

## The Lived Experience of Wearable Diabetes Technology for Adolescents with Type 1 Diabetes and Caregivers

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Research project informed by an Advisory Phase with adolescents and caregivers:

'So we can't wait until all of us are adults, we haven't got time for that' (Research Advisor, age 11) 'It's really important for teenagers or children to have their voices heard about what they think and about how their experience with diabetes has been' (Research Advisor, age 12)

#### **Type 1 Diabetes**

Autoimmune
chronic disease
that occurs when the
body stops producing
insulin, an essential
hormone that controls
the glucose in the
blood.

Around
400 000 people in
the UK have Type 1
Diabetes;
29 000 are
children and
adolescents.

UK is situated
within the top five
countries affected and
the incidence of Type 1
Diabetes is increasing
by 4% each year
(JDRF,2021).

Daily insulin
administration and
blood glucose
monitoring are
necessary to maintain
health and avoid
diabetes
complications.
Accord

diabetes
management leads to
complications such as
eye and kidney damage,
with an increased risk
for cardiovascular
disease, stroke and
mortality.
Adolescents find the
process more

challenging and

distressing

(NPDA, 2020)

Inadeauate

This project aims to explore:

realities of adolescents.

adolescents and caregivers.

**Project Aims** 

1. The phenomenon of wearable diabetes technology lived

2. Value emerging from this experience and how it leaves

adolescents 'better off' or 'worse off' (Grönroos, 2008).

within the social, embodied, spatial and temporal

3. The role of wearable diabetes technology for

### Wearable Diabetes Technology (WDT)

WDT such as insulin pumps and continuous glucose monitors augment treatment, improve outcomes and reduce the burden of diabetes (Allen and Gupta, 2019). WDT has predominantly been examined in areas such as clinical health and technological design.

A service marketing and public management perspective could provide insights into how value emerges from the customer's situated realities.

#### **Value in experience**

Value is a top marketing priority and key metric for success (Vargo and Lusch,2004; Grönroos, 2008; Osborne,2017). Exploring value in experience involves looking at the experience lived within the customers' world in relation to time, space, people and their body.

#### References:

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# DIABETES

Image Credit: Diabetes Research and Wellness Foundation

#### **Methods**

Data collection was informed by the Advisory Phase of this project. Twenty adolescents and ten caregivers will be invited to choose between:

- online semi-structure interviews
- written diaries.



#### **Implications**

- Inform strategic planning with implications for theory, policy and practice.
- Advise healthcare providers on how to offer optimised service that aligns with the goals and needs of adolescents and caregivers.