can have. The aim of the ‘Changing attitudes and behaviours towards digital legacy and digital assets planning’ poster will be to display this year’s data. We will do so by cross-referencing this year’s data with data from the previous two years.

**Methods**
Cross reference data, explore year on year changes, draw conclusions and predict trends. We launched the Digital Death Survey at EAPC 2016. The survey coincided with the first interactive poster that displays real time data on it.

**Results**
300 people have completed the survey thus far. We expect 300 people to have completed it by the end of July when the survey ends. We plan to display the data digitally (via an iPad) on the poster and through images on the poster.

**Conclusions**
We will be able to draw more conclusions in future, when there have been a greater number of issues escalated. We will review the process annually and review individual cases after three months.

**P-32 DEVELOPING AN INNOVATIVE HOSPICE APP**
Angela Halley, Megan Veronesi. Royal Trinity Hospice, London, UK

Background
Royal Trinity Hospice supports around 2500 patients a year, 80% of whom live in the community. Feedback from patients and carers was that it was difficult to get to grips with changing symptoms and medications, and to understand the support available at the hospice, particularly in the early days after being referred.

**Aims**
The Royal Trinity Hospice app is designed to provide patients and carers living at home with the support and information they need, in a timely and accessible way.

**Methods**
The content of the app was developed through collaboration between a multi-disciplinary team of staff at the hospice incorporating feedback from patients and carers. The app includes:
- Easy to understand information on medications and common symptoms.
- Advance care planning prompts which can be shared via email with relatives or hospice staff.
- A function to manage attendance at hospice outpatient groups and contact key hospice teams directly.
- Bereavement content for carers.

Challenges during the development process included a lack of skills and experience in digital product development, capacity challenges around generating content and securing buy-in among hospice staff.

**Results**
The app was launched on iTunes in April 2017 and was downloaded 83 times in the first two months. Patients commented that it confirmed that they were receiving the best possible care. Carers commented that the information on symptoms was good to refer back to. Both patients and carers felt it would be of most benefit when they were first referred to the hospice.

**Conclusions**
The app is still in its pilot phase. A full evaluation will be undertaken to disseminate learning, to understand the full impact on patient and carer outcomes and to determine whether the app merits further investment. However initial findings would indicate there is scope for hospices to enhance face-to-face care with digital tools.
Unlocking the Potential of Virtual Reality in Palliative Care

Letizia Pema-Forrest, Royal Trinity Hospice, London UK

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Background Researchers have long been interested in the physiological and psychological aspects of wellbeing. Various studies have found that Virtual Reality (VR) therapy, using computer generated environments and avatars, can have a positive effect in relieving pain in paediatric intravenous cannulation (Gold et al., 2006) and burn wound debridement (Hoffman et al., 2000), as well as in alleviating symptoms of depression (Falconer et al., 2016), anxiety (Repetto & Riva, 2011), and Post Traumatic Stress Disorder (Rothbaum et al., 2001). To date, there is little published research about the physical and psychological impact of VR Therapy using real life environments/settings and the potential for VR to be used effectively in palliative care has not been fully investigated.

Aim Existing research on the use of still images shown to have a positive impact on adult palliative care patients’ self-reported symptoms of physical and psychological well-being and pain scores thus resulting in an increase in overall quality of life/wellbeing.’

Methods Participants on our study will be given a VR Therapy experience lasting approximately four minutes, once a week, for four weeks. We will be obtaining quantitative data through the comparative analysis of pre- and post-session Edmonton Symptom Assessment System: Revised (ESAS-R) scores and qualitative data through set interviews that will be completed with each participant after each VR Therapy session and at the end of the project.

Results/Conclusion Positive results from this study could provide the evidence required for VR Therapy to be adopted and to be used alongside current symptom control measures provided by hospices and palliative care teams to manage symptoms at the end of life. It is our hope that this study will also give us a better understanding how VR Therapy can be used responsibly and ethically for patients across hospices and other palliative care settings.

Can Virtual Reality (VR) Guided Meditation Reduce Pain? A Feasibility and Acceptability Study

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Background Research shows that VR is effective as a tool in managing acute pain (Hoffman & Patterson, 2000; Hoffman & Garcia-Palacios, 2001; Hoffman & Chambers, 2011). There is also evidence that meditation is beneficial in reducing persistent pain, that the effect is cumulative and builds overtime (Morone et al., 2008). We have developed a VR Guided Meditation app narrated by Sir David Attenborough and are planning a mixed method randomised controlled trial to examine whether an immersive meditation experience enables palliative patients to enter a meditative state more easily and achieve long term pain reduction.

Aim To test the feasibility and acceptability of using VR Guided Meditation in a hospice setting.

Specific Objectives
- Compare two types of hardware.
- Establish whether the headsets are comfortable.
- Find out if the technique has an impact on pain.
- Ascertain feedback.

Method
- Hospice patients were offered the opportunity to participate.
- The VR Gear which connects to a mobile phone was compared with an Oculus Rift which connects to a computer. Each was used for 10 min.
- Feedback via a structured questionnaire.

Results
- Participants: six female, 12 male. Age range 33 to 84 years. Sixteen with cancer, two with neurological conditions.
- Preference for Oculus Rift was unanimous.
- All enjoyed the experience and wished to repeat it.
- All described the headsets as comfortable.
- None experienced side effects.
- All experienced a reduction in pain, ranging from 20% to complete reduction.
- Comments: ‘first time in months I forgot I had pain’; ‘could have stayed there forever’; ‘wonderful’; ‘so distracted I forgot my pain’; ‘in another world and didn’t feel a bit of pain.’

Conclusion VR Guided Meditation is effective in distracting patients from their pain and it is acceptable and feasible to use in a hospice setting. Research is needed to establish whether its use enables patients to enter a meditative state more effectively leading to longer term benefits.

Improving Families’ Experience Through Technology

Emma Aspinall, Acorns Children’s Hospice

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In 2016 Acorns Hospice Trust commissioned Azeus UK, the provider of its new IT system, to produce an interactive web-based portal for use by children, young people and families. This portal is an exciting bespoke development that enhances the hospice database system. The portal reaches out to the hospice users and their families to facilitate communication and enabling them to access their own information in real time helping to ensure hospice teams are working with data that is accurate. With unique log-ins the Portal users can view their appointments, calendar and put in booking requests both