DELIVERING ON THE PROMISE OF DIGITAL **3** • **0**

DIGITAL INSPIRATION & TRENDS

(AND A LITTLE BIT OF COMMISSIONING)

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Context: 28b

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the only digital development company working exclusively with pharmaceutical communications and marketing agencies to help them win, develop, implement and manage their clients' digital business.

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Context: 28b

twenty**eight**b in numbers

5 years development experience

16 healthcare apps 20 client agencies 1 Nintendo 64

25 digital sales aids5 frameworks3 mobile platforms

15 Apple devices I pro-gamer 26 years Pharma comms experience

5 developers 3 chairs 4 published games 6 standing desks

8 managed apple accounts for clients 30,000 downloads

lowner 0 excuses

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Context: 28b

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Objectives for today

- I) Review commissioning process and agree next steps
- 2) Stimulate discussion with a few inspirational examples of digital application
- 3) Highlight some important digital trends



Discussing Digital

Digital business

Digital delivery

Digital offering

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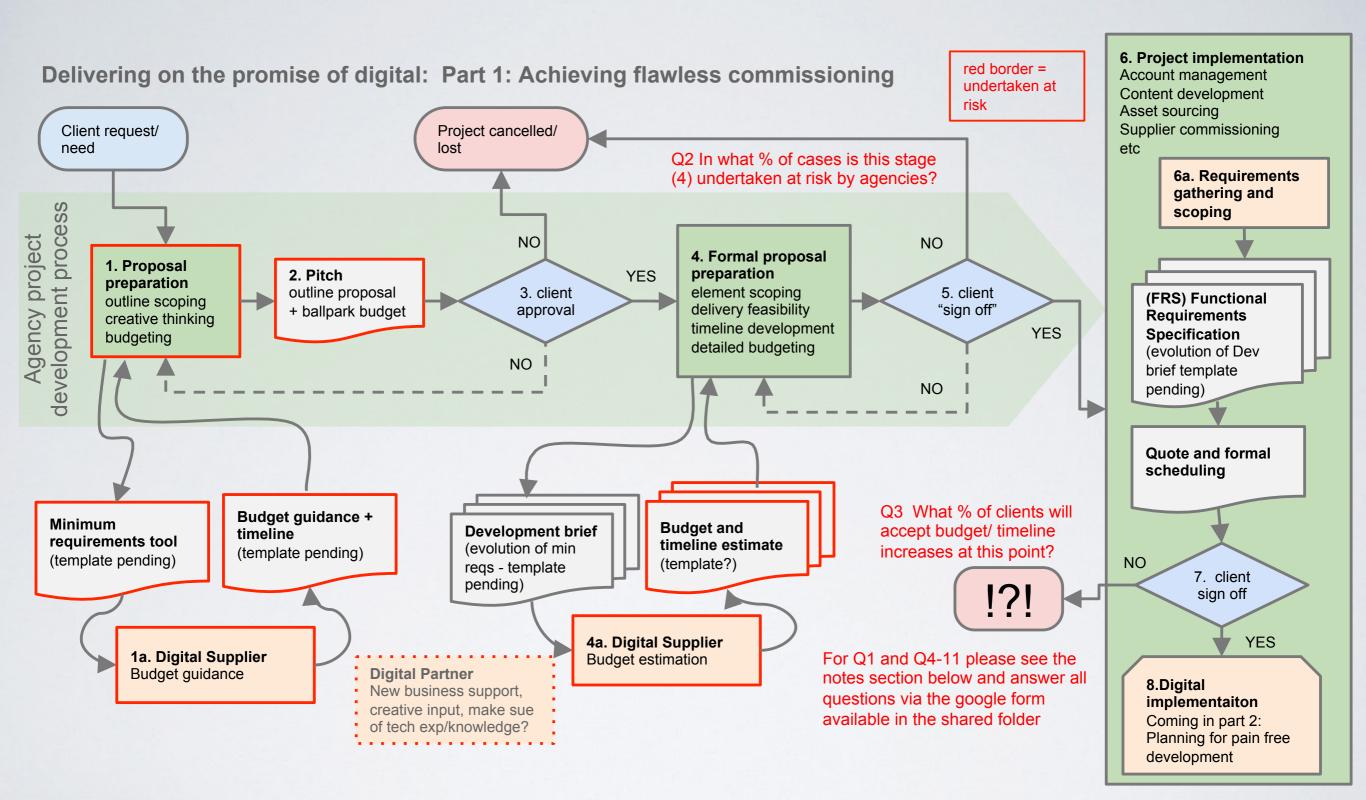
Discussing Digital

