



# The Fourth Industrial Revolution.

*Is the UK healthcare system ready?*

David Docherty

CEO National Centre for Universities and Business



# Setting the scene:

## National Centre for Universities and Business

### AMBITION

Working to make the UK the best place in the world to do university-business collaboration

### REMIT

Increasing the volume, quality and intensity of university-business collaboration across the UK

### FOCUS

Driving more innovation and effective graduate talent development through collaboration

### TOOLKIT

Unique high level business leadership network, digital brokerage and guidance, high quality success stories, independent research and analysis, collaborative change management programmes

### SUPPORT

120 corporates and universities, and UK-wide funding from the four higher education funding councils, research councils and Innovate UK



# The Digital Healthcare & Healthy Living Task Force

In response to the growing challenges, The National Centre of Universities and Business established a task force to review and make recommendations on potential methods by which government, employers, businesses and universities and integrate and collaborate to maximise the benefit to the UK of this emerging ecosystem.



**Professor Sir Leszek Borysiewicz**



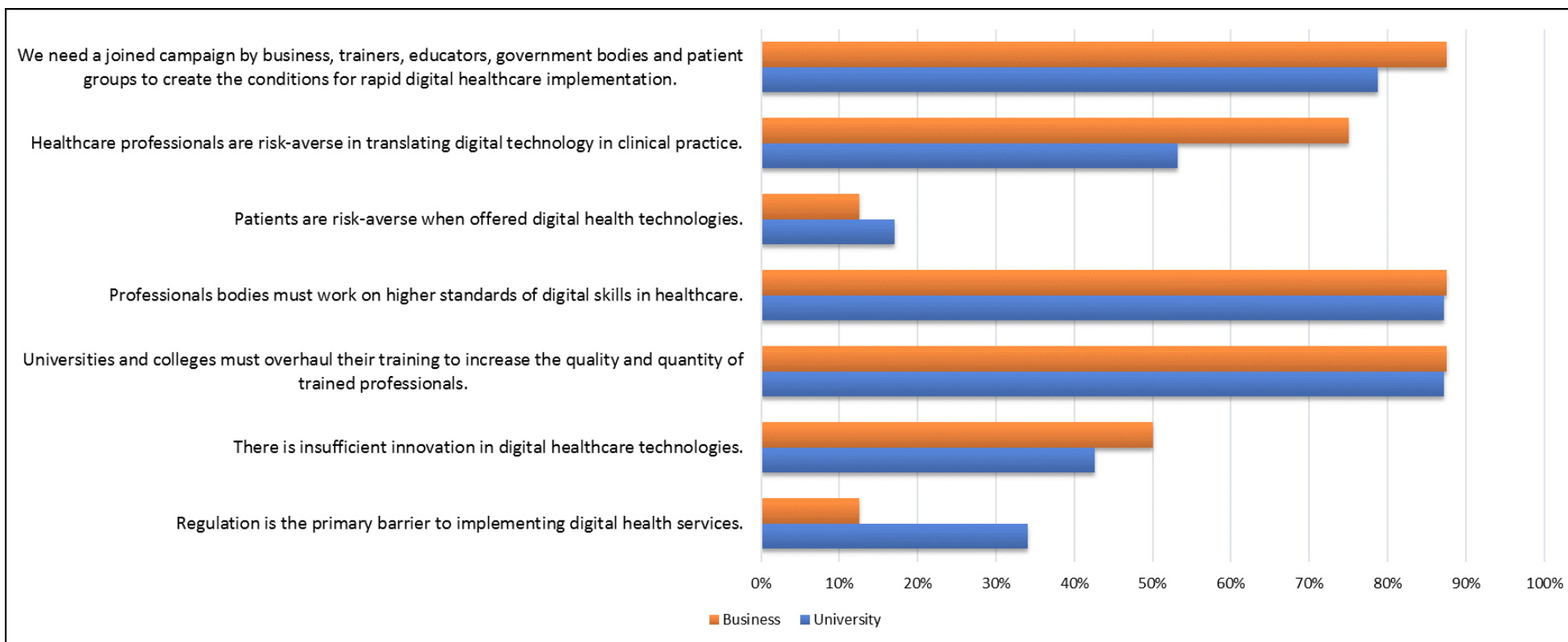
**John Jeans**



**Beverley Bryant**

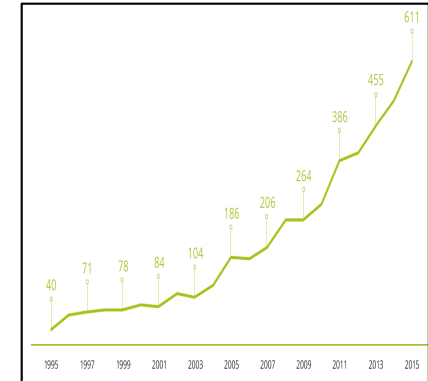
## Co-Chairs



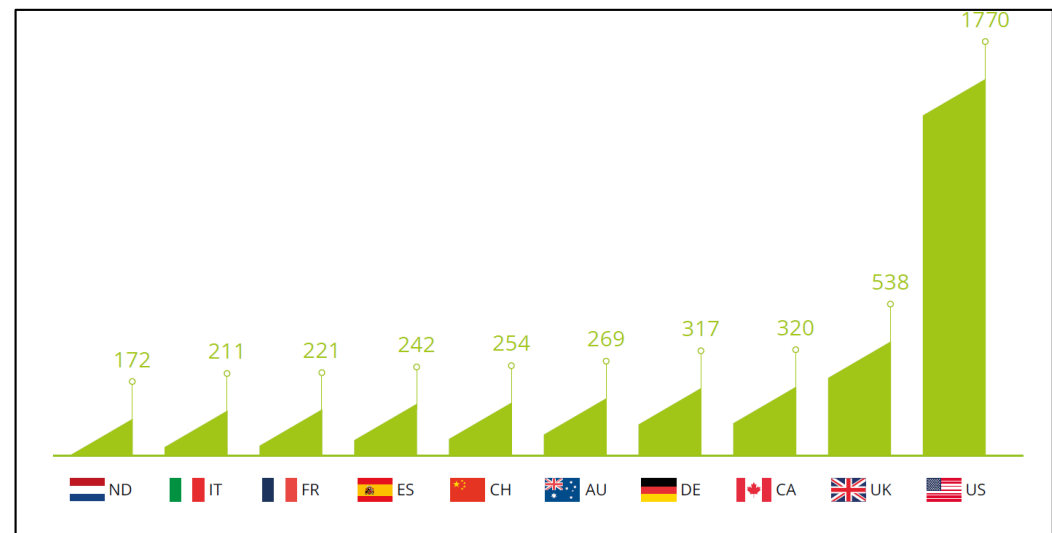


# More than a game?


- Digital therapies have demonstrated clinical benefit.
- The UK is number 2 globally in the use of digital games for mental health.
- There is a serious digital therapy skills gap in the NHS that will undermine its delivery in mental healthcare
