

CDC 2.0: Using Social Media to Increase the Impact of CDC's Science



Janice R. Nall

National Center for Health Marketing

December 6, 2007



A new sexual health cell phone text
messaging service for young people in San

SexInfo



Centers for Disease Control and Prevention

Coordinating Center for Health Information and Service
National Center for Health Marketing



"If MySpace were a country, it would be 10th biggest in the world, just behind Mexico"

- The Guardian, November 4 2006



Why does CDC care about Web 2.0?

- CDC should be (must be) where people are
- Increases the dissemination and potential impact of CDC's science
- Leverages unique characteristics of emerging channels
- Reaches diverse audiences
- Facilitates interactive communication and community

Our goal: To make CDC content, tools, and services available when, where, and how users want them – to improve the health and safety of people around the world

Illustrated calender and tips for a healthy 2007...

Text Size: + -

SEARCH

A-7 Index

ABCDEFGHI JKLMNOPOR S T U V W X Y Z #

Top 20 at CDC.gov

Immunizations

BMI (Body Mass Index)

STDs (Sexually Transmitted Diseases)

Quitting Smoking

Avian Flu (Bird Flu)

HPV (Human Papillomavirus)

News and Events

Federal Offices are closed on January 2nd to remember President Ford

· What happens to my FOIA request?

» All CDC News

Press Room

Conference and Events

N RSS

n Podcasts

CDC Tag Cloud

Get Email Updates

A Year of Health Find It Fast

World AIDS Day

West Nile

Children's Health

Research at CDC

DATA AND STATISTICS

Public Water Supply (PWS)

» All Data and Statistics

Emerging Infectious Diseases

Morbidity and Mortality Weekly

Preventing Chronic Disease e-

Tools & Resources »

Listen

- MMWR: Podcast Epis

Public Health Image Library

» More Tools and Resources

BMI (Body Mass Index)

» More Publications

Podcasts/RSS Feeds

Publications

water

Report

Journal

(PHIL)

Calculator

populations receiving fluoridated

Health and Safety Topics

Life Stages

Minorities ...



Diseases and Conditions

ADHD, Birth Defects, Cancer, Diabetes, Fetal Alcohol Syndrome. Flu. Hepatitis, HIV/AIDS, STDs ...

Pregnancy, Infant & Child,

Women, Men. Seniors.

Environmental Health



Healthy Living

Exercise, Bone Health, Genetics, Immunizations, Nutrition, Sexual Health, Smoking Prevention ...

GO>>



Injury, Violence, and Safety

Car Crashes, Falls, Fires, Food Safety, Poisoning, Suicide ...



Travelers' Health

Destinations, Travel Vaccinations,



Outbreaks, Yellow Book ...



Emergencies and Disasters

Air Pollution, Carbon Monoxide,

Lead, Mold, Water Quality ...

Bioterrorism, Chemical & Radiation Emergencies, Mass Casualties, Severe Weather, Outbreaks ...



Workplace Safety and Health Chemical Safety, Construction,

Mining, Office Environments, Respirators ...

About CDC

- · Contact Information
- · Funding / Grants
- Employment
- » More About CDC

CDC HEALTH PROTECTION GOALS

- · Healthy People In Every Stage of Life
- Healthy People In Healthy Places
- · People Prepared for Emerging Health Threats
- · Healthy People In a Healthy World

CDC For You

- - Partners
 - Policy Makers
 - Students and Educators
- Public Health Professionals
 Healthcare Providers

Businesses

Home | Policies and Regulations | Disclaimer | e-Government | FOIA | Accessibility |

Centers for Disease Control and Prevention, 1600 Clifton Rd, Atlanta, GA 30333, U.S.A. Tel: (404) 639-3311 / Public Inquiries: (404) 639-3534 / (800) 311-3435





 Researchers Media

CDC 2.0 eHealth Efforts

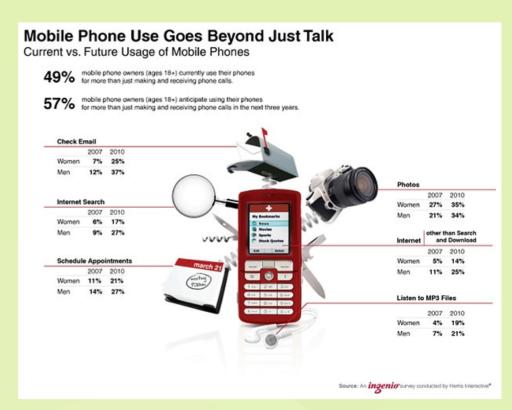
- Email updates
- Podcasts/RSS
- eCards
- Mobile applications
- Social networks
- User-generated content
- Social bookmarking (digg, other tagging, etc.)

