



U.S. DEPARTMENT OF VETERANS AFFAIRS
CENTER FOR INNOVATION

1

Hackathons for rapid innovation to energize & infect



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Veterans, Veteran Families, Clinicians, Designers, Engineers, Data Scientists, and Entrepreneurs



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Atlanta VA 'Health Innovation Challenge'

FierceGovHealthIT

Next generation VA health record built for future innovation, say VA officials

June 16, 2015 | By Molly Bernhart Walker

SHARE As the Veterans Affairs Department nears the launch of its new Enterprise Health Management Platform, VA officials briefed the press on its initial capabilities but also noted that the platform is built for further growth.

The most notable accomplishment of EHMP is that it will allow clinicians to view a veteran's health data from various sources in a single tool – a far cry from the currently used Janus viewer, which only allows VA, Defense Department and community health records to be viewed side by side. During a June 11 demonstration of the tool at VA headquarters in Washington, D.C. officials showed off EHMP's "Google-like search" and a user-friendly interface that presents information around widgets for things like "allergies" and "active medications".

But just as interesting as what can be seen in VA's new tool are the unforeseeable enhancements to come. As part of EHMP, VA is also generating a software development kit for the creation of widgets that can integrate with the platform, said David Waltman, VA's senior advisor to the Under Secretary for Health.

"It's designed for us to add things. It's designed knowing that these initial versions of these [widgets], they're not going to be perfect or right necessarily. We're going to be able to iterate, add, replace, change," said Waltman.

Waltman said VA already had some Presidential Innovation Fellows test an early version of the SDK in a hackathon in Atlanta earlier this year. They were able to use the SDK to create an EHMP-compatible widget that pulled in FitBit data.

"They built it in like half a day. Whereas they tried to do it in a commercial EHR and took three weeks," said Waltman.




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VA Innovation Creation Series: Challenge #1

Description
Entries 94
Results



VA INNOVATION CREATION SERIES
Prosthetic & Assistive Technology Challenge

AWARDED BY
VA CENTER FOR INNOVATION


This Challenge invites you to create an attachment or accessory for a prosthetic arm that will improve the user's quality of life.

The vision of the VA Innovation Creation Series is to foster an environment to accelerate development of personalized technologies to improve care and quality of life for Veterans. This Innovation Creation Series launched at the Palo Alto VA Medical Center on Friday, May 15th with a curated list of challenge areas facing Veterans.


Passed
TOTAL ENTRIES
94

Who's in the Jury?


- Josh Levine**
Global Marketing Manager, Google
- Benjamin Pick**
Lead Engineer at Google
- Henry Cain**
Professor of Technology and Innovation Policy, Toyota Motor North America
- Brian Burkhardt**
Paratransit Engineer at VA Assistive Technology Program
- Ben Salatin**
Paratransit Engineer at VA Assistive Technology Program
- Patricia Young**
Amputee Rehab Coordinator at



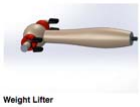
Flex Grabber
#10 9-10




The "GRAB CRAB" VA Challenge...




The Creative
#32 8-42



Weight Lifter
#1 9-6




Position Tracking / Gesture ...
#3 9-7



Assistive Accessories for GL...
#1 9-14

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Game Controller Adaptations for Differently-Abled Veterans


TAGS: Computer Science/Information Technology, Engineering/Design, Life Sciences, Public Good, Usability

AWARD: \$15,000 USD | DEADLINE: 8/27/15 | ACTIVE SOLVERS: 92 | POSTED: 7/28/15

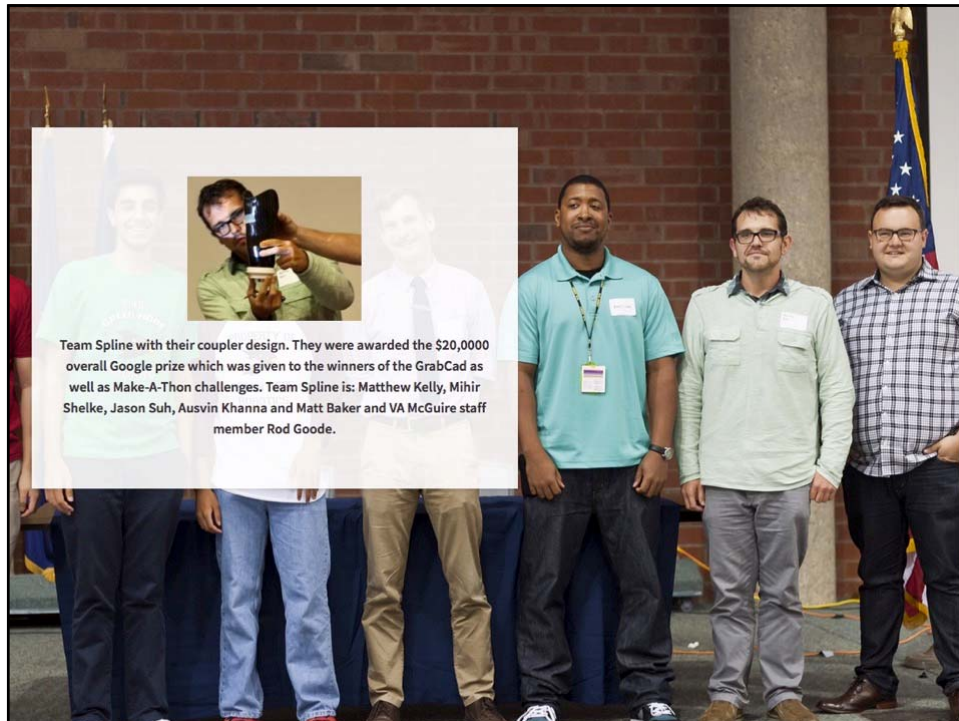
Many Veterans play video games as recreation and sometimes also for exercise. Unfortunately for some differently-abled Veterans, they cannot easily use motion tracking game controllers, such as the Wii controller, due to not being able to make the exact motions required by the game or press the correct buttons. Gaming is not only an important recreational activity for differently-abled Veterans, but it is also used during therapy sessions as well. The Seeker is looking for new ideas for adaptive game controllers that can work wirelessly, adapt to limited ranges of motion and limit multiple button pushing.


