GRIP ON BURNOUT NPCS | Guido Veldhuis, Heleen Wortelboer The innovation for life



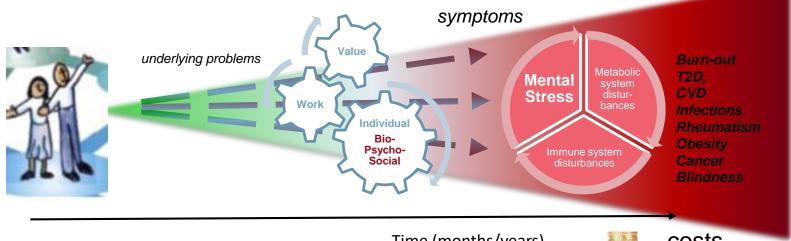
PROBLEM: CHRONIC LIFESTYLE-RELATED HEALTH PROBLEMS 70%

Example: Work-related Stress 1.000.000 individuals in NL

Cost Employers 1.800.000.000 EURO / year

Chronic stress re-inforce lifestyle-related health problems, increasing costs even more

pathology



Time (months/years)

costs

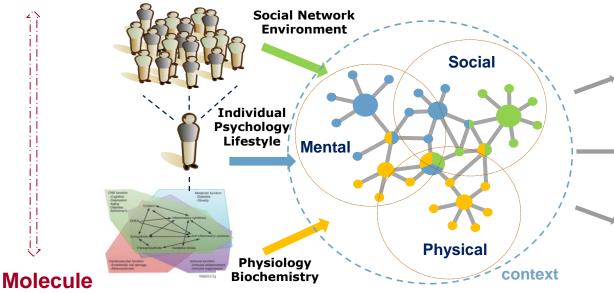
¹NEA Monitor Arbeid 2016 19 April 2018



HEALTH: A COMPLEX SYSTEM

CONTINUOUSLY CHANGING OVER TIME ...

Society





Effective behavioural & system change

Vitality & wellbeing

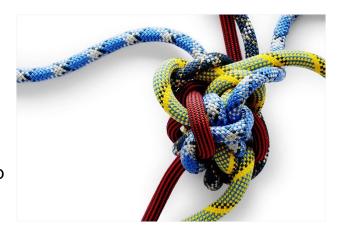
Effective prevention of chronic health problems



GRIP ON VITALITY

Problem: Despite multiple prevention programs, societal & lifestyle-related health problems remain, resulting in a continuous burden on societal costs.

Vision: Health and well-being are complex systems
A complex systems approach helps us to understand and get grip on solutions *prior* to real actions to identify the best-estimated strategy for sustainable results.

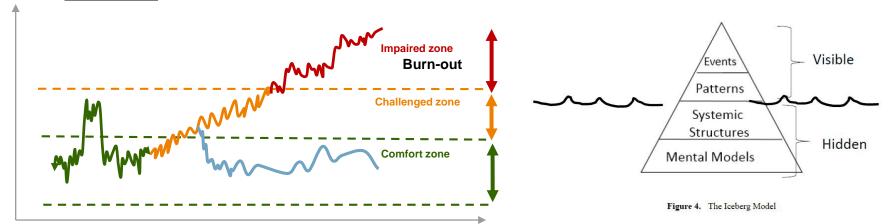


Why TNO: Multi-disciplinary Knowledge & Technology Work, Health, Sustainability, Business, Strategy, e-Health, Sensoring, Simulation, Serious Gaming & Complex Data Science



APPROACH

- Deepen our understanding of the system structure underlying burnout
 - System Dynamics modelling
- Transfer this understanding by personalized application
 - Workshops ('Graphs over time'), Plausible futures, Coaching
 - <u>Use model to let persons experience plausible future outcomes of their current/desired behaviour.</u>



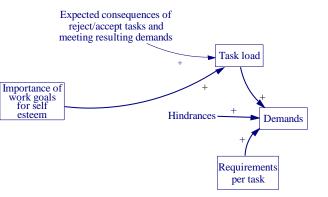


MODEL DEVELOPMENT

- Based on literature review
 - Extensive body of literature available
 - However, often only describes part of the problem
 - Cross sectional (does not describe emerges/dynamic behaviour)
- Burnout intervention Subject matter experts

