



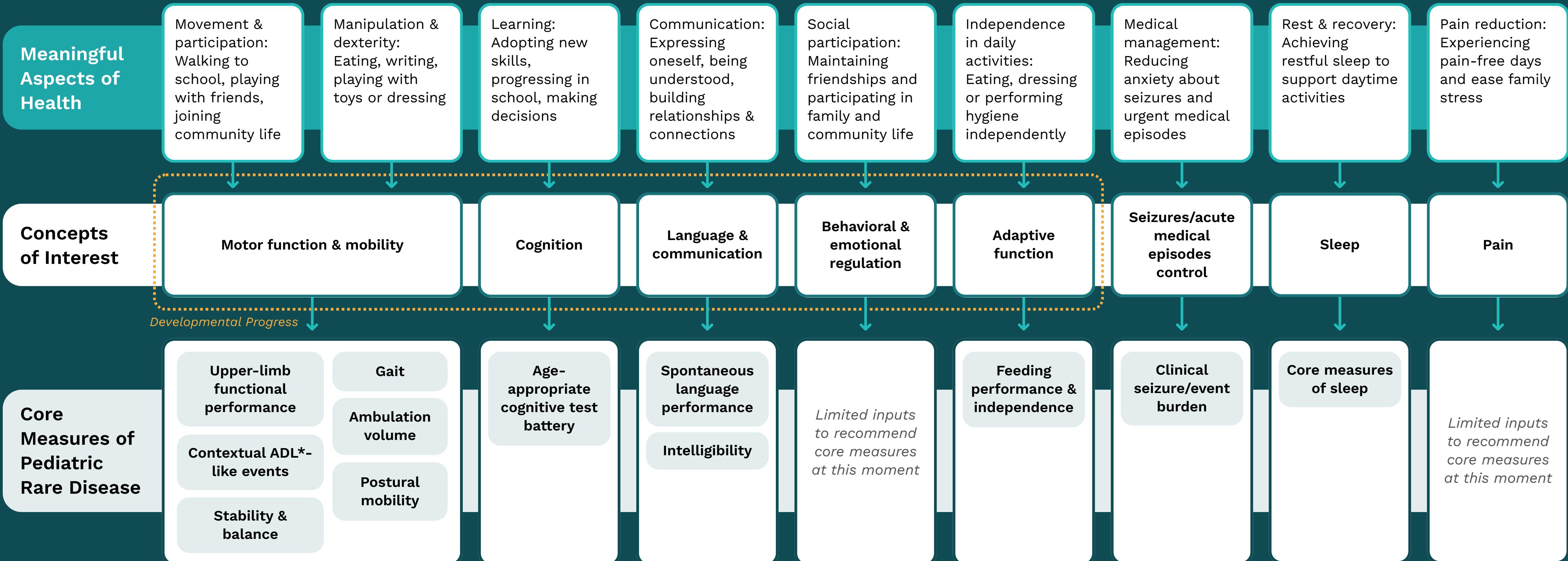
# Conceptual model of core digital measures for pediatric rare diseases



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## Ambulation volume

### DESCRIPTION

Tracks the total amount of walking a child does in a day, including their step count and how much time they spend moving around versus resting.

### ENDPOINTS TO CHOOSE FROM

Step count, # of walking bouts, walking duration.

## Postural mobility

### DESCRIPTION

Evaluates how easily and frequently a child can change body positions, such as standing up from a chair, sitting down, or climbing stairs.

### ENDPOINTS TO CHOOSE FROM

Frequency / exposure of postural transitions (e.g., sit to stand transition/day, stair ascents/day), transitions duration, transition mechanics, postural sway.

## Contextual ADL-like events

### DESCRIPTION

Measures how well a child performs daily tasks (ADL = activities of daily living), such as feeding.

### ENDPOINTS TO CHOOSE FROM

Activities such as occupational use, object/toy manipulation, feeding-related hand use, self-care hand use; measuring activity frequency, duration, success rate, laterality/symmetry, workspace volume.

## Stability & balance

### DESCRIPTION

Measures how steady a child is when sitting, standing or walking, how well they can hold their head up, control their trunk, or stay upright without falling.