This is an Ideation Challenge with a guaranteed award for at least one submitted solution.


Source: InnoCentive Challenge ID: 9933769

Solver Map







 BAYES IMPACT


THE WHITE HOUSE
WASHINGTON

5 Cities. One Mission. Prevent Suicide

THANK YOU FOR PARTICIPATING!
VIEW PROJECT SUBMISSIONS BELOW.

[Keep Building at Bayes Hacks 2016](#)

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Project Submissions



Educating Primary Care Physicians
Sam Kirschner, Robert Sharp, And Belinda Chan At Grand Rounds



Online network surveys
Sean Taylor, Alex Lada, Carlos Duk, And Alex Poyashevich At Facebook



Developing a Model for Identifying and Reducing Risk in Veterans
Melissa Henry, Niten Kohli, Hugh Cassidy, And Ruchika Sarda At LeanTaaS



Roger: Peer Support for Veterans
Tim Wilson, Jennifer Blight, Leigh Varley, And Shishir Dash At Ginger.io



Visualizing Military Suicides by State
Jeff Quinn At Nuna Health



Content and design suggestions for the Veterans Crisis Line website
Britta Gustafson



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Developing innovations surrounding mild Traumatic Brain Injury + Post Traumatic Stress Disorder for our Nation's Veterans + their supporters

@VAInnovation
@DeptVetAffairs
@BoozAllen
@Galvanize
@CapitalFactory

#VABrainTrust

#VABrainTrust Hackathon Challenges

Challenge
1

Improve access to care for
Veterans faced with mTBI + PTSD

Challenge
2

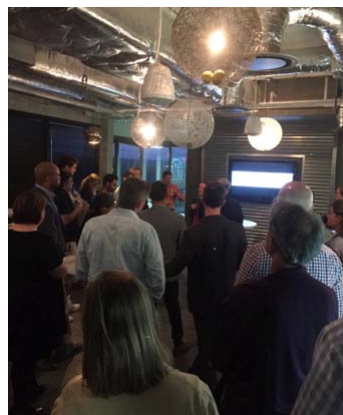
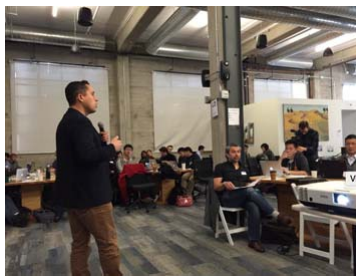
Identify opportunities for improved
diagnostics

Challenge
3

Develop improved experiences for
rehabilitation and community
reintegration

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Pitching to identify problems



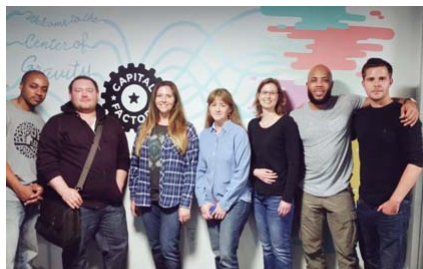
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The data jamming + “hacking”!



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The winners!



Ellen Lazaretti
@ELazaretti

Follow

We won DC bound! #TeamHome #wowza #VABrainTrust
#hackathon #CapitalFactory #VAInnovation #BoozAllen
#DeptVetAffairs
8:59 PM - 21 Feb 2016



Kate Butler
@mrskatebutler

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#VABrainTrust team pitches @twitter bots to help #vets with
#mtbi #ptsd @BoozAllen
7:24 PM - 21 Feb 2016

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April 20-21, 2016
Downtown Washington, DC
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To build upon the August 2015, VA Traumatic Brain Injury (TBI) State of the Art Research Conference, VA will host an inaugural Public-Private Partnership (P3) event focused on brain health (specifically mTBI and PTSD). Partnering with private sector, nonprofits, and professional and collegiate sports, the MyVA Strategic Partnerships Team in collaboration with the VA Center for Innovation aims to promote innovative dialogue among scientists, industry, clinicians, and the patients they serve (Veterans and caregivers).

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Contact me 😊

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