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ABSTRACT CATEGORIES

CATEGORY	DESCRIPTION
1 ARTIFICAL INTELLIGENCE AND ROBOTICS	
1.1 Artifical intelligence and machine learning	Use of artificial intelligence and machine learning in healthcare.
1.2 Robotics	Use of robotics in healthcare.
1.3 Personalised medicine	Technologies for personalised medicine.
2 TECHNOLOGY CHANGING PAEDIATRIC CARE & CLINICAL PRACTICE	
2.1 Active implantable devices	Devices powered by implants or partial implants that are left in the human body.
2.2 In-vitro diagnostics	Tests performed on samples that have been taken from the human body.
2.3 Sensor technology	Use of sensor technology in healthcare.

CATEGORY	DESCRIPTION
2.4 Virtual and augmented reality	Virtual and augmented reality used for medical purposes, including gamification.
2.5 Medical imaging and diagnostics	Technologies used for medical imaging and diagnostics.
2.6 Assistive technology	Devices or systems that support a person to maintain or improve their independence, safety, and wellbeing.
2.7 3D printing	Medical devices produced by 3D printing.

3   DIGITAL HEALTH

CATEGORY	DESCRIPTION
3.1 mHealth	Remote monitoring and early warning systems using mobile applications, digital platforms, and/or wearables.
3.2 Telehealth	Use of telecommunications and virtual technology to deliver health care outside of traditional healthcare settings.
3.3 E-prescribing	Use of digital platforms to monitor and dispense medication.

4   MIND-BODY INTEGRATION

CATEGORY	DESCRIPTION
4.1 Technology for mental health of children with long-term conditions	Mental health technologies that specifically consider children and young people with long-term conditions.
4.2 The whole child: considering mental & physical health	Approaches to Child Health Technology development that consider both the mental and physical health of children and young people in unison.
4.3 Whole family mental health	Approaches to Child Health Technology development that consider the mental health of the whole family.
4.4 Other considerations of Mind-Body Integration in Child Health	Other Child Health technologies, devices and systems that consider mental health and physical health as interlinked.

CATEGORY	DESCRIPTION

5 INCLUSION AND INVOLVEMENT OF PATIENTS AND FAMILIES

5.1 Patient and public involvement and engagement	Involvement of patients and the public in research.
5.2 Co-design and co-production	Partnership with stakeholders throughout the design and development process.
5.3 Dissemination and public awareness	Dissemination and increasing awareness of commercially available medical technology to patients and the public.
5.4 Equality, Diversity and Inclusion	Providing access to equal opportunities, valuing the different expertise found in different groups, and creating safe environments for participation for all.

6 LOW COST, HIGH IMPACT

6.1 Sustainability	Environmental, economic and societal sustainability issues in Child Health Technology.
6.2 Frugal innovation	Innovations that reduce the complexity and cost of a product.
6.3 Frugal production	Manufacuring processes that reduce the complexity and cost of production.
6.4 Extending the reach of innovation to excluded contexts	Child Health Technology developed with consideration of underserved and excluded communities.
6.5 Other applications of 'low cost, high impact' approach	Other Child Health Technologies that take a 'low cost, high impact' approach.

CATEGORY	DESCRIPTION

7   THE ROAD TO COMMERCIALISATION

7.1 Regulation	Guidance, governance and management to meet the specific needs of children and young people's health technologies.
7.2 Establishing networks and collaborations	Using collaborative approaches to bridge the gap between 'invention' and 'implementation.'
7.3 Quantifying impact & Health Economics	Methods of capturing and communicating the multi-faceted and longitudinal impacts of innovation in Child Health Technology.
7.4 Pathways to commercialisation	Navigating the challenges and milestones on the road to commercialisation.

8   DATA SOS (STRENGTHS, OPPORTUNITIES AND SOLUTIONS)

8.1 Big Data	Large and complex data sets analysed computationally to reveal patterns, trends, and associations.
8.2 Health Informatics	Information technology systems used to collect, store, manage, and organise clinical, nonclinical, and administrative data.
8.3 Risks and rewards of data analytics	The challenges and potential impacts of data analytics in Child Health.
8.4 Data-led innovation	Innovation in Child Health taking an evidence-based, data informed approach.

9   OTHER

9.1 Other (please specify)	Technology for child health and paediatrics that falls outside categories 1-8.