



Testing the
'Smoke Free' app
in
Early Intervention Services

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BACKGROUND

- People living with severe mental illness have a ~15-year gap in life expectancy
- A key contributing factor towards this is the high rates of smoking in people with mental illness
- Digital approaches (i.e smoking cessation apps) have been developed for the general population

BACKGROUND

Narrative Review

- Our narrative review examined whether smoking cessation apps could be effective for people with schizophrenia
- We found apps that improve motivation may be particularly beneficial for this population.

Aim: to determine the acceptability and feasibility of using the 'Smoke Free' app for Early Intervention Services (EIS) service users

METHOD

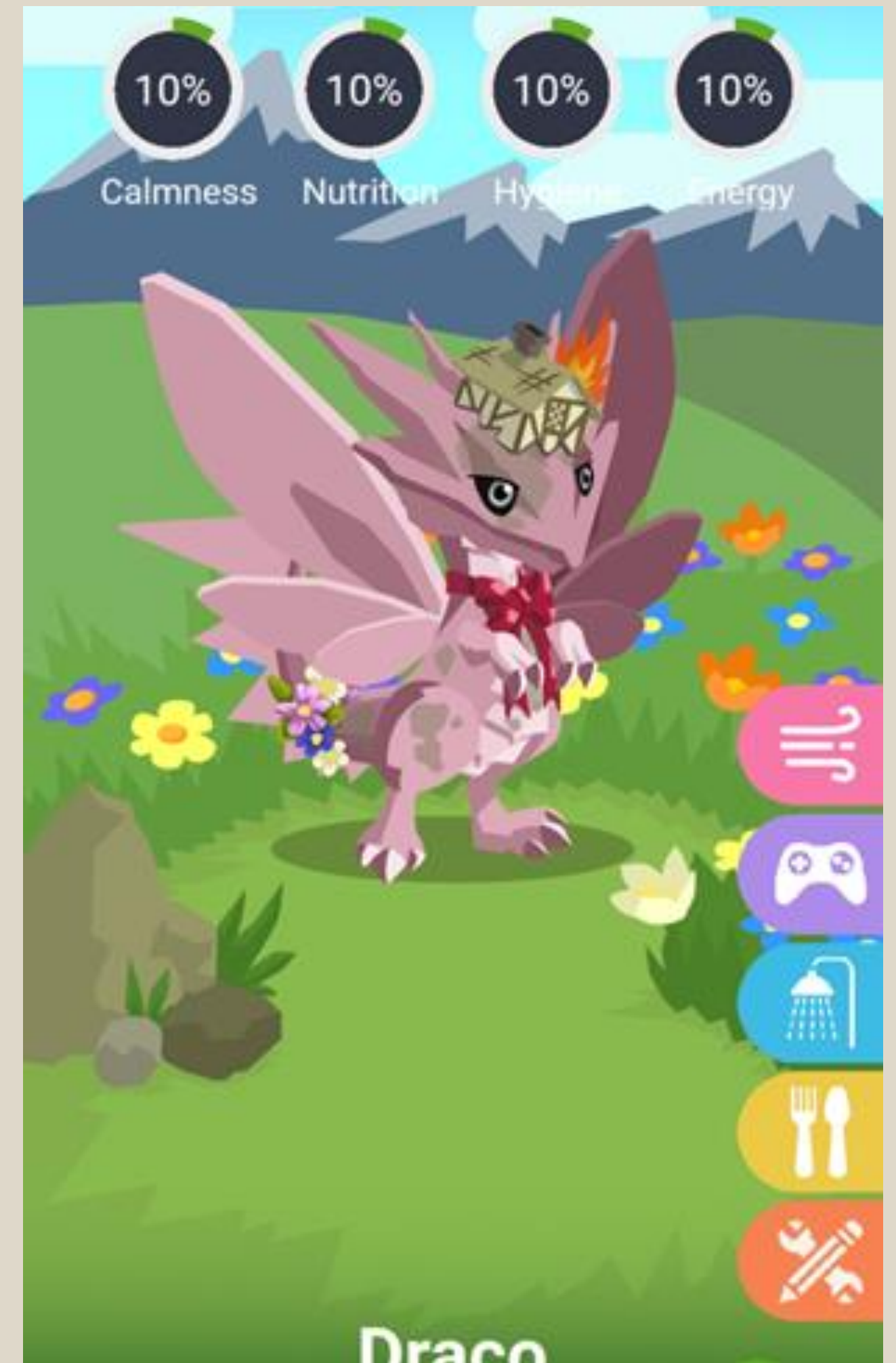
Feasibility study

- smoke free app was downloaded
- Participants used the app as desired over 6 weeks
- a questionnaire at enrolment and the 6-week follow-up was completed
- A sub-sample was interviewed

PARTICIPANTS

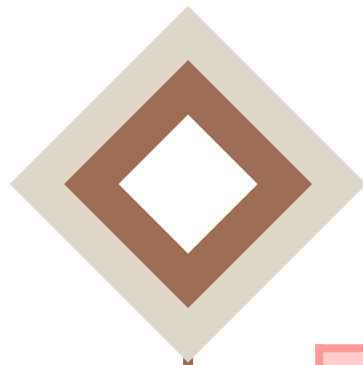
Aimed to recruit ~ 30 people who were:

- 18 – 35 years old
- Receiving treatment for a mental health condition
- Smoke ≥ 5 cigarettes a day
- Want to reduce smoking
- Excluded if on clozapine





