Description
Many older adults suffer from multiple chronic conditions. Getting information about these conditions and updates on new medications and treatment discoveries is challenging. Printed materials are traditionally used to disseminate health information in older adults; however, its use in this population had mixed results. This study developed a user-friendly interactive program to help older adults better understand diabetes medications. This interactive format was then compared with printed brochures.

Project Aims
The 2 main aims of this study are to:
1) Identify the needs, values, and preferences of older adults with diabetes in terms of medication education and their prospective on how interactive computer technology might be used to empower and engage them in self-management and integration into workflow.
2) Develop and pilot test a culturally tailored multi-component interactive education system.

Findings
The results show that interactive patient education leads to higher knowledge scores compared with brochures. This increase in knowledge after interactive education is retained up to 6 months after the intervention. The increase in diabetes medication literacy was associated with improvements in patient attitudes and behaviors related to diabetes medications, which resulted in higher medication adherence.

Study Population
Elderly

Health Condition Addressed
Diabetes

Dissemination Tool and/or Method
Computer-assisted education platform

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