
- 2. Surveys
- 3. Active Tasks



### **1. INFORMED CONSENT**







### 2. SURVEYS

Carrier ᅙ	3	:10 PM	-	
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How long did you do the activity?				
		57 58		
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	1 hour	0 min		
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	2	1		
	3	2		
	4	3		
		Next		
	Ckin th	nis question		
	Skip tr	is question		

< Step 2 of 7 Step 2 of 7 < Cancel Do you take medications to Today, my thinking is: treat the following risk factors (indicate all that ... 66 apply) crisp To treat and lower cholesterol ~ To treat hypertension and lower blood pressure To treat diabetes/pre-diabetes and lower blood sugar None of the above Next Next Skip this question

Photo: MyHeartCounts and Share The Journey #MoodChallenge

Carrier ᅙ

3:10 PM



3:10 PM

Cancel

**6** 

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Carrier 穼

### **3. ACTIVE TASKS**

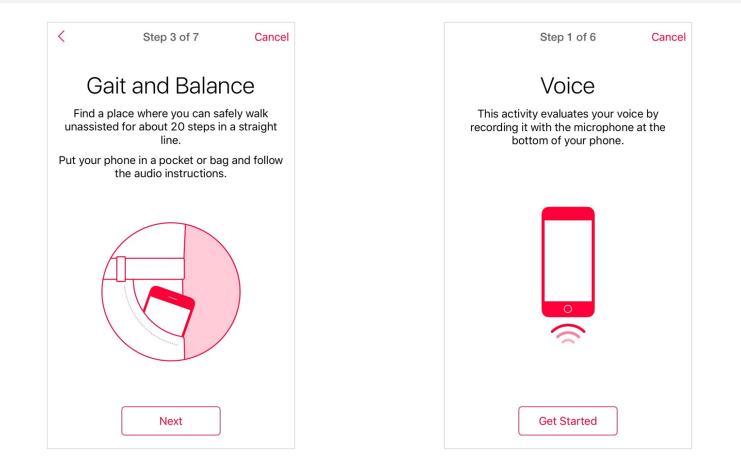
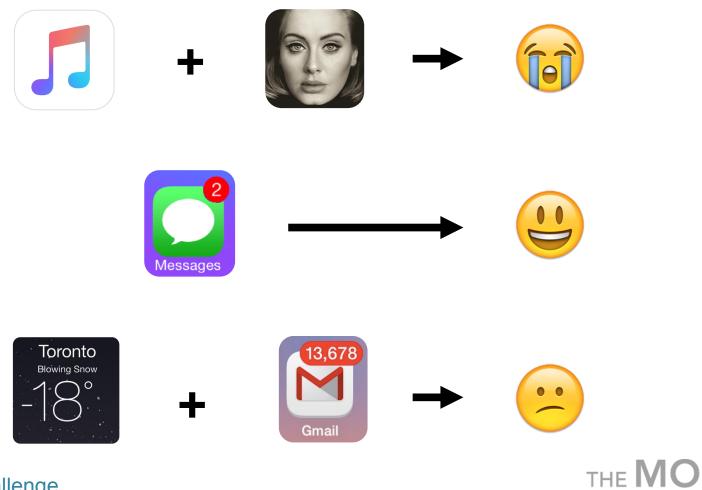


