



# Belgian-Dutch Network for ESM Research in Mental Health

## Heerlen Meetup 3 & 4 October 2024



Hackathon submission form	
<b>Title</b>	<i>How to assess the virtual context in ESM</i>
<b>Contact person</b> <i>(NB contact person is not necessarily same person as the organizer)</i>	<p><i>Name</i> : <i>Philippe Delespaul</i></p> <p><i>Affiliation</i> : <input type="checkbox"/> UMCG/RUG Groningen  <input checked="" type="checkbox"/> Maastricht/Heerlen/GGzE  <input type="checkbox"/> Leuven  <input type="checkbox"/> Tilburg  <input type="checkbox"/> Rotterdam  <input type="checkbox"/> Other:</p> <p><i>Email address: Ph.Delespaul@gmail.com</i></p>
<b>Organizer(s)</b> <i>(=the one who will prepare and facilitate the session)</i>	<p><i>Name</i> : <i>Simone Verhagen</i></p> <p><i>Affiliation</i> : <input type="checkbox"/> UMCG/RUG Groningen  <input checked="" type="checkbox"/> Maastricht/Heerlen  <input type="checkbox"/> Leuven  <input type="checkbox"/> Tilburg  <input type="checkbox"/> Rotterdam</p> <p><input type="checkbox"/> Other:</p> <p><i>Email address : simone.verhagen@ou.nl</i></p>

<b>Abstract</b> (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>New information technology dramatically changes the way we relate to our environment. While under 'old' circumstances the environment/context was exclusively limited to the physical world (who, what, where, when) and the psychological world (mental state and learning history), actual 'contexts' can also be virtual. You are watching TV with your family but engage (psychologically even more prominently) with your friends using apps. Some studies have extensively assessed this context (which app, for what purpose,...) and pioneered with the assessment of modern technology. During this Hackathon we will explore ideas to extend the classic context assessment (who, what, where, when) with the virtual world. Our ambition is to search for solutions that can become part of standard ESM context assessment, not the items that are relevant when research has an internet-based target.</p>
<b>Relevance for attendees</b>	<p>Context assessment is crucial in ESM. But actual living circumstances, especially for youngsters, includes more domains than some years ago. I think we miss an elegant standard to assess the different 'worlds' in which our subjects operate, often in parallel. Participating in the Hackathon can increase the awareness of the multidimensionality of context. Attendees can become part of the learning community that increases the understanding of daily life context. Discussed solutions will be shared with the network.</p>
<b>Other comments</b>	
<p><i>The number of participants per session will be 25-30 participants. The hackathons will take 60 min on Oct 3<sup>th</sup> and (max) 120 min on Oct 4<sup>th</sup>. In addition, a summary of the session will be presented on the 4<sup>th</sup> (5 min).</i></p>	

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