# The growing role of technology in enabling workforce health & well-being

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## **Objectives and Agenda**

## Objective: insight into how technology can enable workforce health & wellbeing

#### **Agenda**

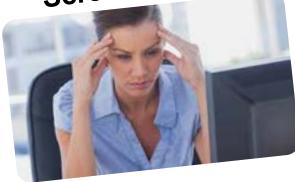
- How technology influences work in highly transformational but less tangible ways
- The current state of employee health & wellbeing technology
- The future of employee health & wellbeing technology
  - From individual tools to integrated solutions
- Questions, suggestions & observations



## Technologies influence on health & wellbeing: cause or cure?











## How technology is improving the world of work – one example

#### 2002 Technology



**Cumbersome forms & spreadsheets** 



2017 Technology



Simple, real-time information access



**Collaborative group decisions** 

## Health & Wellness Technology: current state

Personal health devices

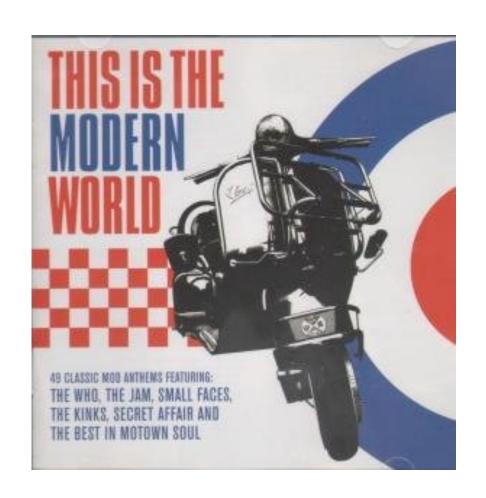
**Training applications** 

Incentive applications

Social health applications

**Benefit guides** 

Health & wellness coaching



#### Personal health devices

#### **Basic concept**

- 1. Employees provided with technology to diagnose and track health
- 2. System tracks health related metrics to guide personal health & wellness management



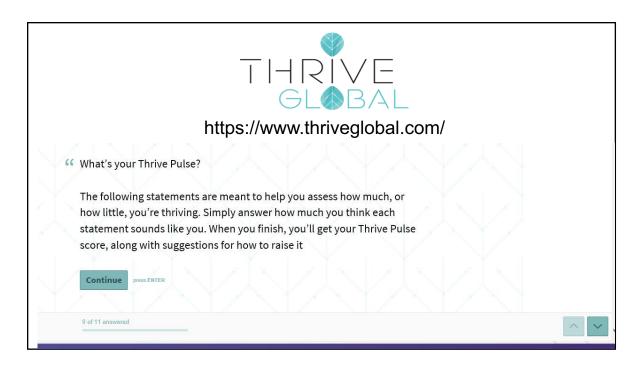




## **Training**

#### **Basic concept**

- 1. Employee completes an online survey diagnostic to assess health & well-being needs
- 2. System scores and recommends health actions, training and/or resources
- 3. Employee access recommended resources through the system





https://www.mequilibrium.com/



https://www.virginpulse.com/

#### **Incentives**

#### **Basic concept**

- 1. Employee enrolls in a fitness challenge or training program
- 2. Employee's progress is tracked using IoT application or based on online completion
- 3. Employee receives points for accomplishment that can be redeemed for gifts, cash or charity contributions









## Social health applications

#### **Basic concept**

- 1. Employees form teams to engage in friendly competition toward health goals
- 2. Competition can be internal or against companies worldwide
- 3. Fitness activities tracked using wearable devices and experience enhanced through community message boards, mini-challenges, personalized emails, etc.









## **Benefit guides**

#### **Basic concept**

- 1. Access to benefits and provider information that empowers employees to make more informed health care decisions
- 2. Simplified experience enrolling and using benefits, as well as access to resources and personalized recommendations
- Cost savings for both employee and employer

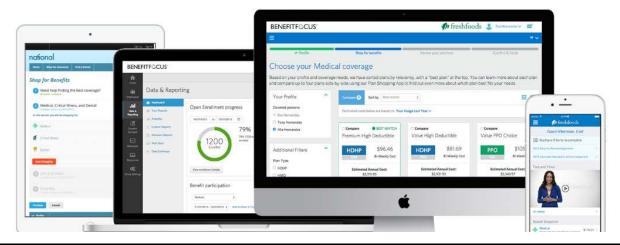




http://www.castlighthealth.com/



https://www.benefitfocus.com/

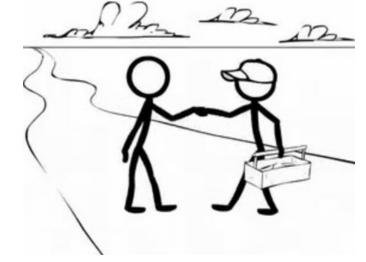


## Wellness coaches/Health Journeys

#### **Basic concept**

- 1. Wellness coaches: online and/or on-site support and encourage employees to make healthy lifestyle choices and promote a culture of health and well-being
- 2. Health Journeys: health assessments, education, and personal coaching support employees progress toward living a healthier life and managing "life events"









https://www.ehophealth.com/journey\_to\_health/

## Technology only works if you use it effectively



https://www.youtube.com/watch?v=RdLDiLjaRu4

## Going from ideas to results



Let's get kids to eat healthier meals!

