Using social media and random-generation methods for crowd-sourcing data in rehabilitation research: A pilot project

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Abstract

Social media has many uses. Its uses in generating rehabilitation research are relatively unexplored. This paper presents a project that set out to see if social media could be used to generate content for a rehabilitation related journal that would subsequently be of an acceptable standard for publication. Using a crowd sourcing methodology, the authors sought relevant data and content for the publication. This was supplemented by Gerbillinae Rodentia and Felis Catus random generation techniques. Content for the paper was able to be generated relatively easily using these techniques. Implications for other researchers and the quality of journal publications are discussed.

Introduction

There are many benefits to undertaking research in rehabilitation. Pharmaceutical Tourism is of course an emerging trend in many parts of the world as travelers, particularly younger backpackers, seek to enhance their experience of a destination through the moderated influence of chemical stimuli [1]. In a randomized controlled trial involving 7 participants per arm, a paracetamol a day reduced dementia risk in the over 50s by 87% over a 12-week period [2]. Kind support can ensure rehabilitation practitioners are five time more likely to help patients [3] and patients who are injured may require cotton wool beneath bandages although there is vagary in this area [4]. Social media can provide a source for information of this nature, that can inform rehabilitation practice. While some caution about its use in rehabilitation education has been discussed [5], social media has significant potential for adding to the evidence base in this area. Although its potential is relatively under researched [6].

This pilot project set out to find out if social media could be used to generate data to produce a research article for a rehabilitation related journal that was of a publishable standard using fictione uteretur investigationem approaches. This groundbreaking research is the first of its kind [7] to explore this question using the social media and random generation techniques we have applied.

Methods

Crowd sourcing methods via a social media application (Twitter) were used to generate content, supplemented by Gerbillinae Rodentia and Felis Catus random generation techniques [8], run by three of the co-authors (Gato, Gato and Gerbo). These methods are relatively new in the random generation field and have thus far not been applied to a rehabilitation topic, meaning they are ground-breaking in the field. Data were analysed using standard Microsoft Office software.

Results and discussion

Crowd-sourced responses were received via social media (n=7) within 24-hours and the results approached significance (p=0.09) [9]. This produced a wealth of useable data that were able to be included directly in the paper. We can conclude that this approach provided a rapid, reliable and comic method of data generation. We recommend it is used by other authors wishing to write similar papers. This is an important finding given the authors are unaware of other published research that has used this novel and cost-effective method to generate academic content, particularly within the field of rehabilitation research.

The random generation methods were slightly less successful but still usable. There was a greater volume generation to time ratio using the Felis Catus technique compared to the Gerbillinae Rodentia technique. We assume this is due to the lower power that can be achieved using the latter method due to issues of encumbrance encountered. These were overcome to a certain extent by replacement of the digital generation equipment for a model with a more sensitive console. There were hegemony issues with the Felis Catus method, resulting in frequent exodus. Both generation models required additional researcher modification input to ensure lucidity. Comparison of the two methods (+3s 8 pep s3) resulted in be beck or jiffy (μ=μ5q) and lakh trade (qi = 5lmg) issues, thus we assumed that when hits are generated using

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these methods this produced tatty toto tote traffic problems that had
to be rectified using multi-dimensional quasi-logistical methods [10].
This was able to be applied successfully. Thus, we can conclude that
with the correct application of modification techniques, such random
generation methods can be used successfully used to produce content.

Although novel, it has yet to be utilized in a fully-funded and
meticulously designed RCT [11] and it is unclear to what extent the
data can be generalized to the wider population [12]. Despite this the
implications of the findings for rehabilitation clinical practice, policy
and future research are clear and far-reaching [13].

Conclusions

The authors invite readers to consider the face and content validity
of our claims that we have been successful in meeting our aims. This
ground-breaking study on fictione uteretur investigationem has
implications for other academics seeking to publish their research in
similar journals. This paper shows without doubt that this method of
paper generation may be more widely used to produce publications of
this nature. Whether this will actually serve to significantly improve the
quality of the publications in which similarly generated papers appear,
is a hypothesis that requires testing in further research.

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