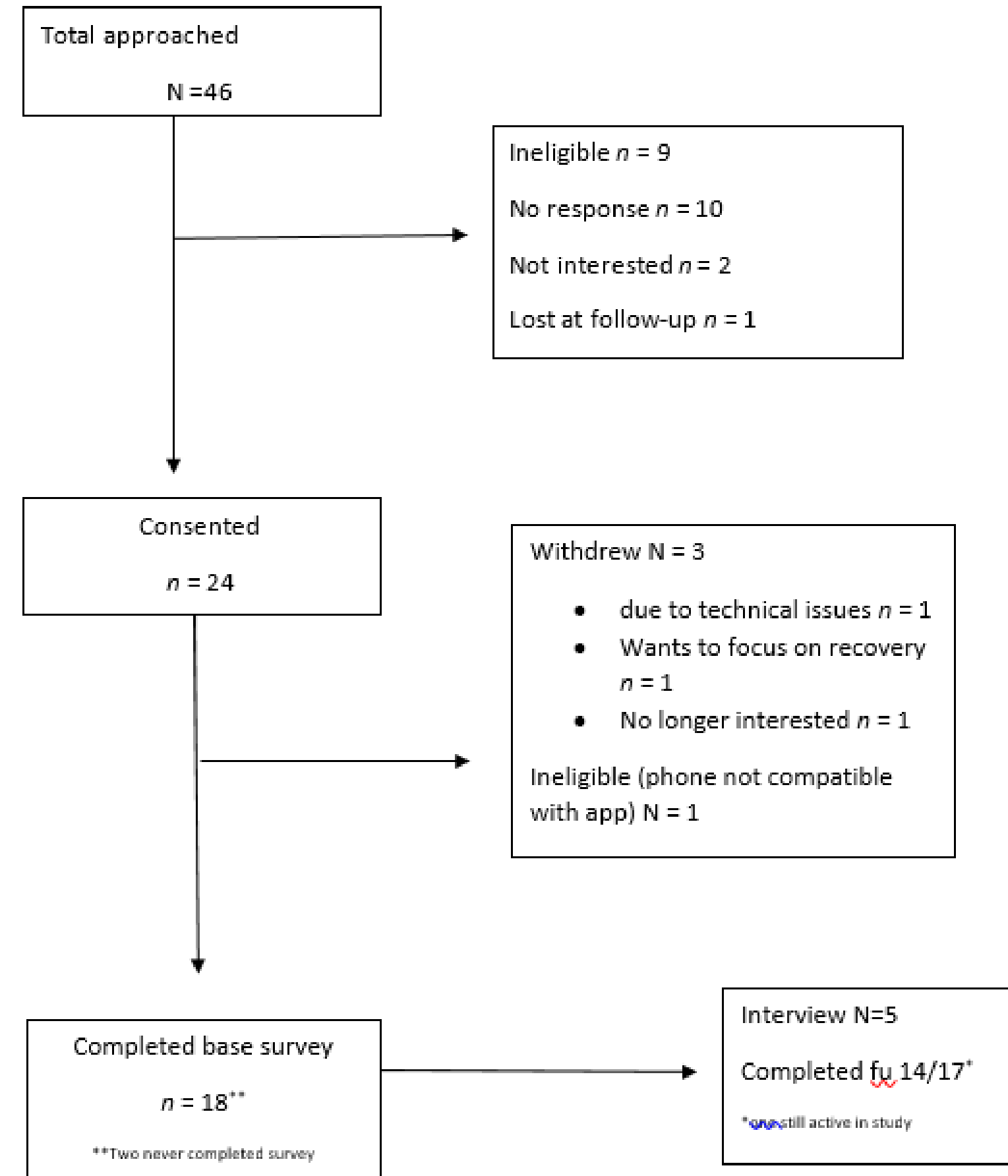
SMOKE FREE APP



RESULTS

Age mean (SD)	Male (%)	White British (%)
24.6 (3.83) years old	57.9%	94.7%

Diagnosis	(%)	Diagnosis	(%)
Depression	82.35%	PTSD	23.53%
Anxiety	76.47%	eating disorder	35.29%
Bipolar Disorder	11.76%	Personality disorder	29.41%
Psychosis	88.24%		



the only bad bits were because it is a quit smoking app, it's not, it doesn't say about cutting down (C01)

I uninstalled the app because it was taking up too much memory on this phone. (C21)

I didn't think much of it [data privacy] to be honest. Erm, I thought me data was safe anyway. 'cos there isn't much data on there, it's only your name and stuff like that on there (C21)

RESULTS

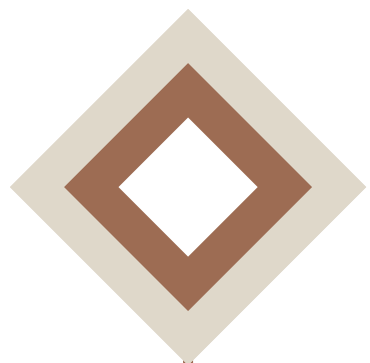
INTERVIEWS

I didn't wanna go on the live chat, erm, I didn't relate, I'm very unsociable and I've got social anxiety, so, even talking to someone by message, not seeing their face, can be a bit awkward for me (C16)

