

2022 Match Summary

Name of Match: Innovative Telehealth Solutions – responding to population challenges

Location of Match: virtual

1. Describe the **purpose** of the match:

To connect with international partners and discuss various means of delivering mental health support virtually. With consideration of national crises, and sparse populations

2. Describe the **leaders** who participated in the match (for example, were some of them peers, youth, family/caregivers, practitioners, policy makers, clinicians? Were they from community settings, government, NGOs, clinical settings?):

Primarily public health. National and/or regional service providers. One for Kiribati had national population considerations. One from India had international considerations and was most closely linked with similar service delivery.

3. What do you see as the **game changer** for this match topic? (Game changer is defined as: a newly introduced element or factor that changes an existing situation or activity in a significant way.)

Unclear on game changer, but useful connecting with people who had some similar interests and/or considerations for virtual service delivery. Included considerations of other models of service.

4. How will the match **support inclusion, resilience and growth** for this match topic and for the leaders who attended:

Some food for thought with those who had useful input – Wysa & Kiribati. Some matches didn't attend, some had little relevance to our focus.

With those who engaged and we had ongoing korero, the match enabled us to connect with people internationally who had similar organisational/population considerations and challenges.