

Letter to the Editor

The Effectiveness of mHealth Apps in the Rehabilitation of Children with Attention-deficit Hyperactivity Disorder

Azadeh BASHIRI, *Marjan GHAZISAEEDI

Dept. of Health Information Management, School of Allied Medical Sciences, Tehran University of Medical Sciences, Tehran, Iran

*Corresponding Author: Email: a-bashiri@razi.tums.ac.ir

(Received 17 Mar 2017; accepted 09 Apr 2017)

Dear Editor-in-Chief

Regarding American Psychiatric Association, Attention-Deficit/Hyperactivity Disorder (ADHD) is one of the most common neurodevelopmental disorders in early childhood. The symptoms of ADHD include inattention, impulsivity, and hyperactivity. Such disorders lead to disruption in the educational, social and individual relationships areas and in other life aspects. Studies have highlighted the side effects of medications in the rehabilitation of individuals with ADHD and supported that many of children with ADHD despite pharmacological treatments experience cognitive dysfunctions (1,2). In recent years, growing interests in the use of mobile-Health applications in psychiatric and behavioral domains for delivering health care has combatted these issues. mHealth applications provide one of the best therapeutic strategies to improve the cognitive rehabilitation in the children with ADHD and enhance the quality of their life (3).

The goals of mHealth apps as one of the main subsets of e-health, are behavior change, education and diagnostic evaluations, collecting and reporting data, direct recording of health status, providing electronic decision supports, facilitating communication, planning and scheduling, alleviating the economic burden of diseases, enhancing the quality of health research and generally improving the effectiveness of healthcare services and health outcomes (4). mHealth apps on different platforms such as iOS and Android

with low cost or free access, provide attractive and multilingual programs or games to help the children with ADHD in the information and time management, creativity promotion, making informed decisions and doing tasks, improving their relationships and habits such as insomnia. In addition, their capability improves problematic areas such as working memory, attention, concentration, prioritization, impulsivity, organizational skill, social relationship and educational progress in the children with ADHD (5, 6). Table 1 shows mHealth apps in improving the rehabilitation of children with ADHD and highlights their functionality, cost, and operating system. By investigating different mHealth apps about the children with ADHD, we categorized them into "Art Apps", "Enhance Creativity Apps", "Focus, Memory, Attention and Less Distraction Apps", "Manage time Apps", "Manage Information Apps", "Sleep Apps", and "Social Success Apps". In 2016 the mHealth applications such as 30/30, Priority Matrix, Evernote, Dropbox, MindNode, MotivAider, EpicWin selected as the best apps in the rehabilitation of children with ADHD. The children with ADHD need to improve their relationships and behavior with the environment.

The interactive nature of mHealth apps along with their capability to be adapted and customized based on individuals' needs, leads in improving care, promoting rehabilitation and enhancing the quality of life.