Digital delivery

Invest in a commissioning process Invest in a development partner Invest in experience Communicate openly and often Google Apps for Work Be Proud of what you produce Expect excellence Develop a house style e.g Google Material Design Enjoy it

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Improvements

although we may need this level of detail our clients probably need something simpler

think the terminology 'FRS' too technical and could be a deterrent for some clients

we need to include examples of the risks and implications of not investing in the 'FRS' etc if we are going to ask client to invest in them then we need more detail on what an 'FRS' is and what is involved in 'requirements gathering'

we need to illustrate the magnitude of the difference between stage 1 and stage 4 - the FRS

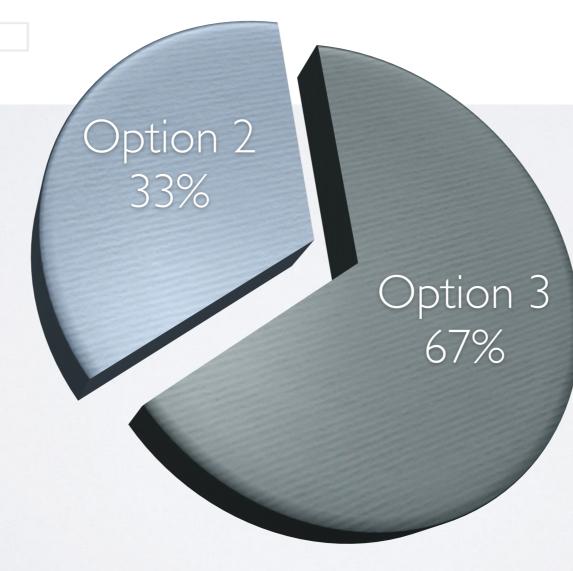


Communications

Q4 How do we address the risk of a quote > estimate/ballpark or there being a significant late stage project revision due to viability issues?

- Option 1: Ensure client understand the need for and will pay for scoping and FRS at earlier stage 4 (see flow chart)
- Option 2: Educate client so is aware of the risk and happy and prepared to manage the consequences
- Option 3: Bit of both

Other:



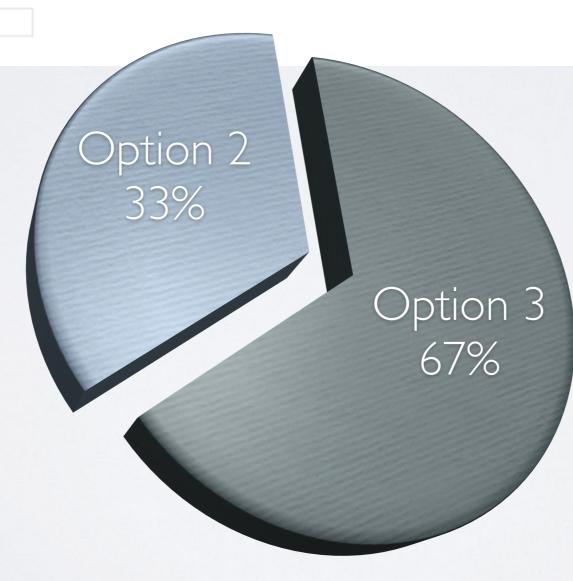
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Communications

Other:

Q5. Who is best place to communicate the messaging around this?

