

A TOOL FOR CLINICIANS

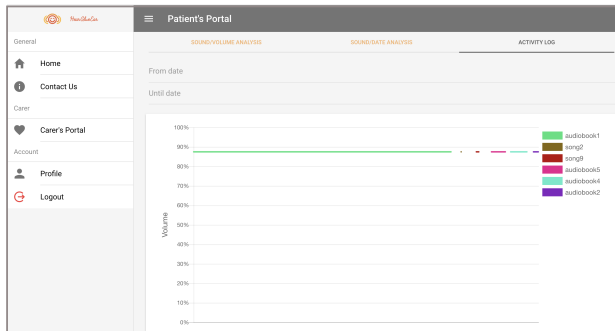
The learning activities in the Hear Glue Ear app record a number of metrics that can aid clinicians in understanding a patient's hearing needs.

The app's hearing screen (which is classified as a non-diagnostic medical device), is presented as an engaging game. It records changes over time in how a child responds, which can give a good measure of how their hearing may be fluctuating between clinic appointments.

How the child interacts with the audiobooks, songs and games also provides information about how their hearing loss may be affecting their auditory processing and development.

The data collected is presented in charts that are easy to interpret and access and can be used to assist with prioritisation of patient lists.

The app can help parents to feel reassured that they can provide their child's clinician with a more complete picture of how hearing loss is affecting their child.



Above: an example of the web interface that a healthcare provider would see when logged into the app's Patient Portal.



Hear Glue Ear

HEAR GLUE EAR

Providing resources for children with Otitis Media experiencing mild/moderate conductive hearing loss.

HEAR GLUE EAR

helps to address these barriers to learning and development:

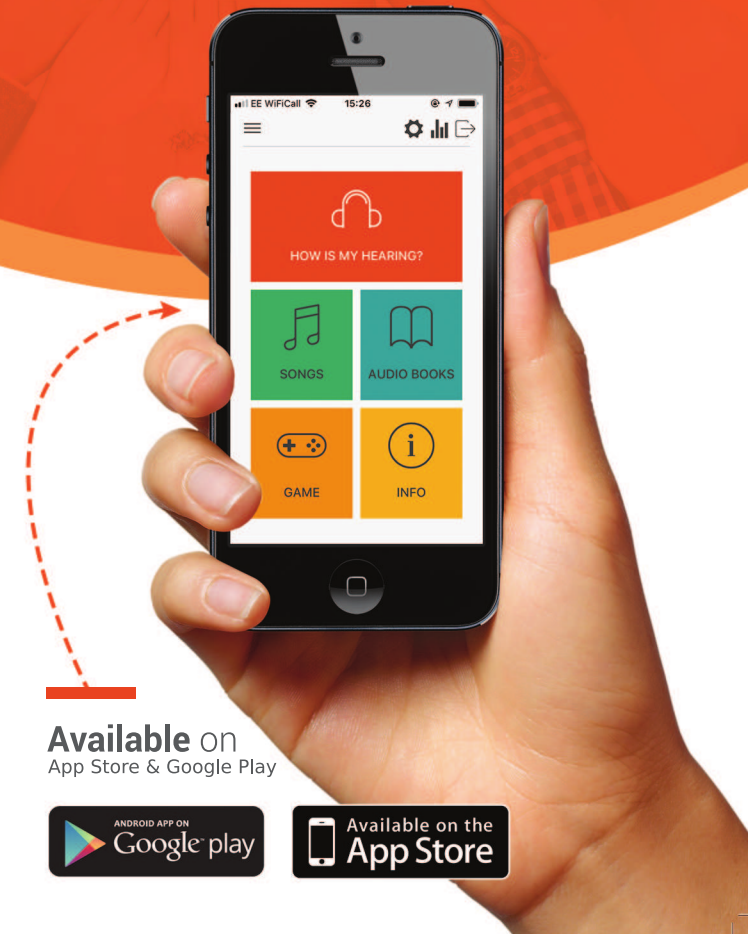
- Access to materials and resources specifically for children with hearing loss.
- Lack of parental understanding around ways to help development in children with hearing impairment.
- Not being able to identify when a child's hearing loss worsens between appointments.



Hear Glue Ear

GET IN TOUCH

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Available on
App Store & Google Play



THE HEAR GLUE EAR MOBILE APP is one element of the Hear Glue Ear resources for supporting learning and development in children with Glue Ear. The resources also include information, studies and specially-developed hearing devices.

The app includes:



AUDIOBOOKS

The audiobooks are designed to improve listening skills, taking into consideration the types of speech and language difficulties that children with hearing loss may face. Each book is beautifully illustrated and narrated, and the child is asked a series of questions at the end to determine their understanding of the story.



GAMES

The games are designed to encourage listening and auditory processing, including distinguishing rhyming words and following instructions. The games have different levels of difficulty to allow children to progress and to keep the content age-appropriate. Key performance indicators for the games will be measured and these may be accessed by the child's clinician.



HEARING SCREEN

The Hearing Screen is presented as a fun game that a child can play regularly. It will gauge whether their hearing is improving or getting worse. Parents and clinicians will be able to see how stable a child's hearing is, and whether appointments are required more regularly.



PARENTAL INFORMATION

The app provides up-to-date information on a range of subjects related to hearing loss in children. These include explaining diagnoses, strategies for helping a child with their development, and how hearing loss can be accompanied by other issues (such as behavioural difficulties).



Hear Glue Ear



Both children have glue ear. They are both wearing bone conduction headsets. The first child's headset is connected to a microphone (worn by their parent) while they read a book. The second child has a headset connected wirelessly to an iPad/tablet to play games that encourage developmental skills.