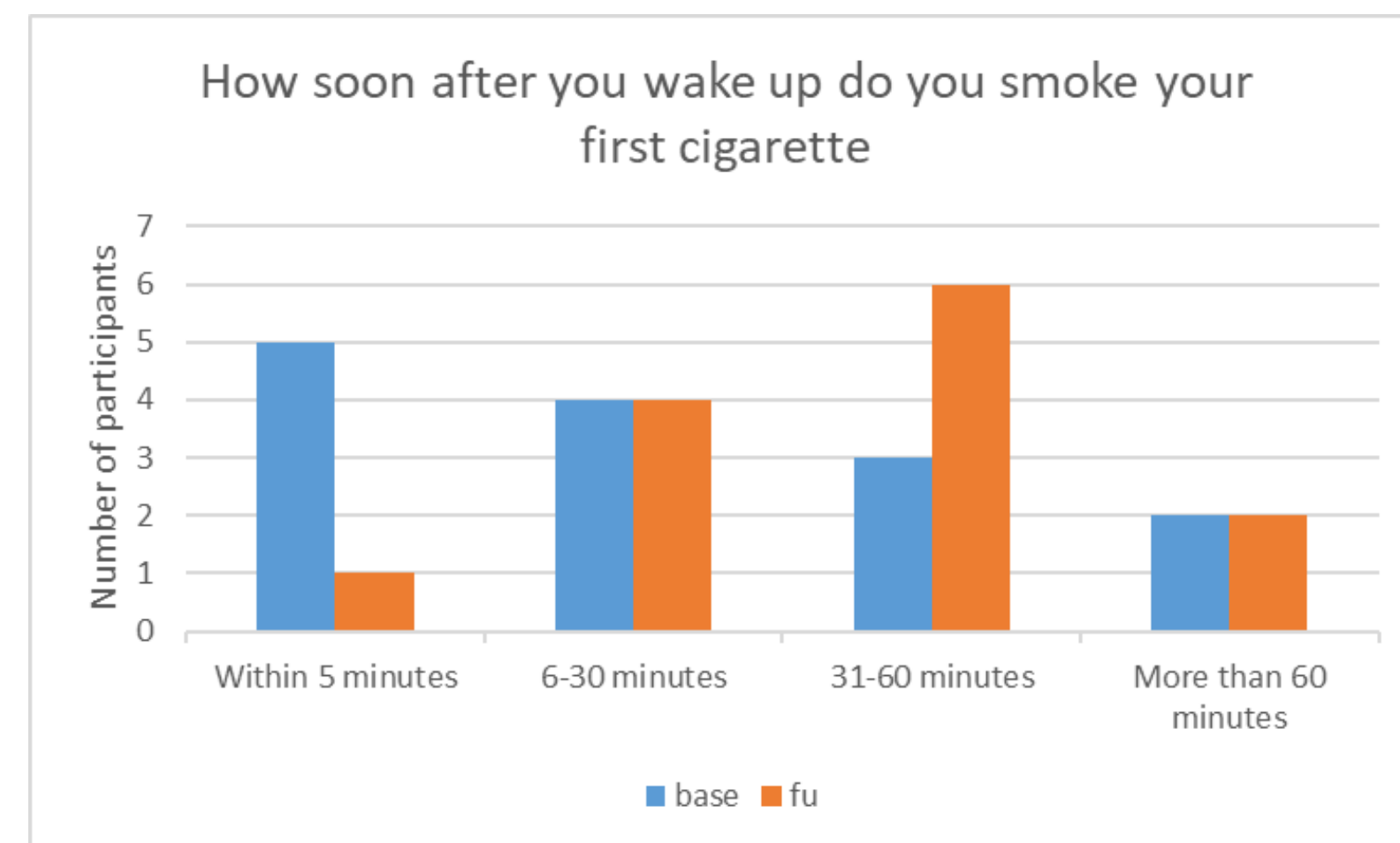
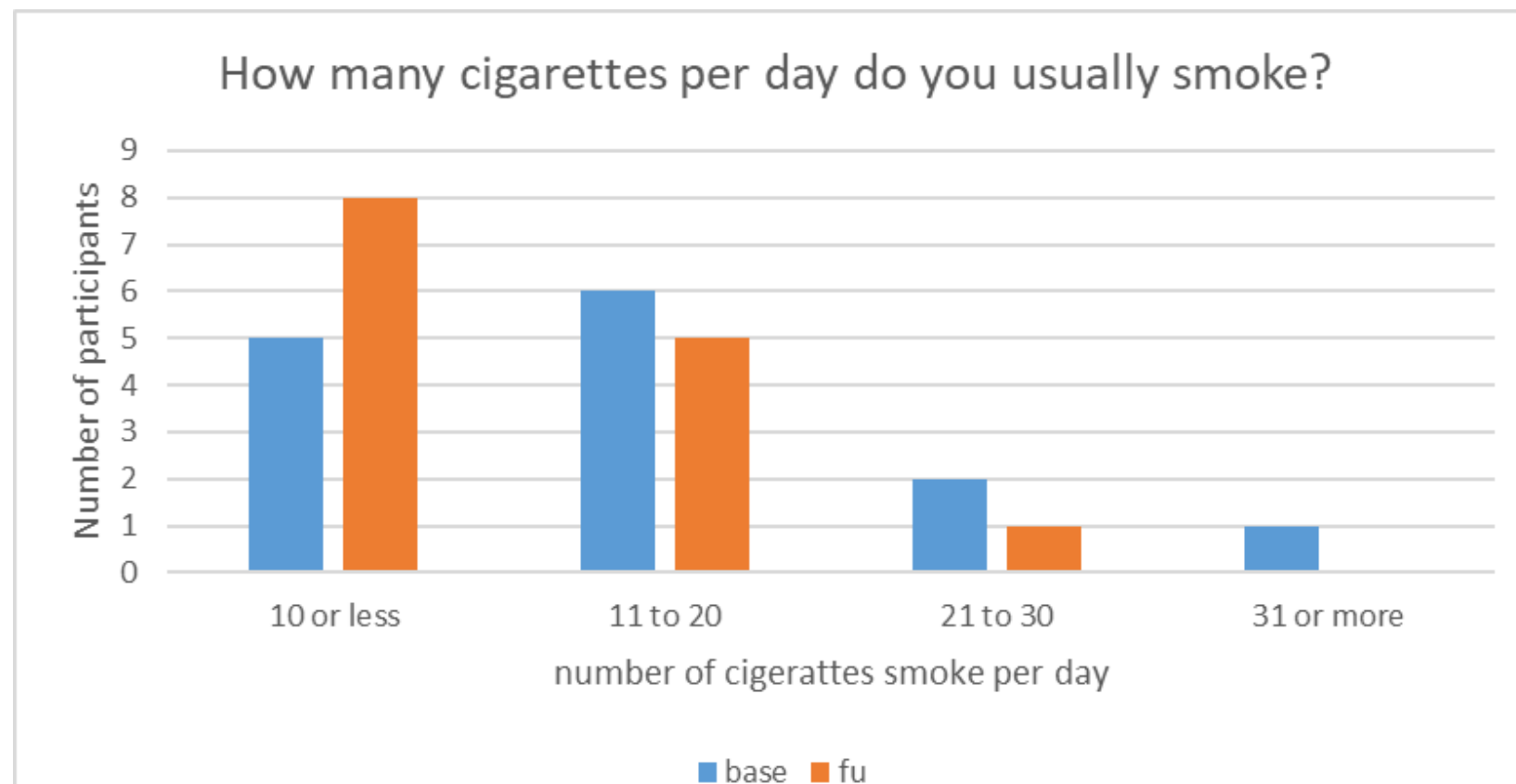
I liked the dragon 'cos it did remind me of Tamagotchi's. I thought it was a cool way to distract yourself and it made me wanna complete the path to get the stuff for the dragon (C01)