Table 1: Different mHealth apps in the rehabilitation of children with ADHD

mHealthApps	Apps Name	Cost	OS	mHealthApps	Apps Name	Cost	OS
	Greatest Artists: Jigsaw	Free to	Android,		Todoist	Free to	iOS,
şç	Puzzle	\$4.99	iOS			\$29	Android,
147	How to Make Origam	Free	Android,		Listastic	\$2.99	iOS
Art Apps			iOS				
4.	Hair Salon: Kids	Free	Android,		Coach.me	Free	iOS,
	Games		iOS				Android
Enhance Creativ-	SimpleMind	Free to	iOS,	sdd	Finish	Free	iOS
ity Apps		\$5.99	Android	4,	2Do	\$44.99,	iOS,
				Manage time Apps		\$2.99	Android
	Freedom	Free to	Android	98r	TeuxDeux	Free	iOS
		\$2.42		anc			
	Rescue Time	Free to \$9	Android	\mathcal{N}	EpicWin	\$1.99	iOS
	Focus@Will	Free to	iOS,		Evemote	Free	iOS,
sdd		\$8.33	Android				Android
Focus, memory, attention and Less Distraction Apps	123 Tocken me	Free to	iOS		MIN TO GO	99 cent	iOS
tion:		\$9.99				_	
trac	MotivAider	\$1.99	iOS,		Priority Matrix	Free	iOS
Dis	0 171 5		Android			** 00	
. 335	CogniFit Day	Free	iOS		White Noise	\$1.99	iOS,
7/	F1	F.			D 1 361 1	T.	Android
anc	Elevate	Free	android,		Relax Melodies	Free	iOS,
ion	T	г.	iOS		D 01 1.1	#2 00	Android
'ent;	Lumosity	Free	android,		Deep Sleep with	\$2. 99	iOS,
atr	M. 1NI 1	0.00	iOS		Andrew Johnson	Г	Android
100%	Mind Node	9.99 Error	iOS		Pzizz Sleep To Bed	Free	iOS
nem	Brain Training: Focus	Free	Android	bs.		Free	iOS
8, %	Eidetic for Long-Term	Free	iOS	Skep Apps	Sleep Bot	Free	iOS
00.7	Memory Fit Brains Trainer	Free	iOS	(eep	Sleep Cycle	Free	iOS
I	iThoughts for Mind	11.99	iOS	27	Unstuck	Free	iOS,
	Mapping Mapping	11.55	103		Ulistuck	1100	Android
	Brain Yoga for Relax-		Android,		Sleep as Android	Free to	Android
	ing Brain Training		free		Sicep as midroid	\$2.99	maroid
	Evernote	Free to	iOS, An-		Chronos	Free	iOS,
	Eveniore	\$24.99	droid		Cilionos	1100	Android
sd	Mint	Free	iOS,		Podcast Players	Free to	iOS,
4	Willie	Ticc	Android		1 odeast 1 layers	\$3.99	Android
ion	Google Voice	Free	iOS,		How Would You	\$1.99,	iOS,
nati	Google Voice	1100	Android		Feel If	\$3.99	Android
Manage Information Apps	Boomerang for Gmail	free to	Android		Social Quest	\$21.99	iOS
, In	Boomermig for Office	\$4.99	111101010		goom Queen	Ψ=1.>>	100
nage	Dropbox	Free to	iOS,	Sd	Model Me Going	Free	iOS
Ma_{σ}	F	\$8.25	Android	Ap	Places		
7	IFTTT (If This Then	Free	iOS,	SS	Lets Be Social	\$19.99	iOS
	That)		Android	ခွသ			
5	30/30	Free	iOS	Social Success Apps	\$39.99	iOS	
1pp.	Priority Matrix	Free to	iOS,	ial	The Social Navi-	\$4.99	iOS
. J	•	\$8.25	Android	Soc	gator		
tim.	AutoSilent	\$2.99	iOS,		Touch and Leam	\$1.99	iOS
age			Android				
Manage time Apps	FreakyAlarm	\$1.99	iOS				
V	Wake N Shake	\$0.99	iOS				

www.SID.ir

Conflict of Interests

The authors declare that there is no conflict of interests.

References

- 1. Association AP (2013). Diagnostic and statistical manual of mental disorders (DSM-5®): Edited by American Psychiatric Association.
- Bashiri A, Ghazisaeedi M, Shahmoradi L (2017).
 The opportunities of virtual reality in the rehabilitation of children with attention deficit hyperactivity disorder: a literature review. Korean J Pediatr, 60(11):337-43.

- 3. Pandria N, Spachos D, Barnidis P (2015). The future of mobile health ADHD applications. Interactive Mobile Communication Technologies and Learning (IMCL), 2015 International Conference on IEEE.
- 4. Istepanian R, Laxminarayan S, Pattichis CS (2006). *M-health:* Springer.
- 5. Ben-Zeev D (2014). mHealth for dual diagnosis: Considering long-term implementation. *J Dual Diagn*, 10(1):30-1.
- 6. Liu C, Zhu Q, Holroyd KA, Seng EK (2011). Status and trends of mobile-health applications for iOS devices: A developer's perspective. *J Syst Softw*, 84(11):2022-33.