- Blogs/bloginars
- Wikis
- eGames
- Viral videos
- Virtual worlds
- Widgets
- GIS applications
- Other open-sourced tools

Web 2.0 - Research

User Data Briefs

- Internet use
- Social Networks
- Mobile Phones
- eGames
- Online Video
- Texting
- Tagging
- User Generated Content
- eCards

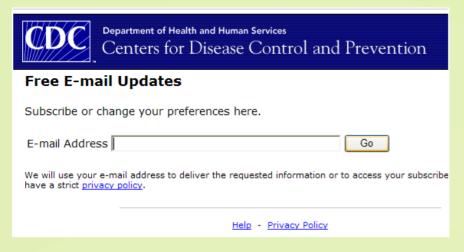


- Demographics Database
- Crisis Communication Plan for Social Media

CDC 2.0 in action: Email Updates







Enter e-mail address (password optional)

Success

You have successfully subscribed to Current Situation (Avian Flu).

Next

- Signed up to info. of interest

Quick Subscribe for cdcvisitor@govdelivery.com

Centers for Disease Control and Prevention (CDC) offers updates on the topics below. Subscribe by checking the boxes; unsubscribe by unchecking the boxes.

Access your <u>subscriber preferences</u> to update your subscriptions or modify your password or e-mail address with adding subscriptions.
☐ CDC Office of The Director
CDC News
CDC Press Releases
CDC Transcripts
MMWR Press Summaries
Emergency Preparedness and Response
☐ Bioterrorism Training and Education (Emergency Preparedness & Response)
☐ Injury Fact Sheets (Emergency Preparedness & Response)
── ☐ Mass Casualty News & Highlights (Emergency Preparedness & Response)
── □ News (Emergency Preparedness & Response)
Preparation & Planning (Emergency Preparedness & Response)
Public Service Announcements for Hurricanes (Emergency Preparedness & Response)
Recent Outbreaks and Incidents (Emergency Preparedness & Response)
— 🔲 Training and Education (Emergency Preparedness & Response)
☐ Training for Chemical Emergencies (Emergency Preparedness & Response)

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Podcast Use

- In August of 2006, some 12% of adult internet users in the U.S. said they previously downloaded a podcast so they can listen to it or view it at a later time.
- This is up from 7%, just a few months earlier.
- As of September 9, 2007, users downloaded or viewed about 450,000 CDC podcasts.
- CDC averages about 1000
- 1500 downloads per day.

The Audience for Podcast Downloads				
Demographic groups	aphic groups Percentage who have download			
(as groups of internet users)	February-April 2006	August 2006		
Total internet users	7%	12%		
Men	9%	15%		
Women	5%	8%		
Age 18-29	10%	14%		
Age 30-49	8%	12%		
Age 50-64	5%	12%		
Age 65+	4%	4%		
High school graduate	6%	9%		
Some college	6%	13%		
College graduate or more	9%	13%		
Live in households earning less than \$30,000	8%	12%		
\$30,000-\$49,999	8%	14%		
\$50,000-\$74,999	7%	12%		
\$75,000 or more	7%	13%		
3 years or less of online experience	5%	6%		
4-5 years of online experience	7%	7%		
6+ years of online experience	8%	13%		
Dial-up connection at home	6%	10%		
Broadband connection at home	9%	14%		

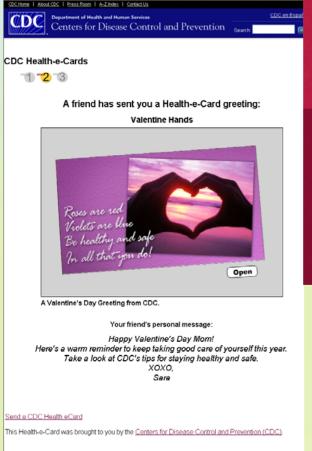
Source: Pew Internet & American Life Project February-April survey of 4,001 adults (2,822 were internet users); August 2006 survey of 2,928 adults (1,990 were internet users and 972 were asked the podcast downloading question). Margin of error is $\pm 2\%$ the total sample and $\pm 2\%$ for internet users in the Feb.-Apr. 2006 survey. Margin of error is $\pm 2\%$ for the total sample and $\pm 3.5\%$ for the 972 internet users in the August 2006 survey.

Podcasts

- Use of Facemasks and Respirators During an Influenza Pandemic
- Climate Change: Science, Health and the Environment
- 5 STD Treatment Guidelines, 2006
- 5 MMWR Safe Drinking Water
- 5 Healthy Places
- 5 Working with Stress
- History of Bioterrorism
- **6** Cervical Cancer
- Coping with Traumatic Events



