

# BEHV 2020 INTRODUCTION TO DIGITAL MENTAL HEALTH

**Credit Points** 10

**Coordinator** Nikki Rickard ([https://directory.westernsydney.edu.au/search/name/Nikki Rickard/](https://directory.westernsydney.edu.au/search/name/Nikki%20Rickard/))

**Description** This subject introduces students to the emerging field of digital mental health. Digital mental health services, including telehealth, web-based counselling services and mobile phone apps, are increasingly being adopted in the practice of psychology and other health disciplines. This subject describes the uses of digital mental health for health promotion, prevention and treatment of mental illnesses. Benefits and limitations of digital delivery of mental health services are described in the context of the broader public mental health system, with a focus on young people and smartphone apps. An assessment framework for mental health smartphone apps will be introduced to support students' critical evaluation of the quality and integrity of smartphone apps. Students will also apply their understanding of digital mental health to a real-world project.

**School** Psychology

**Discipline** Behavioural Science, Not Elsewhere Classified.

**Student Contribution Band** HECS Band 4 10cp

Check your HECS Band contribution amount via the Fees ([https://www.westernsydney.edu.au/currentstudents/current\\_students/fees/](https://www.westernsydney.edu.au/currentstudents/current_students/fees/)) page.

**Level** Undergraduate Level 2 subject

## Learning Outcomes

1. Identify the main features and purposes of digital mental health, and classify them according to the stepped care model of mental health and the e-spectrum. Mapping onto CLO1,2 APAC Graduate Attributes 1.1i, 1.1iii, 1iv, 1.3
2. Critically evaluate smartphone apps using the American Psychiatric Association's App Evaluation framework, distinguishing accessible, safe and engaging apps from others. Mapping onto CLO1,4,5,6 APAC GA 1.1xi, 1.2, 1.3
3. Apply knowledge of digital mental health services to an industry case study on workplace mental health and wellbeing, incorporating feedback from others. Mapping onto CLO2,6,7,8 APAC GA 1.1iii, 1.2, 1.3, 1.5, 1.6
4. Reflect upon one's own use of digital services to support mental health and wellbeing, in the context of usability and safety. Mapping onto CLO7,8 APAC GA 1.1iii, 1.4

## Subject Content

1. Introduction to Digital Mental Health (DMH)
  - Context, benefits and limitations
2. Application to Workplace project 1
3. Mental Health Promotion and Prevention via Digital Mental health
  - Using DMH to promote mental health, and prevent mental illness
4. Application to Workplace project 2
5. Treatment via Digital Mental health
  - Effectiveness of DMH for treatment

6. Application to Workplace project 3
7. Evaluating quality, safety and usability of smartphone apps A
  - Assessment frameworks and tools
8. Application to Workplace project 4
9. Evaluating quality, safety and usability of smartphone apps B
  - Assessment criteria
10. Application to Workplace project 5
11. Future Directions
  - Integration DMH into health care

## Special Requirements

Essential equipment

Access to smartphone to download and use mental health apps.

## Assessment

The following table summarises the standard assessment tasks for this subject. Please note this is a guide only. Assessment tasks are regularly updated, where there is a difference your Learning Guide takes precedence.

Item	Length	Percent	Threshold	Individual/Group Task
Quiz	6 Short answer and MCQ quizzes (5 % each)	30	N	Individual
Presentation	Up to 10 slides (approx. 10 mins)	30	N	Individual
Report	1 500 words	40	N	Individual

Teaching Periods