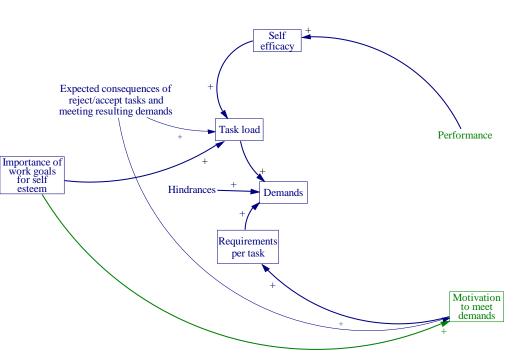
DEMANDS





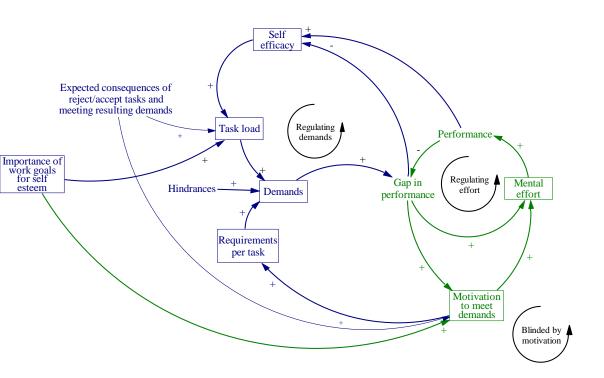
FORMING DEMANDS





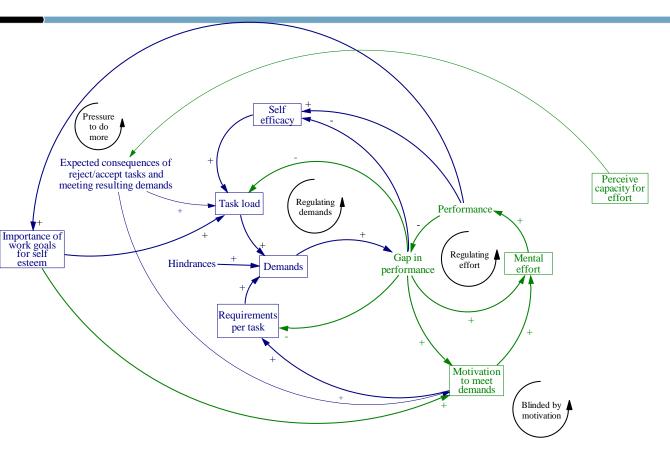
REGULATING EFFORT AND DEMAND





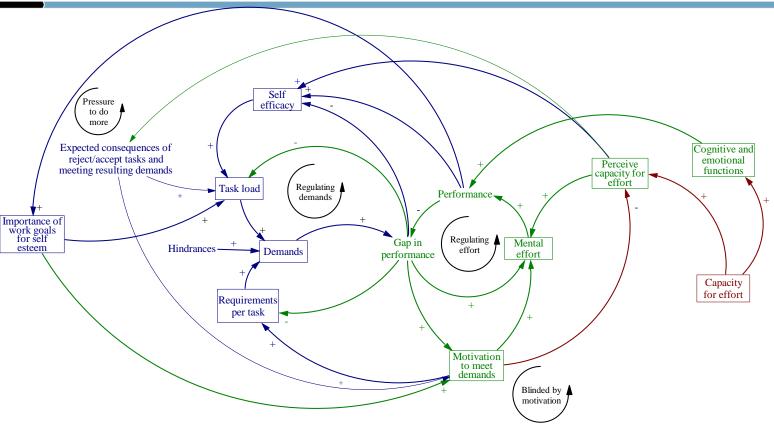
OUTCOME EFFECT ON FUTURE DEMANDS





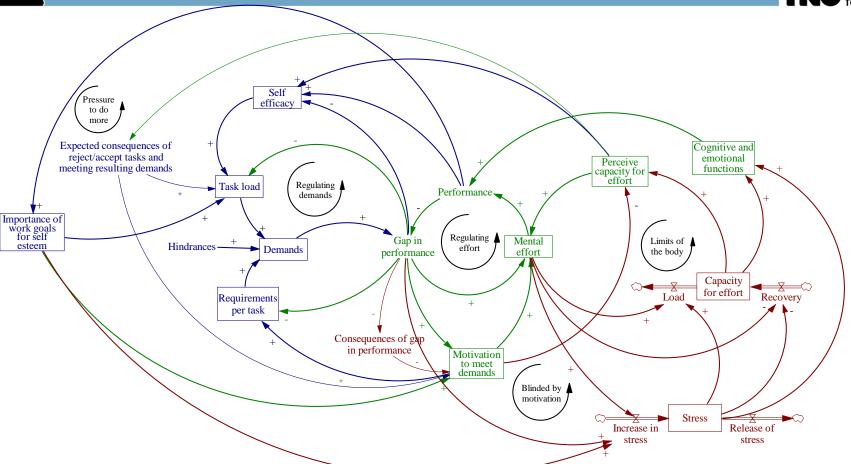
PERFORMANCE



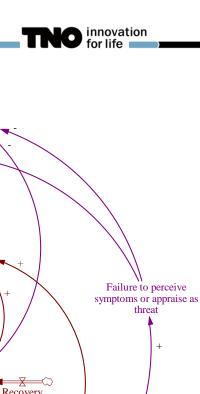


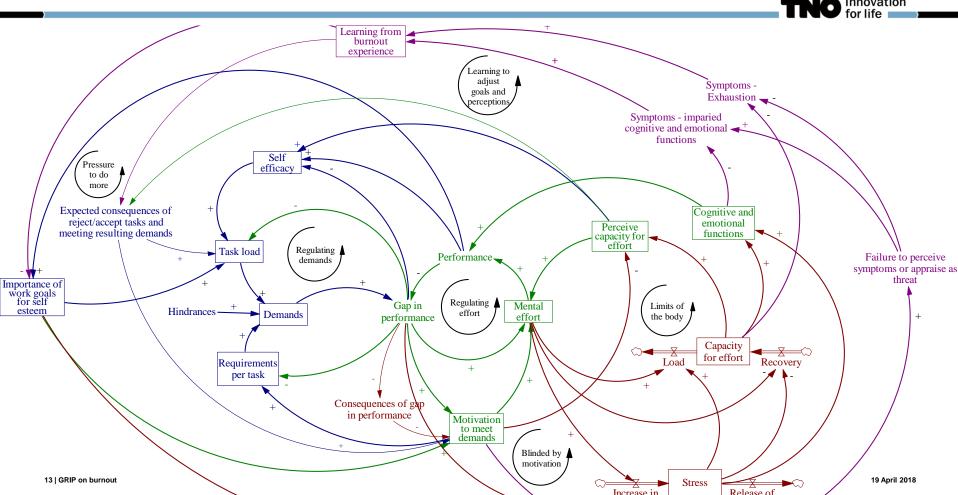
IMPACT ON MIND AND BODY



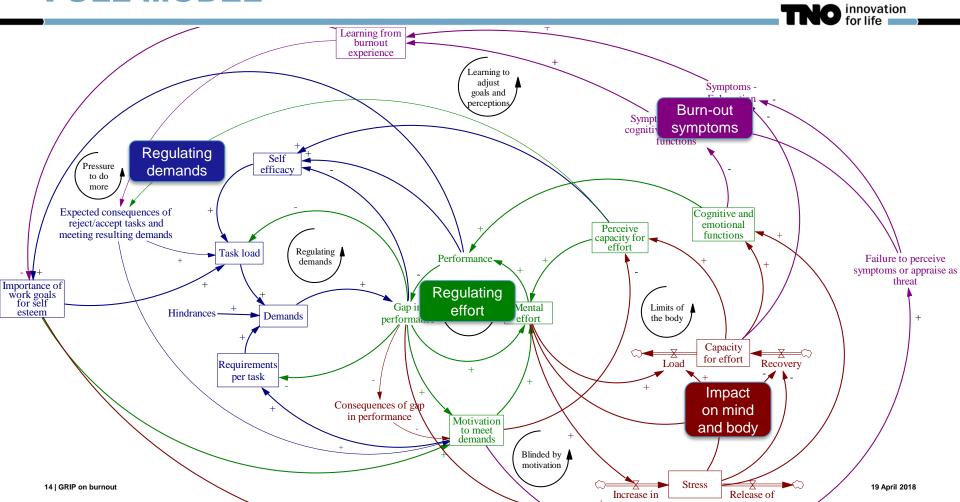


LEARNING AFTER A BURNOUT





FULL MODEL





QUANTITATIVE MODEL DEVELOPMENT

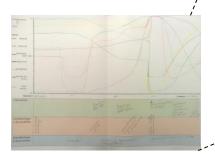
- Quest for data