Photo: MyHeartCounts #MoodChallenge



### WHY RESEARCHKIT?



#MoodChallenge

CHALLENGE

### **GET TO KNOW RESEARCHKIT**

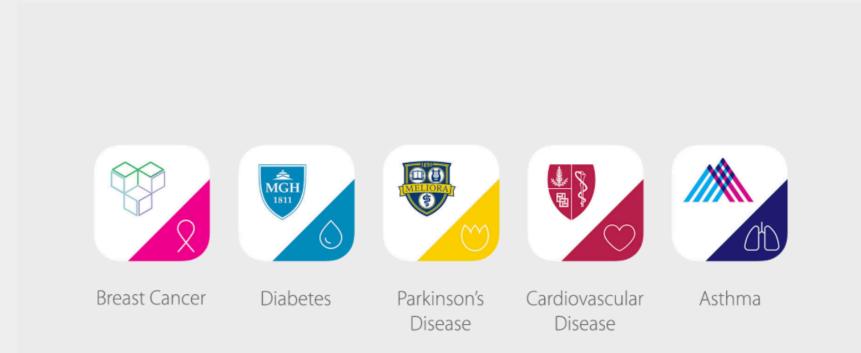


Photo: Apple #MoodChallenge



## **ROUND 1 DETAILS**

### **ROUND 1 CRITERIA**

- Innovation. Novelty of the hypotheses and correlations proposed in the entrant's submission. Degree to which the submission considers the unique opportunities of mobile device-based research.
- Scientific Plausibility. Extent to which interpretations and correlations of signals to mood are grounded in reasonable scientific theory.
- **Feasibility**. Likelihood that the proposal can be translated into a ResearchKit study design within the Challenge timeline, particularly around the development of testable ResearchKit tasks as described in the submission.
- **Impact**. Extent to which the submission could contribute to ResearchKit's open source community and to our current understanding of mood and the ways in which it is measured.
- Entrant Potential. Ability of entrant to translate the proposal into a ResearchKit study design and develop it over the course of the Challenge.



### **ROUND 1 SUBMISSION FORM**

- 1. Submission Summary
- 2. Scientific Grounding
- 3. ResearchKit Considerations
- 4. Signals and Data
- 5. Impact
- 6. Team
- 7. Submission Checklist



### ELIGIBLITY

The Mood Challenge is open to:

- Individuals aged 18+ who serve as Team Leads and are U.S. citizens or permanent residents of the United States.
  -OR-
- An entity incorporated in and maintaining a primary place of business in the United States.

Note: Foreign citizens can be listed as a Team Member by an eligible Team Lead or can enter as employees of an entity that is properly incorporated in the U.S. and maintains a primary place of business in the U.S.



### SUBMITTING AN ENTRY

To complete your submission at moodchallenge.com, you will need to do the following by **11:59:59 PM Eastern** on **May 22**, **2016**:

- 1. Identify an eligible Team Lead
- 2. Create a Luminary Lightbox<sup>™</sup> account
- 3. Complete the submission form
- 4. Submit your entry



### **MEET THE JUDGES**



LISA FELDMAN BARRETT Professor of Psychology and Director of IASLab at Northeastern University



JEFF FRAZIER CEO and founder of THREAD Research



KEVIN JOHNSON Professor and Chair of Biomedical Informatics, Vanderbilt University Medical Center



**KEVIN PATRICK** Professor of Family Medicine and Public Health at UCSD and Director of the Center for Wireless and Population Health Systems



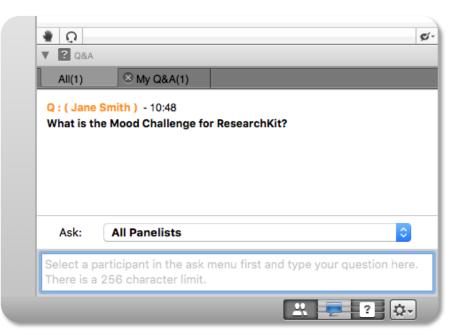
INDU SUBAIYA CEO and Co-Chairman of Health 2.0

> THE MOOD CHALLENGE 30

### INTELLECTUAL PROPERTY

- Entrants retain full ownership of their submission.
- Entrants grant NVF, RWJF, and LL a right to reproduce, publicly perform, publicly display, and use their entry to the extent necessary to administer or promote the Challenge.
- Finalist and winning Entrants must make their studies available and open source on ResearchKit's Github page for use in future studies.

- Please use "Q&A," not "Chat" in WebEx.
- Send questions to "All Panelists."





# THANK YOU

For help, email hello@moodchallenge.com.

Sign up for the Challenge newsletter for updates about the Challenge.

