



# **Radiation Therapists and** Digitalisation of the Healthcare Industry

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## Digital Skills Role in Radiation

## Therapist's Profile: Case Study

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### Digital Skills Role in Radiation Therapist's Profile: Case Study

Explore and understand the role of digital skills on radiation therapists profile

Assessment of digital skills and possible gaps in the profile of radiation therapists

Identification of possible causes that may be in the origin of digital skills gaps

User's perception
assessment regarding
the development of
digital skills related to
upraising technological
trends



Understand the consequences of the digital transformation

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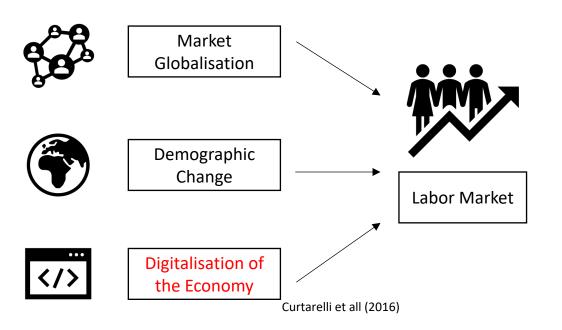




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-Fourth Industrial Revolution-



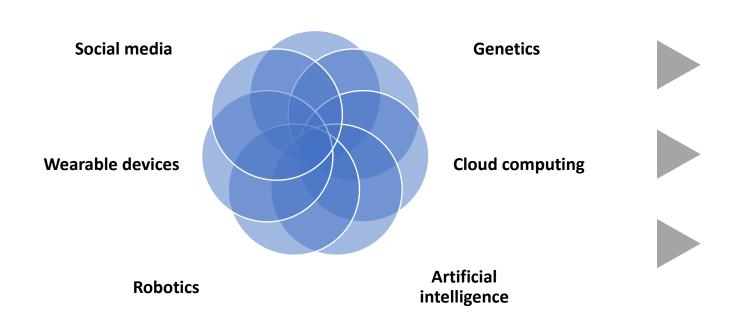


"a fusion of technologies across the physical, digital and biological worlds"



#### -Fourth Industrial Revolution-

#### **Internet of Things**



### Radiotherapy Challenges

Zubizarreta, Van Dyk, & Lievens (2017), WHO (2018), Abdel-Wahab, Fidarova, & Polo (2017)

Park (2016); Schwab (2016)