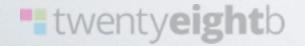
- Option 1: It is an individual agency's responsibility to educate their own clients
- Option 2: Agency/Digital working group could try to educate industry across the board
- Option 3: Agency/Digital/Pharma working group industry education will only work if there is pharma co in-house representation



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Next steps

- 1) Implement improvements (28b)
- Produce template briefing documents (based on first real project 28b + other?)
- 3) Virtual working group/outreach activities?



Inspiration

etimes, being your own searst critic is not enough

Believe in your failing self. Stay up all night. Work outside of your f habits. Know when to f speak up. g collaborate. Don't f procrastinate. Get over your finite self. Keep f α function. A computer is a Lite-Brite for bad f ideas. Find function everywhere. F g network. Educate your feeling, client. Trust your feeling, gut. Ask for failing help. Make it f sustainable. Question function everything. Have a function concept. Learn to take some criticism. Make me ferring care. Use fucking spell check. Do your f research. Sketch more f g ideas. The problem contains the function solution. Think about all the feature possibilities.

Good fucking design advice

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Brian Builge + Jason Bacher

Gamification

• Fitness monitoring is leading the way in wearables, data reporting and gamification

Gamification is the use of game thinking and game mechanics in non-game contexts to engage users in solving problems and increase users' self-control, positive behaviour, and contributions.

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SONY

Gamification

• Fitness monitoring is leading the way in wearables, data reporting and gamification

Wearables are clothing and accessories incorporating computer and advanced electronic technologies

> **10** 35

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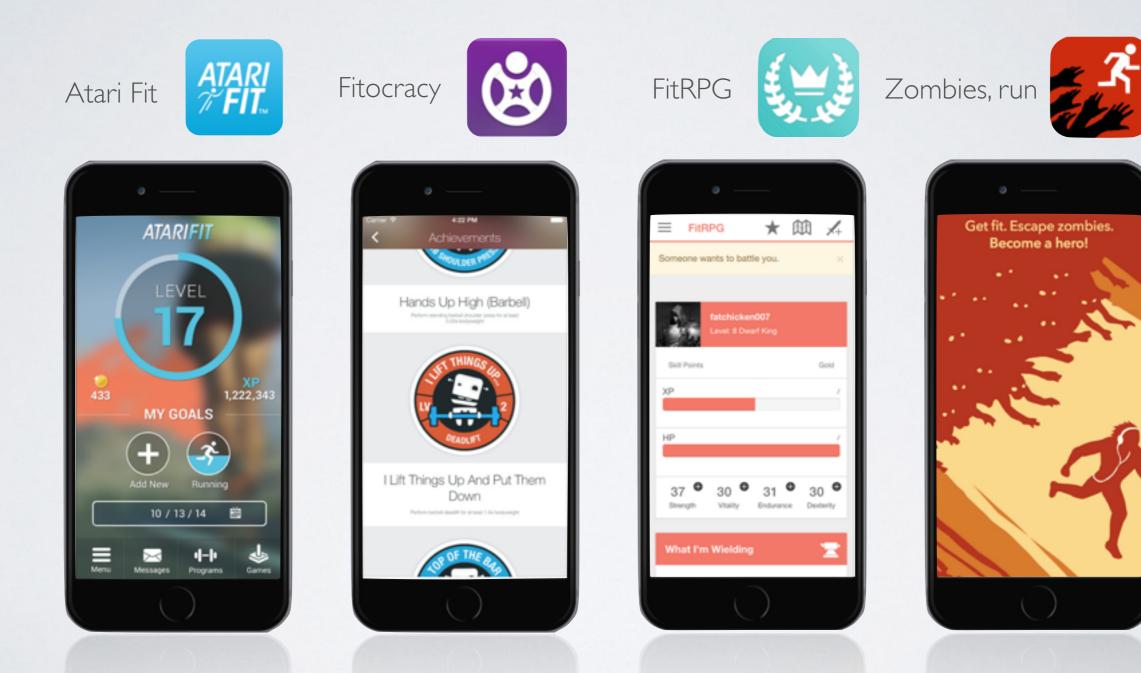
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Steps goal reached

