A ten part questionnaire is developed by the CF Multidisciplinary team and presented to the user before and after entering the VR environment. Eight students over the course of one semester agreed to take part in the study. The answered questionnaires are then marked and reviewed by two members of the research group before being brought to the CF Multidisciplinary team for validation. The marking scheme and allocated marks are then agreed upon by consensus.

The Lung Experience VR is an immersive VR environment developed to disseminate CF knowledge to undergraduate medical students. Presented here are the methods and results of the initial evaluation.

All participants regarded the Lung Experience as useful scoring it a value of either 4 or 5.

The biofeedback game is a serious game for a smartphone that harnesses biofeedback blowing data captured through the device microphone. The aim of this presented system is to motivate CF adults to perform breathing exercises and analyse the recorded data for possible exacerbations. As such the game is coupled with a web based data analysis framework to allow healthcare team members the ability to view and interpret the data. The web tool also allows the team members the option to customise SMS alert criteria for a more individualised intervention.

The purpose of the CF Patient Passport project is to record basic medical information through a smartphone application (app) which will allow CF adults access to their basic medical information. This app is designed by a CF multidisciplinary team to be a lightweight reflection of a current patient file. The passport app is created using PhoneGap so that it can be deployed for both Android and iOS.

The app was received positively by the participants. It is currently being offered to CF adults who will use the app over a 2 month period and answer a short survey.

The app is introduced to seven participants for a 3 month period as part of a stress test. At the end of each month the participants are asked to report on any performance or usability issues they encountered using the app via email. The participants from technical backgrounds who are familiar with stress testing are asked to focus on performance issues. The remaining participants who are not technically familiar are asked to focus on usability issues and features of the app, such as elements they found easy or difficult to use.

From the testing the system was found to be usable and appealing. The exploratory data recorded shows promise, however it relies significantly on the users commitment to playing the game as well as self-reported data. Due to this further pattern interpretation is required with a much larger cohort. However, all participants agreed that they found the game engaging and reported that they would play the game again.