CDC 2.0 in action: eCards







eCard Users

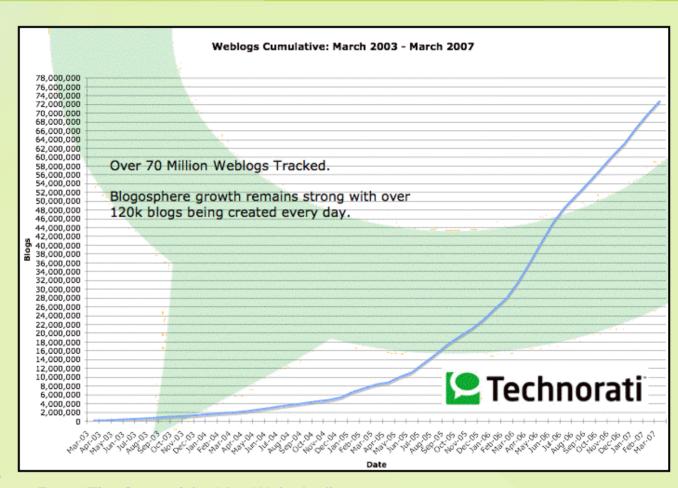
- In December 2006, eCard usage rose 15 percent overall to 45.1 million visitors (comScore Media Matrix).
- Total CDC Health-e-Cards sent 2/14/07 present: 5,004
- Most popular CDC cards:
 - Valentine Cards
 - Flu Prevention health professionals
 - World AIDS Day

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Blogs

- •The Pew Internet
 Project Blogger
 Survey found that
 the U.S.
 blogosphere is
 dominated by those
 who use their blogs
 as personal journals.
- •The blogging population is young, evenly split between women and men, and racially diverse.

http://www.pewinternet.org/pdfs/PIP%20Bloggers%20Report%20July%2019%202006.pdf



From: The State of the Live Web, April 2007

CDC 2.0 in action: Blogs



From June 2006 - August 2007 5523 subscribers thru Email Updates

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Virtual World Users

Second Life

- More than 8,670,153 residents
- 1,646,830 users logged in last
 60 days
- •In the last 24 hours, US users spent \$1,302, 907. (From: Second Life.com accessed August, 07, 2007)

•Whyville

- •More than 1.7 million registered.
- •Each month, more than 2 million visits are made to Whyville.
- •The average citizen spends more than 3 hours per month engaged inside Whyville.
- •About 60,000 new boys and girls register as citizens every month.

Geographical Location of Second Life Residents Who Logged-in During January and March 2007

Unique People, Age 15+

Total Worldwide Audience – Home and Work Locations*

Source: comScore World Metrix

	Mar-07 (000)	Percent of Total Active Residents	Increase In Active Residents Mar-07 vs. Jan-07
Worldwide	1,283**	100%**	46%
Europe	777	61%	32%
Germany	209	16%	70%
France	104	8%	53%
UK	72	6%	24%
North America	243	19%	103%
USA	207	16%	92%
Asia Pacific	167	13%	N/A***
Latin America	77	6%	26%
Middle East & Africa	20	2%	N/A***

^{*} Excludes traffic from public computers such as Internet cafes or access from mobile phones or PDAs.

From: http://b.whyville.net/smmk/top/whyville_for_sponsors (accessed August, 2007)

^{**} Sum of components may equal more than total due to rounding

^{***} NA - Residents in January below minimum reporting standard

CDC 2.0 in Action: Virtual Worlds

Whyville



10,000+ Whyvillians vaccinated during the first week

> Excerpt from www.gamingandtech.com blog:

Catching The Whyville Flu

November 30th, 2006

UPDATE: 200 Whyvillians already have the flu

I came across this Whyville flu press release earlier today and I can't tell you how impressed I am with this campaign. I've been doing a video game job (top secret) over the past few months so I am now intimately involved with the MMORPG advertising industry, and I can really appreciate the thought and work that went into this collaborative effort

While I hope I can share a bit about what I'm doing at a later date, I can dissect this Whyville thing at present and share with you from a gamer's perspective and from the viewpoint of a marketer, why I like this Whyville thingy:

1. User Value

That's really what trumps everything, isn't it? Anything to shake up your game, make it more exciting for your players, is a great idea.

2. Public Service Value

While I am not particularly an advocate of flu shots, I am so very impressed at the integration

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CDC Plans for Second Life



- Expanding space and developing more "in-world" content that matches the proactive CDC.gov marketing strategy.
- Developing partnerships with local universities (SCAD, GA Tech, and UGA) to build out the space, create engaging experiences to draw visitors to the site, and conduct research to evaluate in-world vs. real world behaviors.
- Developing in-world activities

 users want to "do"
 something in virtual
 worlds...what health activities can we provide?
- In Sept 2007, conducted inworld interview with Washington Post reporter.

eGames

Escape from Diab –

http://www.escapefromdiab.com/

NIH funded game created in collaboration with Children's Nutritional Research Center of Baylor College of Medicine to help prevent childhood obesity and Type II diabetes





Dance Dance Revolution as

"exer-gaming" in high schools
http://www.youtube.com/watch?v=

Northern Illinois University students learn principles of mechanical engineering by playing video games http://www.youtube.com/watch

?v=LYGwal-haOM



CDC 2.0 in action: eGames

Using Interactive Games to Improve Health:

CDC's Strategic Look at eGames

We are pleased to invite you to participate in an upcoming meeting: CDC's Strategic Look at eGames. CDC has been examining egame trends, games for health, and the research behind interactive games. We need your input into ways that we can incorporate egames as a tool in addressing CDC's misson of protecting and promoting health.