-Radiotherapy Challenges-

**Increasing Cancer Incidence** 

Global Cancer Expenditure

Worldwide

**9,6 Million** deaths in 2018

70% of deaths

caused by cancer happen in Low and middle-income countries

**17 Million** new cases of cancer worldwide in 2018

**1,16 Trillion \$** of economic burden in 2010

Radiotherapy
drains about 0.5% to
1% of the global healthcare
budget

Europe

**1,93 Million** of deaths from cancer in 2018

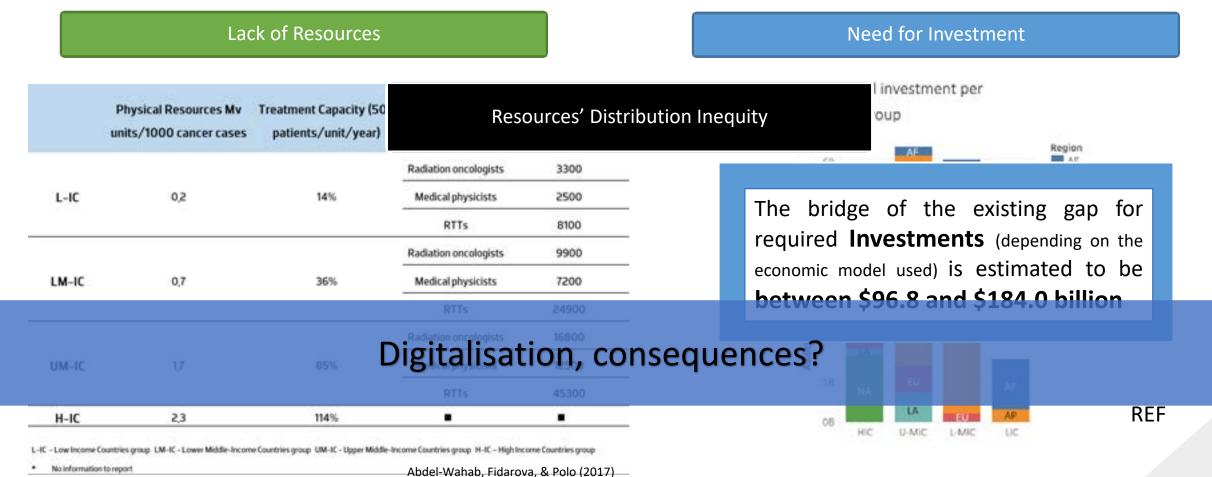
**3,91 Million** of new cases of cancer

**Europe** has **25% share** of the global cancer burden

Cancer healthcare expenses are equivalent to US\$114 per citizen in the EU



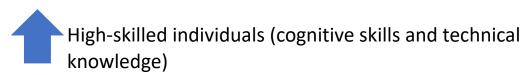
-Radiotherapy Challenges-





#### -Digital Skills Impact-

#### Polarization of the labour market





Medium-skilled and low-skilled or nonskilled workers

#### **Job Losses**

40% to 60% EU jobs at risk due to digitalisation-induced automation

### Emergence of new occupations and creating new jobs

213,578 jobs in Western Europe World Economic Forum (2013)

#### **Transformations in existing jobs**

Increased demand of digital skills

#### **Working conditions**

Work-life balance

#### **Productivity**

8% productivity time lost due to poor IT resources or inadequate digital skills



-Digital Skills Demand-

80% EU business require rudimentary digital skills

43% European population with insufficient level of digital skills

17% European population with no digital skills



**Skills Shortage and Mismatch** 

Fau & Moreau (2018); European Commission (2019)

#### **Skills Shortages**

Market demand by a particular skill surpasses the number of individuals available with the desired skill

#### **Skills Mismatches**

Qualitative divergence between the qualifications and skills demanded by the labour market and those owned by the individuals.

Cedefop (2015); Curtarelli et al., (2016)



-Digital Skills Demand-

Study: 207 health professionals living across 21 EU Member States

50% were using daily basic IT skills

61% never received digital skills training

54% of those who received training rated it as insufficient



**Skills Shortage and Mismatch** 

Professionals in the public health and care system **frustrated** due to **lack of training in digital health** 



Reskilling and upskilling the healthcare workforce

Docherty et al. (2018)

#### CNart 2019

### **Digitalisation of the Economy**

-Digital Disruption in the Healthcare Industry-

Top 10 technological advances impacting the healthcare industry



30 July 2020 NHS (2019) 12

### Digital Disruption in the Healthcare Industry



-Applications in Radiation Oncology / Therapy-



#### **QA** Assurance

Predict the passing rates of the individualized IMRT QA

Help in the management of resources

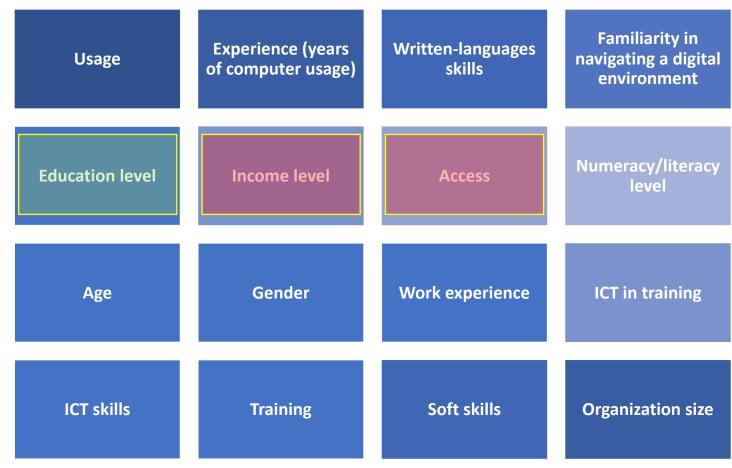
Predict errors in linear accelerators execution and in image guidance systems

Analyse equipment data to apply preventive maintenance and decreasing machine downtime and other technical failures

Πţ



-Digital Skills Indicators-



Cedefop (2016); Curtarelli et al. (2016); European Commission (2019); Fau & Moreau (2018); House of Commons Science and Technology Committee (2016); OECD (2016, 2017, 2018)

#### Radiation Therapists and Digitalisation of the Healthcare Industry



-Radiation Therapists and Digital Skills-

**Modern Radiation Therapy** 

Continuous development of

- New skills (digital skills)
- New competencies



Constant progression and complexity of the technology and techniques

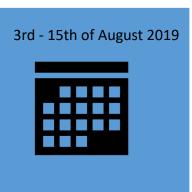
IAEA. (2014)