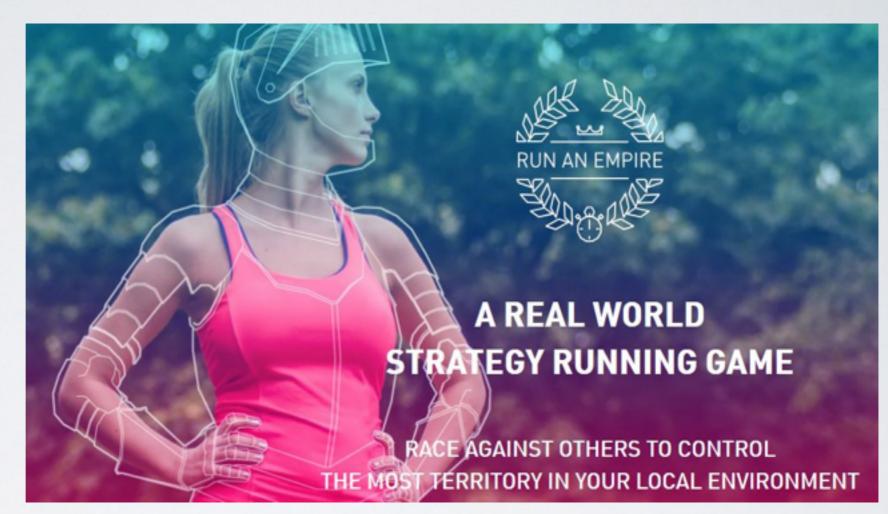
Gamification - fitness

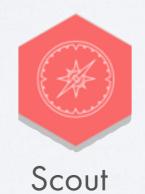
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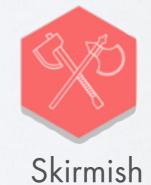


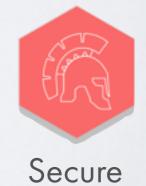
Gamification - fitness













Gamification - productivity and behavioural change



Gamification - games as games



- Client wanted a game to engage HCPs at an event
- Their product's USP was fewer D2D interactions than the competition
- Limited time and budget
- Needs to be easy to pick up and play to engage distracted congress attendees



1.5 million apps on the Apple App Store with 100,000,000,000 downloads



I.6 million apps on the Apple App Store with 50,000,000,000 downloads

So we looked for popular, simple mobile games that might support there USP?

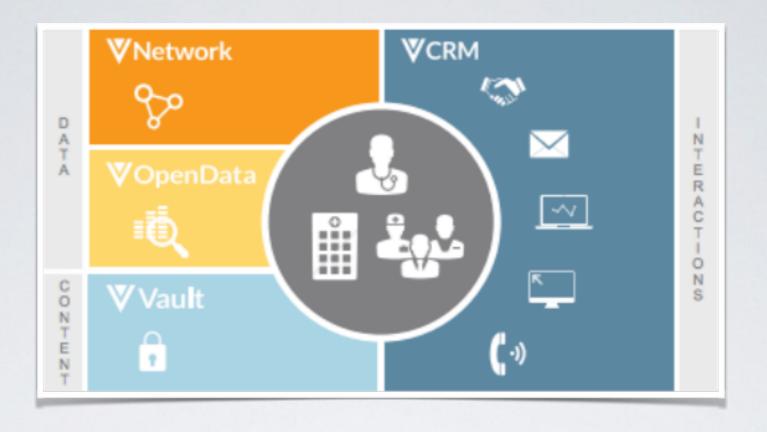
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Cloud based CLM/CRM/CM



Closing the loop for Pharma







VEEVA VAULT

Content Management

The first cloud-based content management system built specifically for the life sciences.