### ENDPOINTS TO CHOOSE FROM

Non-ambulatory children: Head hold, trunk sway, time unsupported, loss of balance, supported standing. Ambulatory children: step width variability, gait symmetry, fall/near-fall/loss-of-balance rate, root-mean-square acceleration, jerk.

## Feeding performance & independence

### DESCRIPTION

Assesses how well a child can eat and drink on their own, looking at their ability to swallow, use utensils, and feed themselves without spilling.

### ENDPOINTS TO CHOOSE FROM

Swallowing ability, texture level achieved, self-feeding attempts/min, % bites self-initiated, spill rate, utensil use success %, # independent sips/bites.

## Upper limb functional performance

### DESCRIPTION

Analyzes the general movement ability of the arms and hands, such as reaching distance, speed, and range of motion, regardless of the specific task being performed.

### ENDPOINTS TO CHOOSE FROM

Use volume (time active/day), acceleration, angular velocity, upper-limb workspace volume, hand-use ratio, range of motion, jerk.

## Gait

### DESCRIPTION

Analyzes the quality and pattern of a child's walk such as stride, speed, and how smooth or symmetrical their movement is.

### ENDPOINTS TO CHOOSE FROM

Stride length/velocity/time variability, cadence, gait symmetry, swing time, stance time, double-support time, trunk sway, toe-of angle, stride-to-stride variability, composite score (e.g. SV95C = stride velocity 95th centile), walking speed, vertical ground reaction force, movement smoothness, stride temporal autocorrelation.

## Clinical seizure / acute event burden

### DESCRIPTION

Records the overall impact of seizures or medical episodes by tracking how often they happen, whether they occur at night, and their severity and details using (digital) diaries and passive sensor signals.

### ENDPOINTS TO CHOOSE FROM

Event frequency: count per 28 days, counts year, % occurring during sleep vs daytime. Events can be recorded via 1) a self-report (diary), to include: timestamp, type, duration, triggers, clustering, rescue medication use, hospitalization; or 2) sensor-based digital health technologies that infer event frequency, duration, severity and recovery time. Digital measures include electroencephalogram, accelerometer, photoplethysmography, electrodermal activity, peripheral oxygen saturation, heart rate variability, body temperature, electromyography, and audio & video.

## Core measures of sleep

### DESCRIPTION

Uses sensors-based digital health technologies to objectively track sleep quality, including how long a child sleeps, when they wake up, and how often their sleep is interrupted.

### ENDPOINTS TO CHOOSE FROM

Total sleep time (TST, duration), wake after sleep onset (WASO, duration), initial sleep onset latency (SOL, duration), number of wake events in the primary sleep period (count), sleep efficiency (%), total napping time (duration). Dive deeper into therapeutic area-agnostic [core measures of sleep](#).

# Digital clinical measures | Thinking, behavior & communication

## Age-appropriate cognitive test battery

### DESCRIPTION

Uses game-like tasks on a tablet or phone to test thinking skills suited for the child's age, such as memory, attention span, and processing speed.

### ENDPOINTS TO CHOOSE FROM

For children >2 years: quantifying change across core cognition domains with age/ability-appropriate game-like tasks delivered on tablet/phone/PC. Cognition domains: attention, working memory, processing speed, executive function, learning & memory. Endpoints include: accuracy (%), reaction time (ms), success rates, etc.

## Intelligibility

### DESCRIPTION

Evaluates how clearly a child speaks, capturing how easily they are understood when speech is affected by muscle weakness, motor coordination issues, or developmental delays.

### ENDPOINTS TO CHOOSE FROM

ASR (automatic speech recognition)-assisted percent intelligible words (PIW) or % intelligible utterances.

## Spontaneous language performance

### DESCRIPTION

Captures a child's natural speech in their everyday environment, tracking things like how often they vocalize, how fast they speak, or the variety of words they use.

### ENDPOINTS TO CHOOSE FROM

Language productivity: frequency of child vocalizations, mean length of utterance (MLU), total # of utterances, speech rate; lexical diversity: number of different words (NDW), moving-average type-token ratio (MATTR), measure of textual lexical diversity (MTLD), hypergeometric distribution D (HD-D); morphosyntactic accuracy & complexity.