Please join us for this small, invitation-only event where external experts like you will be asked to provide insight on the intersection between games and health and how CDC can use existing games and/or develop new games to motivate and support health behavior change. In advance of the meeting, we will ask you to contribute to a "Think Tank" in your specialty area. The ideas generated there will be presented and explored further at the meeting.

In addition to the invited external experts, CDC representatives with expertise in health marketing technology and innovation, strategic communications, and program integration will participate in the meeting and discussions.

At the conclusion of the meeting, attendees will be asked to identify the optimal ways that CDC can use egames for public health. Soon after the meeting, a summary report crediting all attendees and detailing the presentations and discussion themes will be made widely available to the general public via the CDC.gov Web site (http://www.cdc.gov).

Meeting Information

Dates/Times Thursday, June 21, 2007; 8:30 am - 4:30 pm

Friday, June 22, 2007; 8:30 am - 12:30 pm

Location: Centers for Disease Control and Prevention (CDC)

> Roybal Campus, Building #19 1600 Clifton Rd, NE

Atlanta, GA 30329

Accommodations*: Emory Conference Center Hotel (404-712-6000); please reference

"CDC Games Event" when making your reservation.

*External Meetina attendees will receive an honorarium

We hope you can join us. Feel free to contact us with any questions, and please RSVP by Friday, May 18, 2007, to Erin Edgerton: EEdgerton@cdc.gov.

Erin Edgerton

Erin Edgerton, co-chair

Content Lead, Interactive and New Media Media Researcher

Centers for Disease Control and Prevention

E-Health Marketing Division National Center for Health Marketing Coordinating Center for Health Information and Service

(404) 498-2237 EEdgerton@cdc.gov

http://www.cdc.gov/healthmarketing/

Delra Lieberman

Debra Lieberman, co-chair

Department of Communication University of California, Santa Barbara (805) 569-3214 (home office) lieberma@isber.ucsb.edu

http://www.comm.ucsb.edu/lieberman_flash.htm

 Hosted eGames event in June to determine CDC's optimal role in eGames

- Leading CDC's Healthe-Interactive Community of Practice to encourage cross-CDC collaborations in games
- Developing mini-game for upcoming Seasonal Flu season



This meeting is sponsored by CDC's National Center for Health Marketing and Office of Strategy and Innovation

Social Networks

55% of 12 - 17 year old Internet users in the US are a member of an online social network

- Pew Internet Research, January 7 2007



Social Networks

Demographic Profile of Visitors to Select Social Networking Sites Percent Composition of Total Unique Visitors August 2006 Total U.S. – Home/Work/University Locations Source: comScore Media Metrix

	Percent (%) Composition of Unique Visitors				
	Total	Total			
	Internet	MySpace.com	Facebook.com	Friendster.com	Xanga.com
Unique Visitors (000)	173,407	55,778	14,782	1,043	8,066
Total Audience	100.0	100.0	100.0	100.0	100.0
Persons: 12-17	9.6	11.9	14.0	10.6	20.3
Persons: 18-24	11.3	18.1	34.0	15.6	15.5
Persons: 25-34	14.5	16.7	8.6	28.2	11.0
Persons: 35-54	38.5	40.6	33.5	34.5	35.6
Persons: 55+	18.0	11.0	7.6	8.1	7.3

Piling Up the Pages Total pages viewed on MySpace quintupled in the last year. It is now the second-most-viewed Web site.

TOP 5

IN BILLIONS MARCH 2005 MARCH 2006

PAGES VIEWED



MySpace	5.3	28.8

		400
MSN-Microsoft	21.5	20.3

Time Warner Network	26.6	18.5
ED.	(400)	400

EBay	12.8	11.7
Course comCor	no Maria Matrix	

The New York Times

Facebook

- 52,167,000 unique visitors in June 2007
- #20 ranked .com in U.S.(From: comScore Top 50 Properties (U.S.) June 2007, http://www.comscore.com/press/data.asp)
- Boasts an audience of 33 million Web users
- The 35+ crowd now accounts for more than 41% of all Facebook visitors.

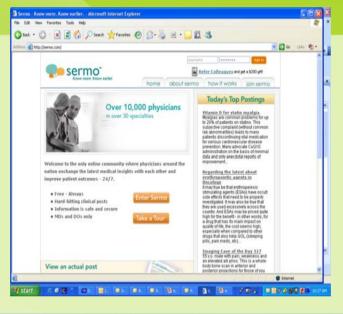
From: http://www.businessweek.com/technology/content/aug2007/tc20070
http://www.businessweek.com/technology/content/aug2007/tc20070
http://www.businessweek.com/technology/content/aug2007/tc20070

My Space

• 114,147,000 unique visitors in June 2007 (From: comScore Top 50 Properties (U.S.) June 2007, http://www.comscore.com/press/data.asp

CDC 2.0 in action: Social Networks 0100010110110

Establishing CDC profiles (presence) in MySpace, Daily Strength, eons, and sermo.