 - Longitudinal studies are on the rise but limited in scope and measurement point
- Detailed case data is not available
 - Retrospective workshops
 -) Gather data
 - Validate model assumption based on cases

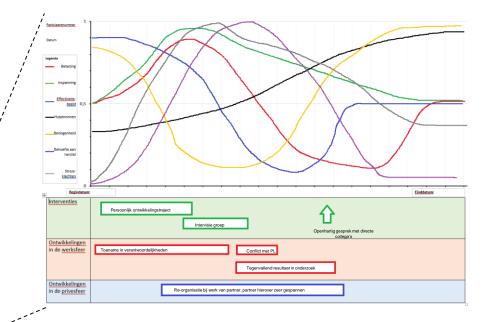


WORKSHOPS AND INTERVIEWS TO COLLECT SCENARIO DATA REAL LIFE DATA RESULTS

Draw and tell us your story

- A relevant period
- Indicate developments at work
- Indicate developments private situation
- Prepare graphs of various variables
- Describe factor and interventions
- In depth interview



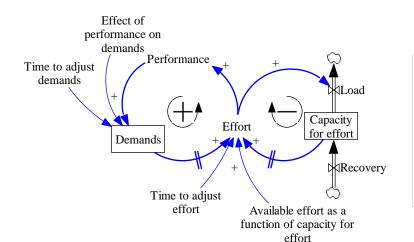


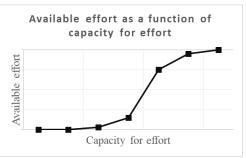
