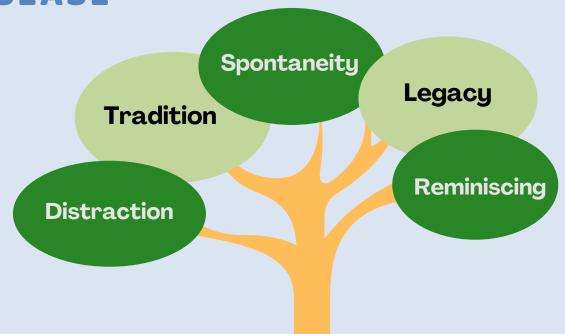
## FEW PEOPLE WERE INTERESTED IN USING ONLINE TECHNOLOGIES RELATED TO THEIR CHRONIC LUNG DISEASE



## PEOPLE PREFERRED ONLINE ACTIVITIES THAT WERE SEPARATE FROM THEIR ILLNESS

## **Examples included:**

Viewing travel photos to reminisce about past events

Watching You-tube videos, where autoplay introduced spontaneity in being swept away to new places

Playing cards games as a way to sustain intergenerational connections and traditions

Listening to comedy acts offered distraction in taking one's mind off of things