VEEVA CRM

Customer Relationship Management

Cloud-based solutions to reach your customers on any channel, any time.



VEEVA NETWORK

Customer Master

The global, single-instance customer master solution in the cloud.



VEEVA OPENDATA

Customer Data

A new approach to customer data that's open, easy, and global.



TABLE 1

Top Life Science Vendors, 2015

Q. Which vendors are you most likely to spend money with during 2015?

Ranking	Hardware	Share (%)	Software	Share (%)	IT Services	Share (%)
1	Dell	51	Oracle	31	Accenture	15
2	Apple	39	SAP	23	Cognizant	8
3	IBM	35	Veeva	19	PwC	7
4	EMC	20	Mediena	15	IBM	5
5	Cisco	19	SAS	13	IMS	4
6	Oracle	16	Microsoft	13	TCS	4
7	Intel	12	Dassault	11	HCL	3
8	Siemens	10	Apple	10	Wipro	3

n = 112

Source: IDC Health Insights' Leading Indicators in Life Science IT Spending Survey, 1Q15



Veeva

Abbvie Abbott Accera Actelion Advanced Clinical Alkermes Amgen Astellas AstraZeneca BTG Bayer BD Biogen Boehringer Ingelheim CMIC Cardinal Health Conatus Daiichi-Sankyo Depomed Dyax Eisai Ferrer

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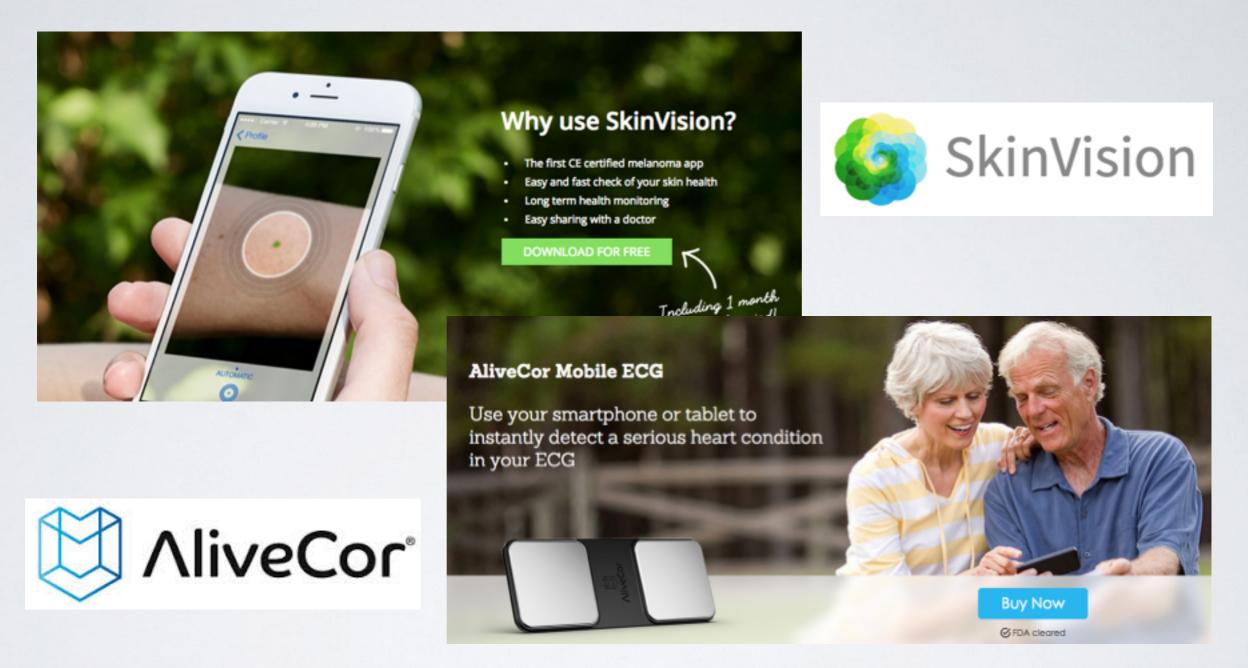
GenomeDx Grunenthal IDDI Insmed Intermune Intercept Pharmaceuticals lpsen inVentiv Health Keryx Kythera Leo Lundbeck medac pharma Medicines 360 Merck Merz mundipharma natera Nestle Novartis Otsuka PDI Pfizer Pharco Corp Pharma Start Proton pharma

