Case Study

Unstoppable SOFTWARE



Results

Project Budget:

$20,000

Time Frame:

4 Months

Technologies Used:

iOS, iPhone, iPad, Xcode, Objective-C, MySQL Database

iPhone/iPad App for Gamification of Blood Sugar Management

Challenge

A startup -- in partnership with a major hospital -- hired Unstoppable Software to create an iPhone and iPad game to encourage diabetes patients to consistently measure their blood sugar. A major problem in diabetes care is making sure patients measure their blood sugar at the time intervals they are supposed to – if they do not, it decreases their quality of care and can lead to life-threatening problems.

Solution

The application was deployed to the Apple App Store successfully and on budget, and game players (patients) participated in gameplay and took blood sugar measurements. Future plans for marketing and expansion were developed to spread the usage of this system to patients.

Impact

This project showcases the potential for digital health solutions to drive patient compliance, enhance quality of care, and ultimately, save lives. The partnership serves as a model for future collaborations between healthcare providers and tech innovators, demonstrating how technology can play a transformative role in improving chronic disease management.