### Accessible



### Consumable



## Cultural











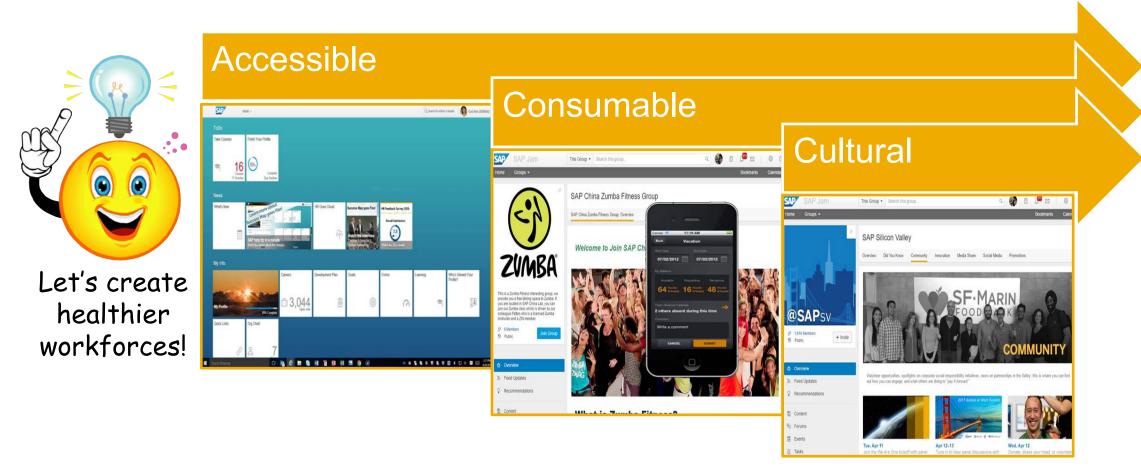








## Going from ideas to results







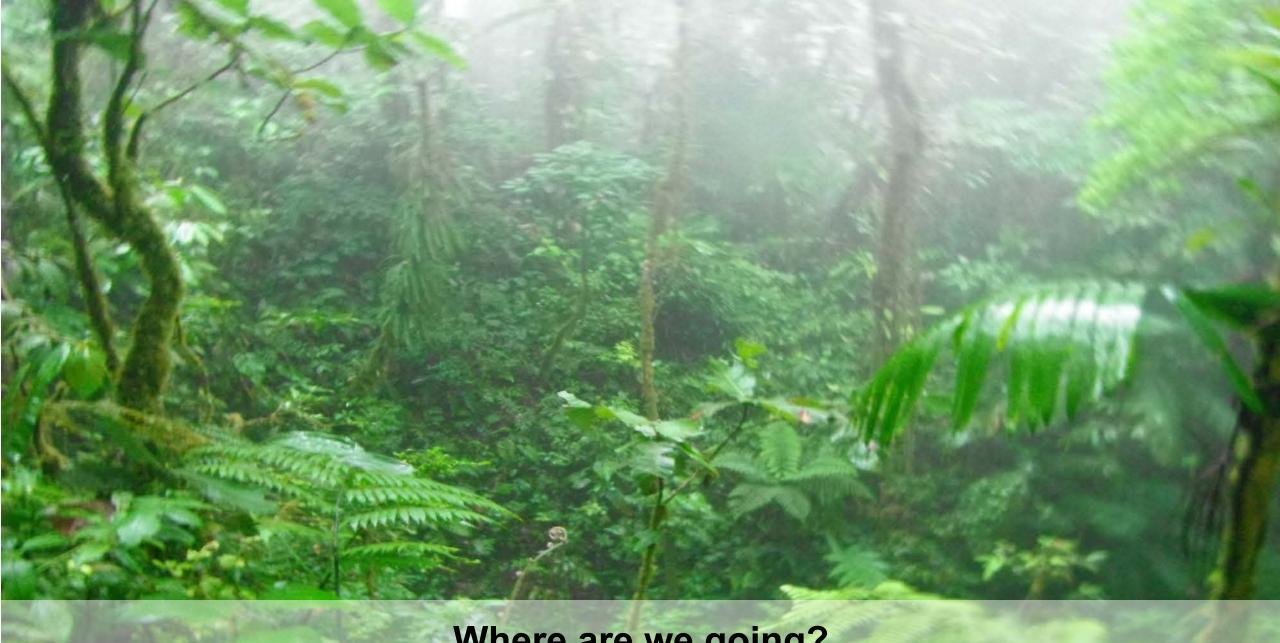






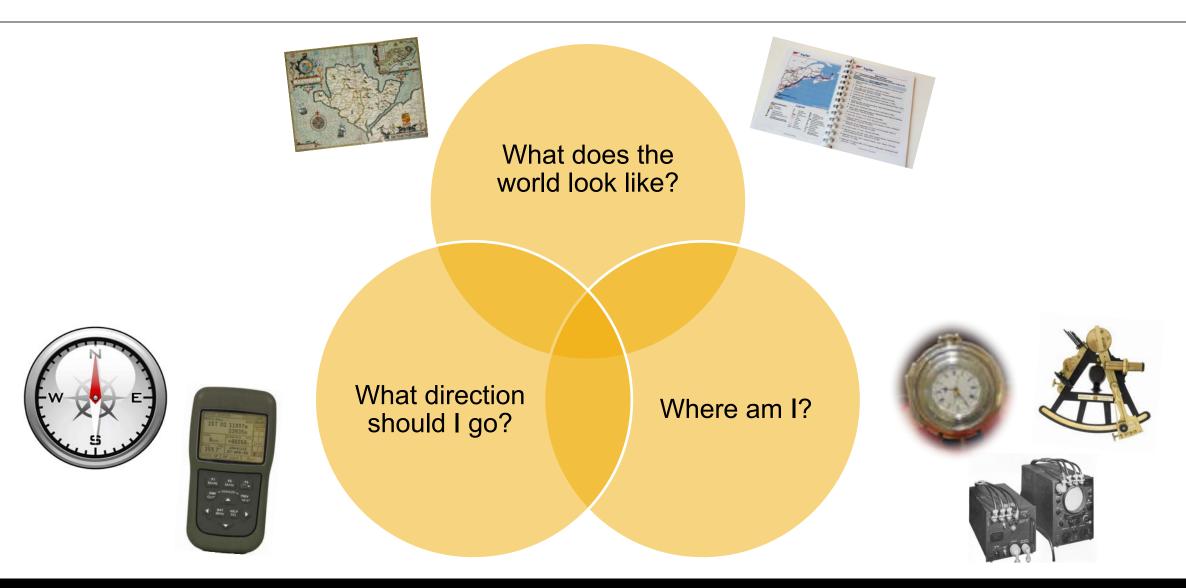






Where are we going?
The evolution of technology and our sense of direction

## Getting from where we are to where we want to be



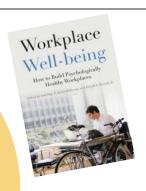
## Getting from where we are to where we want to be: We've arrived!

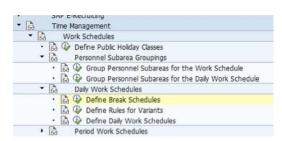


## Workforce health & well-being technology: where we are now



What should I do to be healthy?









How can I change my work behavior?

What is my current state?







## Workforce health & well-being technology: where we are going



## Embracing the digitalization of employee health & well-being

#### Incorporate technology into strategy and process design

- How will you deliver and sustain programs?