# Impacts on caregivers, families and siblings

Meaningful  
Aspects of  
Health

Concepts  
of Interest

Core  
Measures of  
Pediatric  
Rare Disease

## *Changes in MAH and COI: Impacts on caregivers, families and siblings*

Hypervigilance

Financial burden, loss of income

Social isolation & relationships strain

Fragmented sleep

Home & school accommodations

Anxiety & fear of seizures & medical events

Care coordination

Safety management

Concern about long-term caregiving

Stress & fatigue

Constant ADL dependence

Sibling relationship & role strain

Polypharmacy management

Negative impact on mental health, trauma

Inability to communicate with the child

## *Example measurable treatment effects impacting caregivers, families, and siblings*

Improvement in motor function  
& mobility

Positive progress in attention,  
learning & problem-solving

Reduced overall seizure/acute  
medical event burden

Increased independence in daily tasks

Increased time spent active

Consolidated, restorative sleep

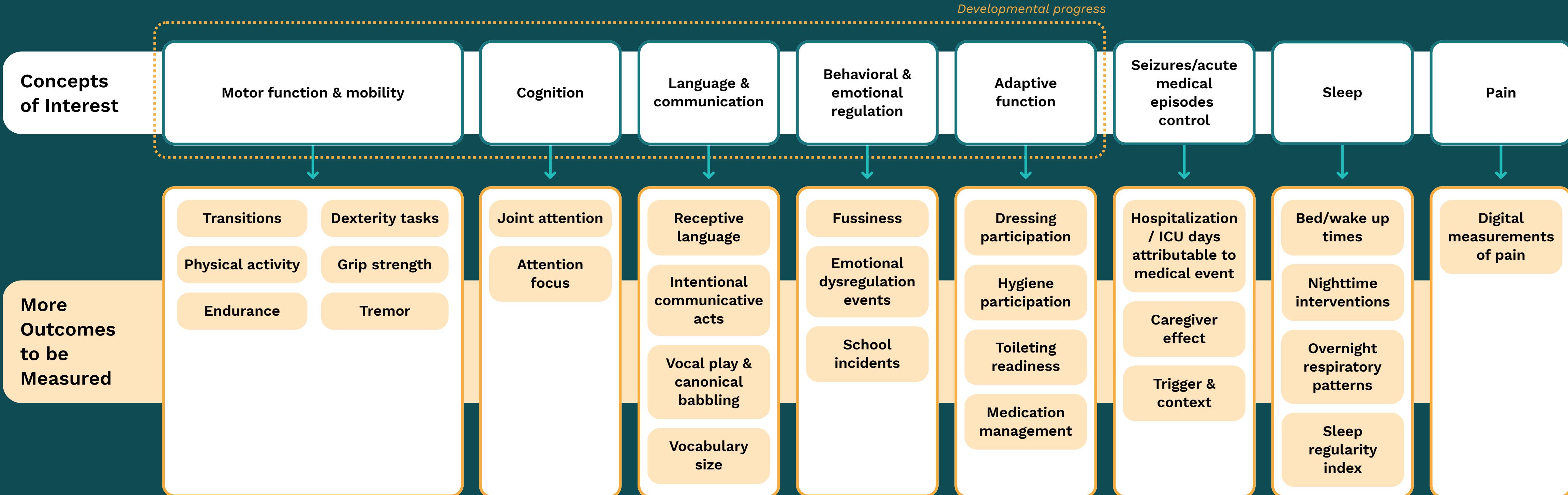
Improved stability & balance

Improved daily routines

Progression of communication abilities

# More outcomes to be measured

This section includes outcomes that did not achieve the level of consensus required for the core measures set. While supported by evidence and expert opinion, these outcome measures are either too condition-specific or may require further research and technological maturation.





# Conceptual model of core digital measures for pediatric rare diseases

To learn more about this conceptual model,  
the measures, and the dataset, visit:



[Core digital measures of pediatric rare diseases](#)



## Additional quicklinks



[Project home](#)



[Implementation guide](#)



[Customize your measures](#)



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