Social networks for physicians http://sermo.com

Social network for the 50+ crowd http://eons.com



CDC 2.0 in action: MySpace MySpace

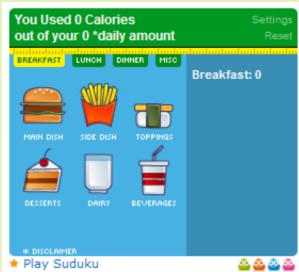
www.myspace.com/cdc_ehealth



Widgets

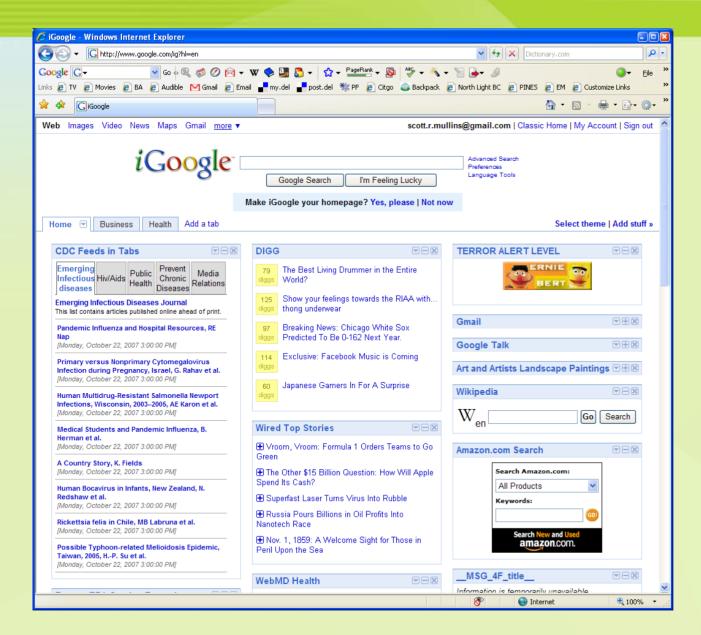
- Mini-applications—also called "gadgets"— easily used on a desktop or personal page...they are constantly updated with whatever information you want.
- homepage (which uses widgets) is the fastest-growing Google product," says Marissa Mayer, the company's vice president of "search products and user experience." "This market is going to be very large."





Source: Newsweek, <u>The Year of the Widget</u>?, December 30, 2006

CDC 2.0 in action: Widgets Widgets CDC 2.0 in action: Widgets





CDC 2.0 in action: Content Syndication

Mississippi State Department of Health



TO PROMOTE AND PROTECT THE HEALTH OF ALL MISSISSIPPIANS

NEWS

CALENDARS

PUBLICATIONS

HEALTH PLANNING

INFORMATION DESK

SEARCH

Home

Services & Programs

Women and Children

Family and Adults

Preventive Health

Disease Control

Other Health Programs

Critical Incident Stress Management

Educational Events

Emergency Preparedness

Biological agents

Chemicals and radiation

For health professionals

Hurricane Katrina

Pandemic flu

Personal Preparedness

Plan, Prepare, Protect

Reports

Resources and links

Travel notices

Weather emergencies

EMS-Trauma

Environmental Services

Hazardous Substances

Health Disparity

CDC Health Update: Guidance for Laboratory Testing

Updated Interim Guidance for Laboratory Testing of Persons with Suspected Infection with Avian Influenza A (H5N1) Virus in the United States (June 7, 2006)

Additional guidance: Clinicians should contact the Office of the State Epidemiologist at 601-576-7725 for additional guidance as needed regarding the evaluation of specific patients.

Laboratories: Hospital laboratories should direct technical and procedural questions to the state Public Health Laboratory at 601-576-7582.

Distributed via Health Alert Network

June 07, 2006, 19:50 EDT (07:50 PM EDT)

CDCHAN-00246-06-06-07-UPD-N

Most recent CDC Health Alert Network Messages >

CDC Health Update

This update provides revised interim guidance for testing of suspected human cases of avian influenza A (H5N1) in the United States and is based on the current state of knowledge regarding human infection with H5N1 viruses. The epidemiology of H5N1 human infections has not changed significantly since February 2004. Therefore, CDC recommends that H5N1 surveillance in the United States remain at the enhanced level first established at that time. However, this revised interim guidance provides an updated case definition of a suspected H5N1 human case for the purpose of determining when testing should be undertaken and also provides more detailed information on laboratory testing. Effective surveillance will continue to rely on health care providers obtaining

CDC 2.0 in action: Online Public Engagement



Pan Flu Vaccination Prioritization Web Dialogue – Dec 4 – 6, 2007

CDC 2.0 in action: User-Generated/Shared Content

Establishing CDC central presence on YouTube and Flickr (photo-sharing site)