Questcor Retrophin Salix Pharmaceuticals Shire sigma-tau sobi Spectrum Takeda Touch Point (Publicis) United Therapeutics valeritas Validus Vital Therapies



Agnitio Abbott Allergan Amgen Grunenthal Takeda Bayer Roche Lundbeck

Mobile health is **not** being driven by pharma



but by start-ups, academia and technology companies

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Accentures Big Five health technology trends (2015)

- "Intelligent Enterprise," or a focus on data to help improve clinical outcomes
- "Internet of Me," or personalised medicine
- "Outcome Economy," or a system focused on "delivering results," in part through increased data accessibility
- "Platform (R)evolution," or the increasing prevalence of mobile and cloud platforms that focus on interoperability
- "Workforce Reimagined," or the emergence and implementation of new machine technologies

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Google's New Moonshot Project: the Human Body Baseline Study

- Healthy not disease focussed research
- Will collect hundreds of different samples using a wide variety of new diagnostic tools.
- Google will then use its massive computing power to find patterns, or "biomarkers," buried in the information.
- The aim is that these biomarkers can be used by medical researchers to detect/predict any disease earlier and more accurately



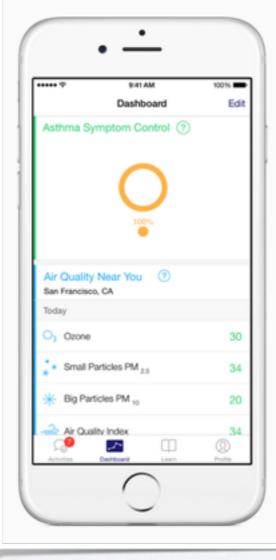
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Apple ResearchKit



Helping asthma sufferers breathe more easily.

Mount Sinai, Weill Cornell Medical College and LifeMap developed their Asthma Health app to gain greater insight into triggers for the disease. It helps participants self-manage their asthma by avoiding areas where air quality could worsen symptoms. And since the study tracks symptom patterns in individuals, researchers hope to discover new ways to personalise treatment.

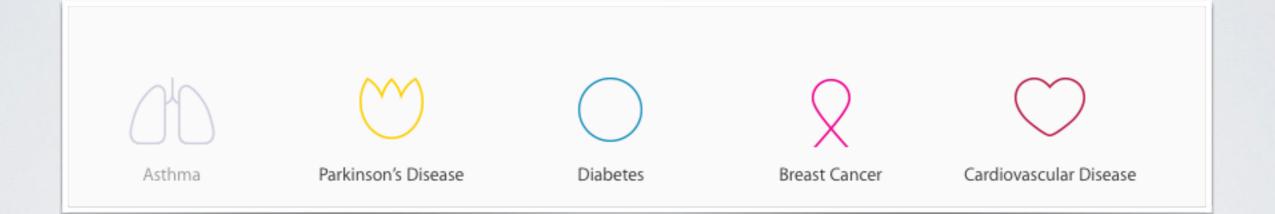


Asthma Health Mount Sinai, Weill Cornell Medical College and LifeMap View in the US App Store' >