IMPLEMENTATION IN STOCK AND FLOW MODEL:

SMALL EXAMPLE

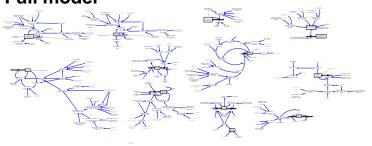


- Stock and flow model
- Continuous simulation
- Feedback rich
- Time delays
- Non-linear relations





Full model

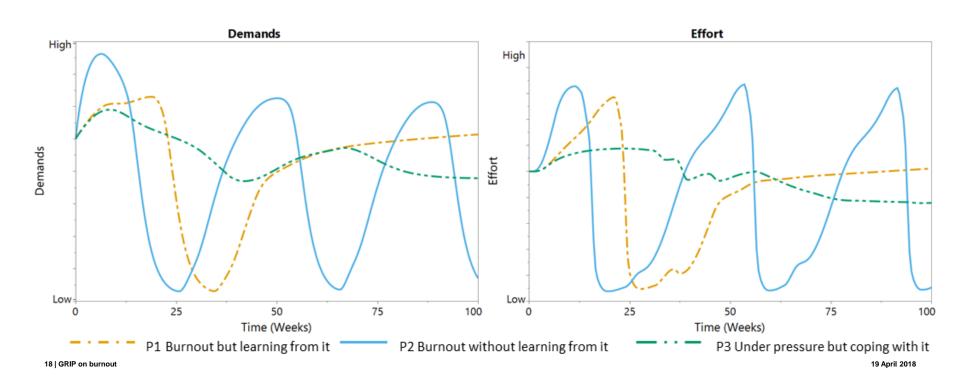


$$\begin{aligned} \textit{Capacity for effort}(t) &= \int\limits_{t_0}^t [\textit{Recovery} - \textit{Load}] ds + \textit{Capacity for effort}(t_0) \\ \textit{Demands}(t) &= \int\limits_{t_0}^t \left[\frac{\textit{Demands}(t_{-1}) - (\textit{Demands}(t) * \textit{Effect of performance on demands})}{\textit{Time to adjust demands}} \right] ds + \textit{Demands}(t_0) \end{aligned}$$