YouTube currently:

- Serves up more than
 30 million video views a day
- Receives about 35,000 video uploads daily from users



Table 1: Percent Growth for YouTube (U.S., Home and Work)

Web Metric	Jan-06	Jun-06	Percent Growth
Unique Audience (000)	4,942	19,618	297
Web Pages Viewed (000)	117,641	724,024	515
Time spent per person (hh:mm:ss)	0:17:22	0:27:58	64

Source: Nielsen//NetRatings, July 2006

Demographics		Users (M)	% Users
	All	55.1	_
	Under 18	10.1	18%
Age	18-34	10.4	19%
	35-44	11.8	21%
	45-54	11.2	20%
	55 and over	11.6	21%
Condor	Male	29.6	54%
Gender	Female	25.6	46%

Source: Nielsen//NetRatings, US only, July 2007.

Alexa Top Sites						
Rank	Change	Web Site	Info	^		
1	(none)	yahoo.com	(i)			
2	(none)	msn.com	(i)			
3	(none)	google.com	(i)			
4	(none)	youtube.com	(i)	_		
5	(none)	live.com	(i)			
6	(none)	myspace.com	(i)			
7	<u> </u>	orkut.com	(i)			
8	≙ 7	facebook.com	(i)			

CDC 2.0 in action: User-generated Tags



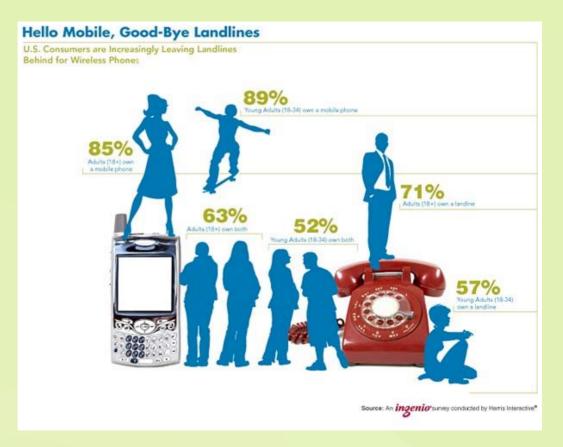


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Mobile Applications

More Americans Have Cell Phones than PCs

 More than four out of five U.S. adults (85%) own a mobile phone, compared with seven in ten (71%) who have a landline or home phone.



Sources – From: http://www.marketingcharts.com/direct/survey-growing-opportunities-for-mobile-advertising-790/ (study conducted between March 29 and April 2, 2007 among 4,123 adults (aged 18 and over). Pew Internet and American Life Project Survey February to March, 2007

- Disease management (diabetes)
- Risk communication (flu)
- Persuasive messaging (health reminders)
- Health promotion (diets)
- Emergency preparedness
- Personal safety





CDC 2.0 in action: World AIDS Day

- Collaboration with HBO and Kaiser Family Foundation to encourage HIV testing – as part of World AIDS Day efforts 12/1/07
- Mobile Texting Campaign: To encourage users to know their HIV status and to locate HIV testing facilities nearby
- Web banner ads, Health-e-Cards, and MySpace badges
- Video podcast and PSAs on YouTube
- With HHS, hosting a webinarfor CDC HIV grantees



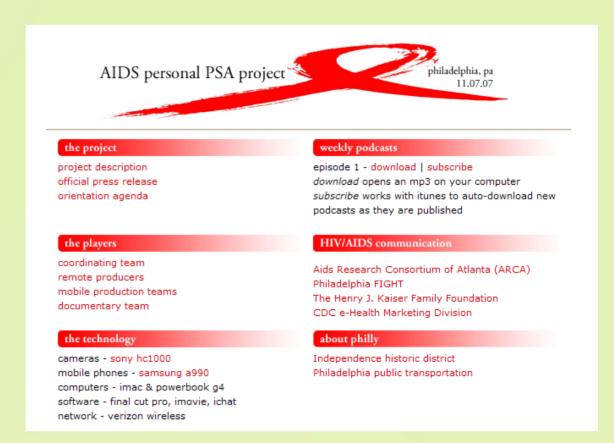
CDC 2.0 in action: Mobile Diabetes Management

- Partnership with Georgia Tech University,
 CDC's Diabetes Team, and CDC's eHealth
 Division to study the use of a glucometer-integrated mobile phone
- Glucometer readings available on a collaborative Web site for discussion by the diabetes patient and diabetes educator
- Preliminary study results indicate participants improve their ability to effectively reflect on diabetes management
- •Further Research:
- Investigating social media techniques to further motivate diabetes management
- Understanding potential barriers of this approach



CDC 2.0 in action: AIDS Personal PSA Project

- •The New Face of AIDS: A Mobile Media Experience
- In one day, teams using mobile devices will create compelling video messages encouraging positive health decisions
- By end of day, teams will produce one-minute *New Face of AIDS* personal PSAs that encourage young people to be tested for HIV
- On World AIDS Day, 12/1/07, these AIDS PPSAs will be pushed to mobile phone and Web users



From more information, see: http://www.nmi.uga.edu/aids_ppsa

Sponsored by the University of Georgia, Kaiser Family foundation, Verizon, AIDS Research Consortium of Atlanta, Philadelphia FIGHT, CDC

CDC 2.0 in action: Mobile Texting



Save the Date!