- There are significant market opportunities for healthcare and tech firms in the UK, but global competition is moving at a greater speed.



Academic publications reviewing the use of digital games for mental health by year.



Academic publications reviewing the use of digital games for mental health by country and territory.




Serious gaming and interactive technologies must be integrated into the training and development of the next generation of HCPs.

DOH, NHS, Innovate UK should work with the interactive media trade associations to establish a standing network of therapeutic specialists and commercial developers.

UKRI should fund a multi-disciplinary programme on serious games for mental healthcare.

More than a game?  
Recommendations



## Is there a skills challenge impeding change?

- Although health professionals may be digitally mature, the system itself remains relatively naïve;
  - 16% of organisations ensures adequate resources are available for technology implementation and change management.
  - 18% of trusts provide healthcare professionals with digital access to all relevant diagnostic test results and images for patients under their care, including those undertaken by other local providers.
  - 30% of patient flow is tracked digitally in real-time across all departments and sites to identify bottlenecks and delays.





## Conclusions

How do we create a campaign to drive digital health skills into the system?

How can we mobilise the 'digital natives' and use their innate understanding of technology to drive change in a 'digital immature' system?

How do we manage risk and failure in a complex healthcare system?

How can we ensure that UK businesses & university collaboration thrive in the next generation of healthcare provision?

