Nutrition Informatics

SMAART Hub for Informatics enabled Nutrition Education (SHINE™)

Research, Innovate, Policy, Practice, Entrepreneurship

Welcome Message

Welcome to the 20th issue of the Nutrition Informatics newsletter SHINE (August 2023) of the Foundation of Healthcare Technologies Society. This newsletter aims to bring together the advancements in the field of Nutrition Informatics Research, Innovation, Policy, Practice, and Entrepreneurship. The newsletter will also provide recent updates about the various national and International nutrition informatics projects, and highlight some of the major nutritional challenges that can potentially be solved through various nutrition informatics interventions using data, information, and knowledge frameworks. We also highlight some of the student successes in the field of nutrition informatics research and practice. In addition, we bring together stories of the student's learning experience with the real nutrition informatics projects addressing real public health challenges. I encourage you to make a meaningful contribution to this newsletter by sharing data-driven, evidence-based ideas, innovations, and interventions that aim to address nutritional challenges impacting health among individuals, families, and communities across diverse Indian settings.

Dr. Ashish Joshi
Ph.D. MBBS MPH

Nutrition Informatics

SMAART Hub for Informatics enabled Nutrition Education (SHINE™)

Research, Innovate, Policy, Practice, Entrepreneurship

THE USE OF GAMIFICATION IN NUTRITION EDUCATION AND BEHAVIOUR CHANGE

Gamification of education is a growth strategy that uses game design aspects in educational settings to boost learners' motivation and engagement. (Dichev et al.,2017)3. The goal of gamification, a new development in study and practice, is to use people's innate love of games to inspire motivation or engagement by incorporating game design features into situations that are not games. Gamification is widely understood to be a useful tool, particularly in the fields of health and wellbeing, for encouraging long-term system utilisation or promoting specific health behaviours. (Thiebes et al., 2018).

Overall, the main objective of using gamification in the context of health and well-being is to help people change particular health behaviours in a positive way that lasts by increasing their motivation. (Stepanovic et al.,2018)

Gamification in education is the practice of incorporating game design features and game-like experiences into the development of instructional materials. It has been adopted to support learning across a range of contexts and subject areas as well as to address associated attitudes, activities, and behaviours, including collaborative methods, self-directed learning, finishing assignments, making assessments simpler and more efficient, incorporating exploratory learning strategies, and boosting student creativity and retention. (Caponetto et al.,2014)

READ MORE

NUTRITION RESEARCH IN GLOBAL SETTINGS

Nutrition Informatics

SMAART Hub for Informatics enabled Nutrition Education (SHINE™)

Research, Innovate, Policy, Practice, Entrepreneurship

MANAGING DISRUPTIVE TECHNOLOGIES FOR INNOVATIVE HEALTHCARE SOLUTIONS: THE ROLE OF HIGH-INVOLVEMENT WORK SYSTEMS AND TECHNOLOGICALLY-MEDIATED RELATIONAL COORDINATION

This study introduces a model for creative healthcare solutions that emerge through the collaboration of intensive work systems and technology-facilitated communication.

By utilizing a grounded theory approach and conducting thorough interviews, we explore these aspects using data from four instances within the healthcare industry in developing economies where technology adoption is taking place. Initially, we illustrate how adopting transformative technologies such as online analytics, digitalization, artificial intelligence, and data-driven decision-making enhances the quality of interactions within high-involvement work systems, surpassing traditional face-to-face interactions.

Moreover, technology-enabled communication enhances trust among employees, consequently boosting individual performance and overall functional effectiveness. Lastly, the caliber of technology-driven relational coordination influences the speed and depth of data sharing among staff members. This occurrence empowers employees to make optimal choices and facilitates a continuous learning process to enhance innovative solutions iteratively.

Source : https://www.sciencedirect.com/
Image : https://www.freepik.com

READ MORE

Nutrition Informatics

SMAART Hub for Informatics enabled Nutrition Education (SHINE™)

Research, Innovate, Policy, Practice, Entrepreneurship

THE EFFECT OF MOTHERS' NUTRITIONAL EDUCATION AND KNOWLEDGE ON CHILDREN'S NUTRITIONAL STATUS: A SYSTEMATIC REVIEW

READ MORE

Child malnutrition poses a substantial risk to child survival and stands as a global health challenge. Factors such as limited economic resources and maternal education play a role in this issue. This research endeavor seeks to examine the influence of maternal nutritional education and knowledge on the nutritional status of children through a systematic review. The review encompasses literature from four databases: Embase, ProQuest, PubMed, and Google Scholar. The included studies investigate the impact of nutrition education on both maternal knowledge and children's nutritional well-being.

The findings of this literature review indicate that nutrition education has a positive effect on mothers' knowledge, attitudes, and skill development (with a significance level of $p < 0.001$). The outcomes of nutrition education for mothers subsequently lead to an improvement in children's nutritional status. Specifically, there is a noticeable enhancement in children's average birth weight, with an increase of 0.257 kg/0.26 kg compared to the control group's birth weight ($\beta = 0.257$, $p < 0.001$).

The study underscores the noteworthy impact of nutrition education on both maternal knowledge and the nutritional well-being of children. To achieve this, a range of strategies can be employed, including nutrition education dissemination, collaborative idea generation, and practical demonstrations. Methods and media for nutritional health education encompass formats such as booklets, guides, leaflets, and applications utilizing internet technology.

Nutrition Informatics

SMAART Hub for Informatics enabled Nutrition Education (SHINE™)

Research, Innovate, Policy, Practice, Entrepreneurship

FOUNDATION OF HEALTHCARE TECHNOLOGIES SOCIETY

DELHI OFFICE ADDRESS-

321, 322 & 323 THIRD FLOOR

SOMDATT CHAMBER – 2

9 BHIKAJI CAMA PLACE, NEW DELHI

DELHI – 110066

PHONE: (011) 41621004

PHONE:+91-8527897771

EMAIL: CONTACT@FHTS.AC.IN

HTTPS://FHTS.AC.IN/

CLICK ON LOGOS TO FOLLOW US ON SOCIAL MEDIA