#### CNart 2019

#### Digital Skills Role in Radiation Therapist's Profile: Case Study

-Results-





I- Sociodemographic Evaluation

II- Digital Skills – Generic

III- Digital Skills – Transversal

IV- Digital Skills – Specific

- •A Image
- •B Treatment Planning
- •C Treatment Delivery

V- Digital Skills - Quality, Security and Risk Management

VI- Digital Skills – Management and Research

VII- Digital Skills - Training

VIII- Digital Skills - Technology















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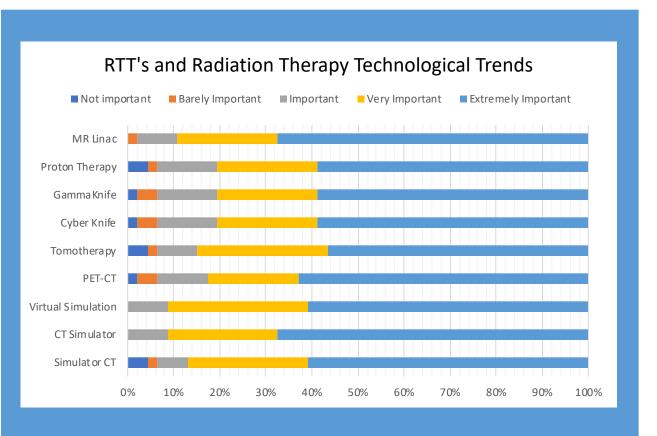
N = 46





-Radiation Therapists and Technological Trends-

Over 55%

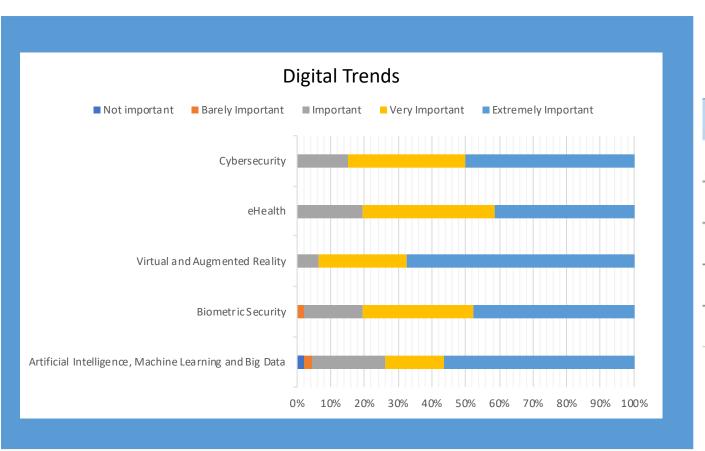


	Not important	Barely Important	Important	Very Important	Extremely Important
MR Linac	010,014	1(2,2%)	4 (8,7%)	10 (21,7%)	31(67,4%)
Proton Therapy	2 (4,3%)	1(2,2%)	6/13,0%	10 (21,7%)	27(58,7%)
GammaKnife	1929	2(4,3%)	6/13,0%	10 (21,7%)	27 (58,7%)
Cyber Knife	10,210	2 (4,3%)	6(13,0%)	10(21,7%)	27 (58,7%)
Tomotherapy	2 (4,3%)	1(2,2%)	4(8,7%)	13 (28,3%)	26 (56,5%)
PET-CT	PET-CT 1(2,2%)		5(10,9%)	9 (19,6%)	29 (63,0%)
Virtual Simulation	0 (0,0%)	0 (0,0%)	4(8,7%)	14 (30,4%)	28 (60,9%)
CT Simulator	0(0,0%)	0 (0,0%)	4(8,7%)	11(23,9%)	31(67,4%)
Simulator CT	2(4.3%)	1(2,2%)	3 (6.5%)	12 (26,1%)	28 (60,9%)



### Digital Skills Role in Radiation Therapist's Profile: Case Study

-Radiation Therapists and Technological Trends-





	Not important	Barely Important	Important	Very Important	Extremely Important
Cybersecurity	0 (0,0%)	0 (0,0%)	7 (15,2%)	16 (34,8%)	23 (50,0%)
e-Health	0 (0,0%)	0 (0,0%)	9 (19,6%)	18 (39,1%)	19 (41,3%)
Virtual and Augmented Reality	0 (0,0%)	0 (0,0%)	3 (6,5%)	12 (26,1%)	31(67,4%)
Biometric Security	0 (0,0%)	1(2,2%)	8 (17,4%)	15 (32,6%)	22 (47,8%)
Artificial Intelligence, Machine Learning and Big Data	1(2,2%)	1(2,2%)	10 (21,7%)	8 (17,4%)	26 (56,5%)

#### **Take Home Message**





RTT's Patients





### **Industry**

#### **Recommendations**

Review and update existing curricula, integrating digital knowledge, skills and competency requirements

Investment in the professionals digital skills training

Creation of digital skills training programmes - technological trends inherent digital skills



### Thank You For Your Attention

SAFE EUROPE Project

Study Participants, IPOP

Dr. Luís Antunes, Epidemiology Department, IPOP