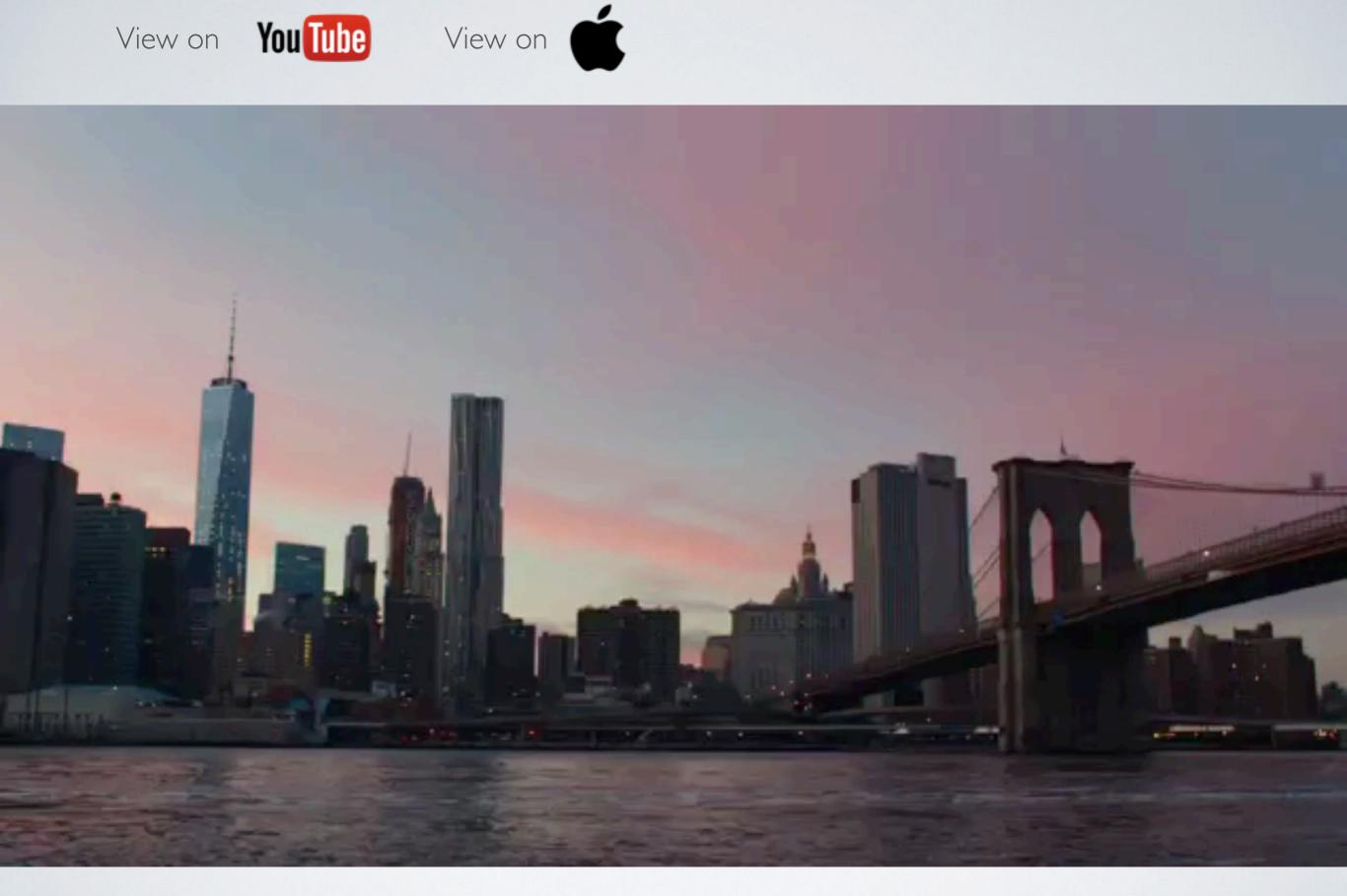
Data from the GPS in your iPhone is combined with information about the air quality in your city to help you avoid areas where symptoms could be triggered.













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