



Belgian-Dutch Network for ESM Research in Mental Health

Heerlen Meetup 3 & 4 October 2024



Hackathon submission form	
Title	Max. 12 words Strategies to increase participant engagement in ESM studies
Contact person <i>(NB contact person is not necessarily same person as the organizer)</i>	<p><i>Name</i> : Gudrun Eisele</p> <p><i>Affiliation</i> : <input type="checkbox"/> UMCG/RUG Groningen <input type="checkbox"/> Maastricht/Heerlen <input checked="" type="checkbox"/> Leuven <input type="checkbox"/> Tilburg <input type="checkbox"/> Rotterdam <input type="checkbox"/> Other:</p> <p><i>Email address:</i> gudrunvera.eisele@kuleuven.be</p>
Organizer(s) <i>(=the one who will prepare and facilitate the session)</i>	<p><i>Name</i> : Gudrun Eisele & Milla Pihlajamäki</p> <p><i>Affiliation</i> : <input type="checkbox"/> UMCG/RUG Groningen <input type="checkbox"/> Maastricht/Heerlen <input checked="" type="checkbox"/> Leuven <input type="checkbox"/> Tilburg <input type="checkbox"/> Rotterdam</p> <p><input type="checkbox"/> Other:</p> <p><i>Email address :</i> gudrunvera.eisele@kuleuven.be</p>

	milla.pihlajamaeki@kuleuven.be
Abstract (max 200 words)	<p><i>Please describe background, aim, statements/ question to start the session, method, and intended end product. Examples of end products are: paper proposal, word cloud, list of pro's and cons, guide, list of recommendations, list of resources, mind map, etc.</i></p> <p>How can participants be motivated to participate in an ESM study and to stay engaged during the study? Despite their high practical relevance for any researcher conducting ESM research, we know very little about effective engagement strategies for participants in ESM studies. The aim of this hackathon is to give some attention to this crucial yet often forgotten part of ESM study design. In this hackathon, we will use the power of the Belgian Dutch ESM network to collect strategies that are currently used or could potentially be used to increase participant engagement in ESM studies (e.g., monetary incentives, gamification, feedback, etc.). We will also discuss how the effectiveness of these engagement strategies could be evaluated in the future. The intended end product of the hackathon is a catalogue of engagement strategies, which can be consulted by researchers setting up new ESM studies.</p>
Relevance for attendees	This hackathon is especially relevant for all researchers who are actively involved in setting up ESM studies and/or who are interested in understanding the common practices in participant engagement in ESM research.
Other comments	We would be happy to include other co-organizers if someone from the other research groups is interested in facilitating this hackathon together.
<i>The number of participants per session will be 25-30 participants. The hackathons will take 60 min on Oct 3th and (max) 120 min on Oct 4th. In addition, a summary of the session will be presented on the 4th (5 min).</i>	

All end products will be shared with the network on Basecamp so they can be used as starting points for follow-up actions/collaborations.