

eDiabeat™

An educational and research-gathering initiative targeting diabetes. Diabetes is a global disease that affects over 350 million people. People suffering from diabetes are often negatively affected due to a lack of understanding and education. eDiabeat™ will offer an interactive self-management tool that engages the user in game-like systems to create a lasting lifestyle change. The programme will also gather information to aid future diabetes research. Let's beat diabetes with engagement!