February 28-March 1, 2008 Stanford University, Palo Alto, California

- An exclusive gathering of experts in health, behavior change and mobile technology.
- A premiere conference on how mobile text messaging can promote better health.
- To Register: <u>www.Texting4Health.org</u>
- Questions: Adam Tolnay, <u>atolnay@stanford.edu</u>

Virginia Tech Tragedy New Media

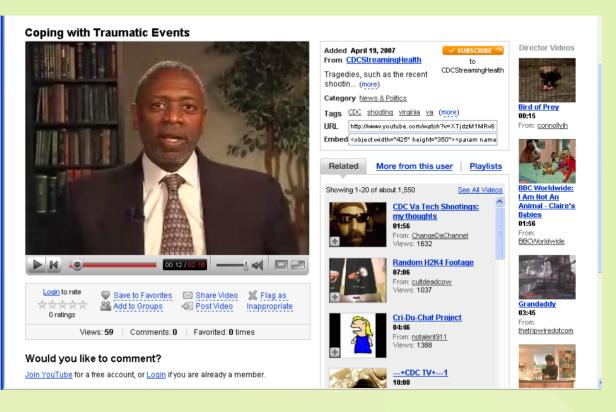
Background:

In response to the tragedy at Virginia Tech, CDC's Division of Violence Prevention created a short videocast for coping with stress after a traumatic event. To leverage the power of social media for reaching college students and educators, NCHM disseminated the podcasts and links to related CDC.gov eHealth information through multiple new media channels.

Virginia Tech New Media: YouTube

The CDC podcast "Coping with Stress after a Traumatic Event, such as a School Shooting" was made available through CDC.gov, iTunes and imported to YouTube.

To date, the podcast on YouTube has been viewed 70 times.



Virginia Tech New Media: Blogs

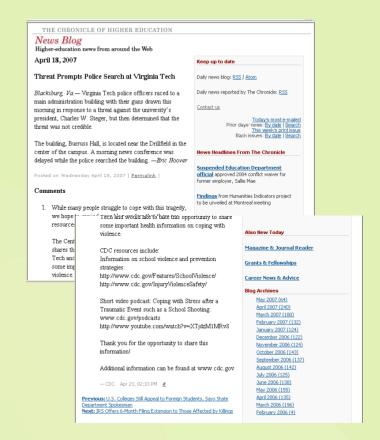
CDC podcast and web resources were disseminated to bloggers and posted as comments on 9 relevant blogs, including:

- CNN.com
- · The Chronicle of Higher Education
- Teacher's Magazine Blogboard





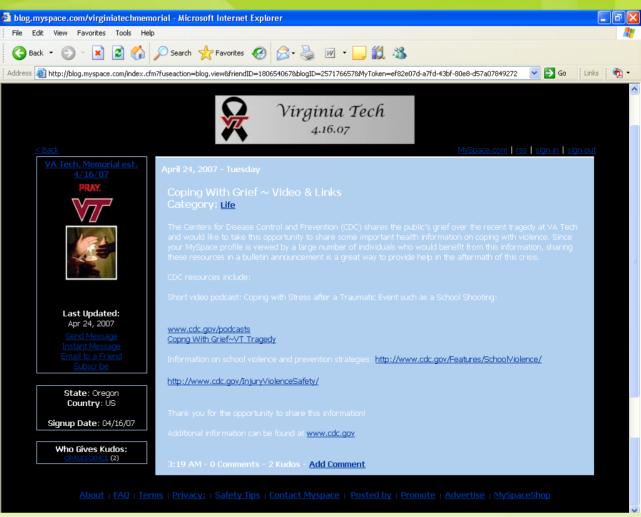
- Time.com
- NYTimes.com



Virginia Tech New Media: Social Networks

MySpace

Resources were disseminated to two social network profiles. This profile posted the information in a blog to its network of friends.



It is estimated this profile has more than 850 friends, the actual list is kept private at the request of the profile owner,

Seasonal Flu - 2007



Don't let the flu slow you down.

Get vaccinated.



Virtual Worlds





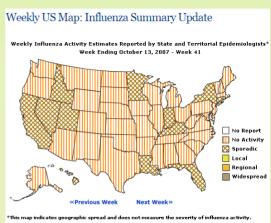
Bloginar



Graphical Buttons



Graphical Badge for Social Networks



You are here: About > Health > Cold & Flu

Advertisement

WIPE OUT YOUR PAINFUL COLD SYMPTOMS.





