Child Therapy Technology Projects: (GCTT)

Taking up the Challenge of Providing Therapeutic Interventions through Technology

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Introduction

• This is an innovative transformational opportunity to take theory and practice from child therapy into the commercial world in order to have significant social impact and benefit.
Background

• Children of all ages engage with technology, which opens up an almost infinite source of flexible imagery which could provide a rich supply of material in a therapy situation.

• A Scientific Meeting to explore this idea further and it seems that this idea has the potential to be a major piece of research and development.

• Professor Sugata Mitra, of ‘Hole in the Wall’ computer fame, has shown great interest in the concept and is one of the core team including Sue Pattison and Alan Holmes.
Child Therapy Technology Project

Process of Development

VALUES
Using technology to improve effectiveness and access
Helping all children regardless of ability to pay
Making the best therapy techniques widely available
Embracing the values of the UN Convention on the Rights of the Child
Creating a sustainable and commercial organisation

PROJECT 1
Developed World: Commercial Product

PROJECT 2
Developing World: Use Commercial Product and Collect Data

PROJECT 3
Professional Interventions: Therapy Tools and Systems

Developing Children’s Capacity to Improve their Emotional Competence, Resilience and Well Being
Research and Development:
The 3 major projects will inform each other

Project 1 - General Population
- Marketable educational tool
- Based on 6 piece story development from play therapy
- Knock on effect of improving literacy and numeracy
- Age 2-7 years

Project 2 - Disadvantaged Populations
- Increase access to the developing world using ‘Hole in the Wall’ project technology
- Collect data and improve product

Project 3 - Professional Therapeutic Interventions
- Suite of products around assisting children with psychological problems
- Screening, assessment, therapy, monitoring, follow-up
Project 1 - General Population

- Marketable educational tool
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Project 2 – Disadvantaged Populations

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Project 3 – Professional Therapeutic Interventions

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The Way Forward
The Challenges of Funding, Research and Development