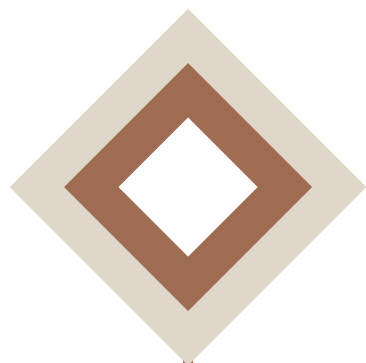
I don't think there's too much information [on the app]mat all,it's just like people with, early psychosis and things like that, over thinking, er then might think oh I need to go on it, be nice to just emphasise, look really don't worry, like you don't have to go on it, it's just there if you need it (C16)

[Other app used] usually you had to end up paying loads after like a free month or whatever, and, it just was more so, it wasn't very specific (C23)

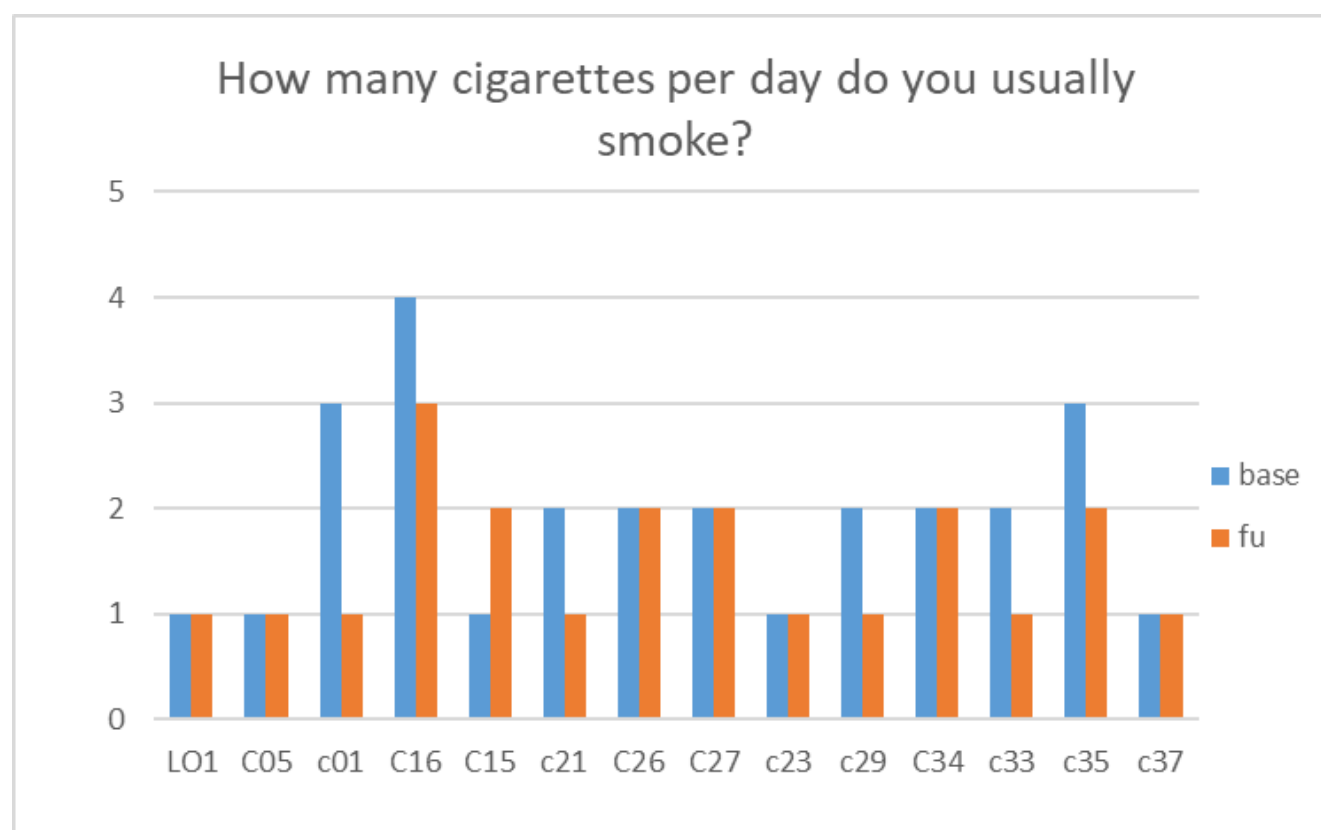


RESULTS

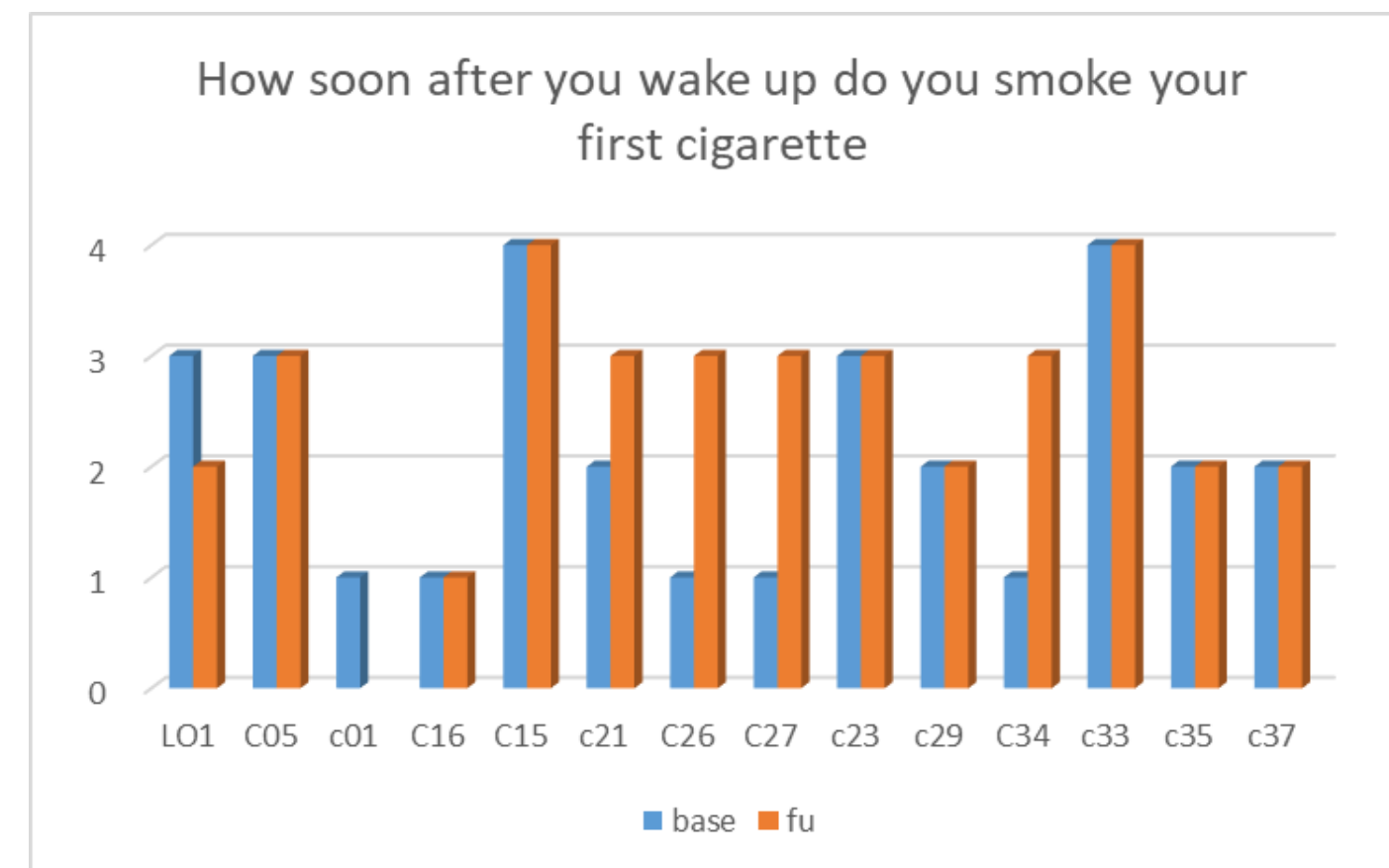




RESULTS



1 = 10 or more; 2= 11 to 20; 3=21 to 30; 4= 31 or more



1 = Within 5 minutes; 2 = 6-30 minutes
3= 31-60 minutes; 4= More than 60 minutes

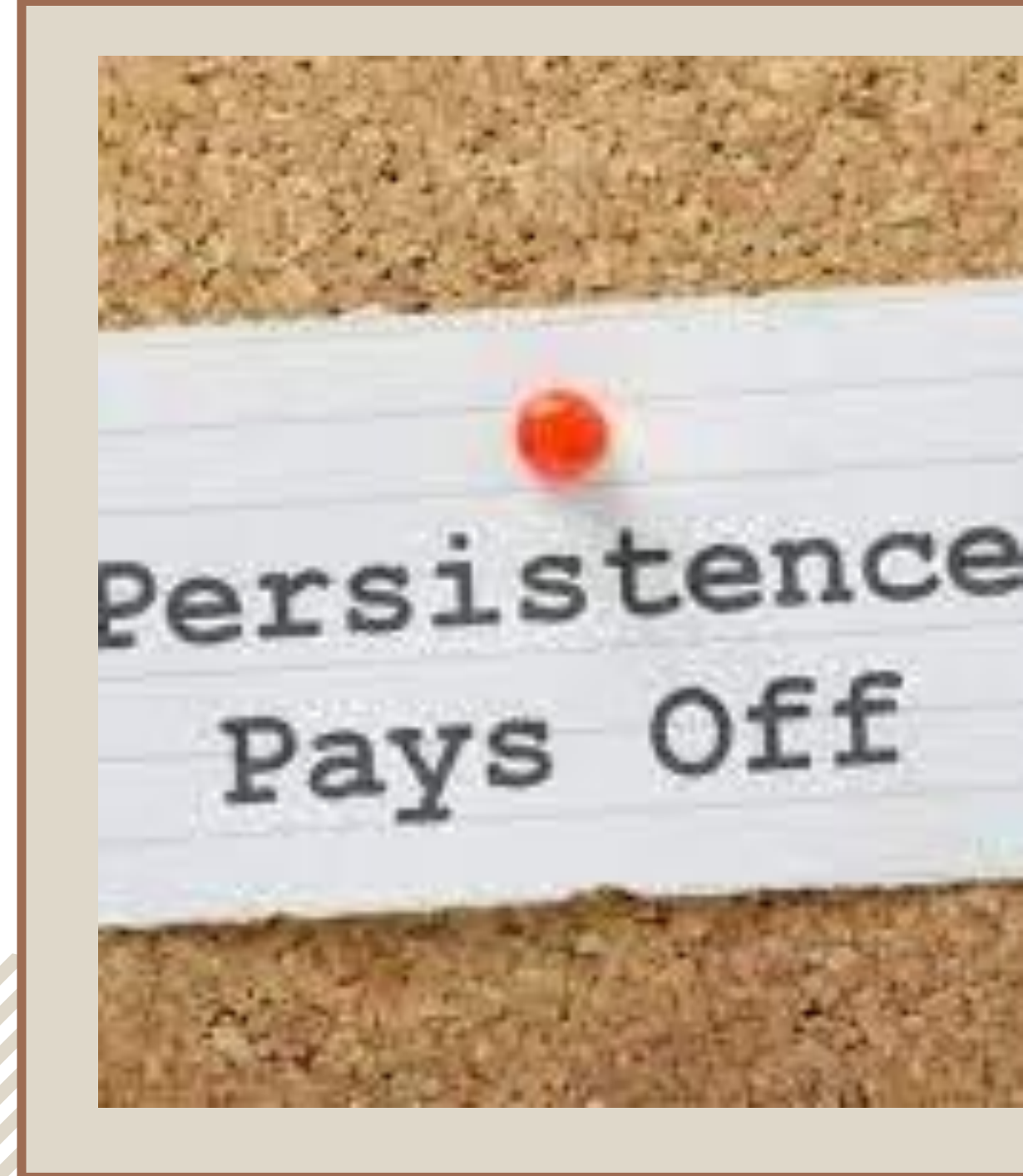
LESSONS & NEXT STEPS

Things we learnt from recruitment:

- Smoke less
- 3rd time is the charm
- Mix of participants with tech experience

Next steps:

- We will look at usage data from app and see which features they use
- From the review social support in real time was desired, but all the interviews have not participated in any of the social elements



**THANK YOU
FOR
LISTENING**

Questions?

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