PERSONALIZED SIMULATION RESULTS



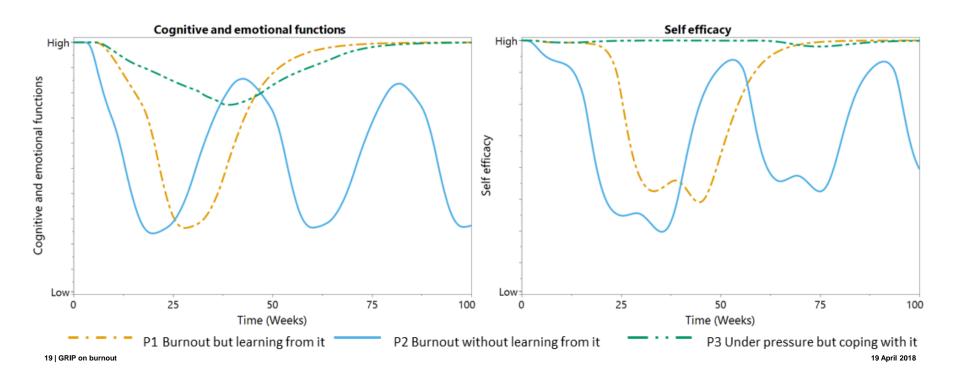
Person 1 Burnout but learning from it Person 2 Burnout without learning from it Person 3 Under pressure but coping with it



PERSONALIZED SIMULATION RESULTS



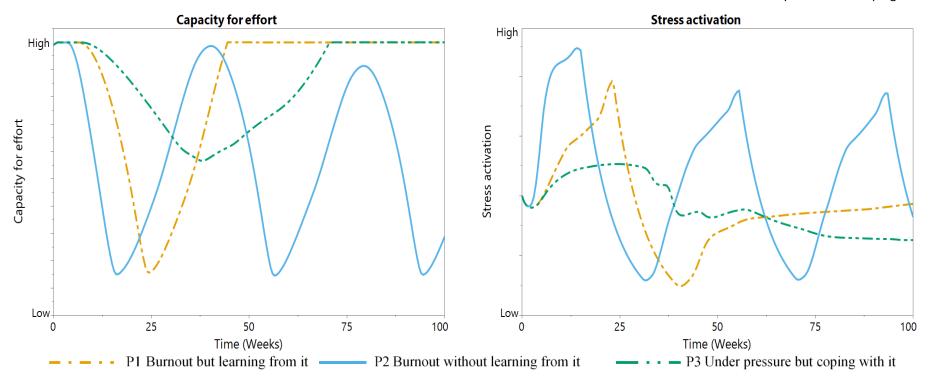
Person 1 Burnout but learning from it Person 2 Burnout without learning from it Person 3 Under pressure but coping with it



PERSONALIZED SIMULATION RESULTS



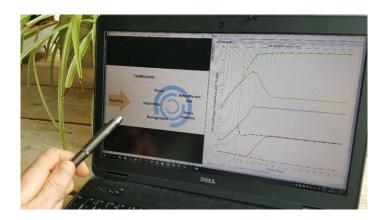
Person 1 Burnout but learning from it Person 2 Burnout without learning from it Person 3 Under pressure but coping with it





WRAP UP

- Proof of concept model developed
- Thinking in time, sketching graphs, proved to be a very usefull exercise to reflect on the burnout experience. In addition, it provided the much needed data.
- Way-ahead
 - Further model validation
 - Development of model interface (game?)
 - Introduction of model interface in intervention
- Public Private Partnership
 - > TNO
 - Deloitte
 - Zilveren Kruis



Deloitte.