- Explore how technology both enables & constrains what is possible

#### Make it Accessible

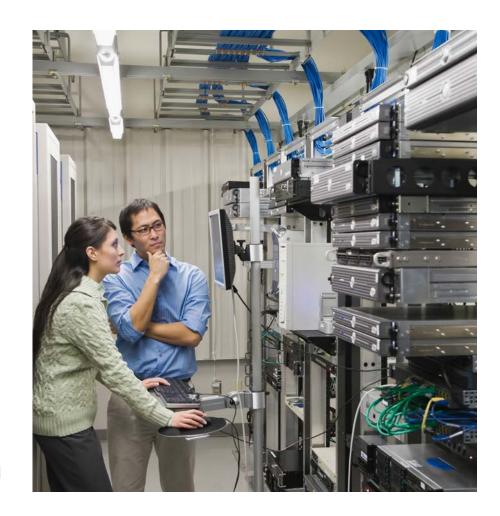
- What technologies are used by your workforce?
- Can you deliver programs through tools they are already using?

#### Make it Consumable

- Mobile first!
- Someone has probably built a technology to support what you want to do; seek them out early so you understand the options

#### Make it Cultural

- Are leaders role modeling, supporting and rewarding managers and employees who make health a priority? Do they know how to do this?
- Is a commitment to health & well-being embedded in the processes you use to hire, compensate, promote and reward people?





## Now, what do you think?

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