Take only as directed

About.com: Cold & Flu

Search

Health

- Cold / Flu

Essentials

- What is the Cold/Flu?
- Symptoms of the Cold/Flu
- Diagnosing the Cold/Flu
- Treating the Cold/Flu
- · Preventing the Cold/Flu

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From <u>Kristina Duda, R.N.,</u> Your Guide to <u>Cold & Flu</u>. FREE Newsletter, Sign Up Now!

National Influenza Vaccination Week

The week of November 26 to December 2, 2007 is National Influenza Vaccination Week. This campaign is an effort by the CDC to inform the public about the importance of getting a flu shot, even after Thanksgiving. Getting a flu shot at any

time during flu season is important, especially if you are in a high risk category for the flu. It isn't too late until the season is over, which is usually not until April or May.

VACCINATED
DON'T GET FLU. DON'T SPREAD FLU.

WWW.cdc.gov/flu

Children's Flu Vaccination Day

Today, November 27, 2007 is also Children's Flu Vaccination Day, which is another effort by the CDC to focus on the importance of flu shots for children. Each year, over 20,000 children under the age of 5 are hospitalized with the flu or complications from the flu. Clearly, this is a very important vaccine for children.

There are many events going on around the country this week to help bring attention to this campaign.

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Improve your health one step at a time.



Does fasting reduce heart disease? Wednesday, 07 November 2007

Does fasting reduce heart disease?

Deseret Morning News

By Lois M. Collins

Published:...

More about Does fasting reduce heart disease?

National Diabetes Awareness Month Wednesday, 07 November 2007



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Influenza Research Update

Report of the Blue Ribbon Panel on Influenza Research (PDF)

NIAID has awarded \$23 million per year for seven years to establish six Centers of Excellence for Influenza Research and Surveillance

Read the press release.

Influenza Research at NIAID

- ► How the Flu Virus Changes
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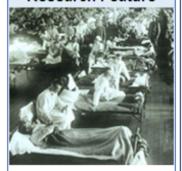
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Research Feature



Blood from survivors of the deadly 1918 flu is helping a modern researcher understand

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NIAID Media Availability: NIH Scientists Describe Ways to Accurately

Webinar for Blog Writers

CDC's Wants Bloggers to Encourage Getting Flu Shots

Enoch Choi Monday, December 18, 200



Today, the CDC, America's out that people should go

Over the course of 40 minu doesn't They strongly end



rs to ask us to get the word

how it helps, and how it ary since it only takes 2

Archive for the 'Seasonal Flu' Category

« Previous Entries

Seven clues to a cold, flu or sinusitis

Saturday, December 30th, 2006

Knowing if you have the colds, flu or sinusitis is important to right treatment. How do you know what you have? Here are via Caroline's Health Edge -

1. What your symptoms do include. Classic complaints of s cold include a runny nose, difficulty breathing through your sore [...]

Posted in Seasonal Flu, The Common Gold, Surveillance ar Comment »

The CDC does work with bloggers in comul key flu facts

Monday, December 19th, 2006

Beth's Blog

A place to capture and share ideas, experiment design, visual thinking, creativity, ICT in the deve



School closures during a pandemic: Distancing makes a

School's out for three months? Unlike Alice Cooper's 1070s rock anthem, summer may not be the only time schools close. To prevent the spread of infections during a flu pandemic, they may very well have to shut down in the middle of the echool mean

Scientists believe that one of the main ways to minimize the number of people getting sick and dving during a flu pandemic is by limiting our interactions. Because classrooms are prime environments in which kids can catch the flu and other illnesses, it's important to focus on

schools. A key reason is shared physical space: In elementary school. the average distance between children is just under 4 feet. They're sitting at desks or playing in gym class and touching the same supplies, doorknobs and faucets. After catching the flu from each other, they then bring it home to their families.

That's why the federal government recommends that schools close and that kids and teens stay home during the early stages of a flu pandemic. Will that really make a difference? Well, the average distance between people in a typical U.S. home is roughly 16 feet, quadruple the distance between people in schools. Closing schools would Have you gotten your seasonal flu shot vet?

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This blog is published by the American Public Health Association as a resource for the public on pandemic influenza. APHA is dedicated to protecting individuals. families and communities from preventable, serious health threats and ensuring community-based health promotion and disease prevention activities and preventive health services are universally accessible. For more information: www.anha.org

MIEW MAY COMMUNETE ABORDO

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* This is a "Best of" for finding CC "BY" photos in Flickr | Main | I got tagged with that meme by three people ... »

How the CDC is Cultivating Bloggers for its Public Awareness Campaign About Flu



My inbox has been stuff flooded with lots of email. For some reason, I'm receiving many more more (unsolicited) holiday fundraising and campaign requests than usual. This one was pretty interesting because it gave me some insights into the fact that organizations



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Seasonal Flu New Media

Virtual Worlds eGames - Whyville 2006



Engaged in learning

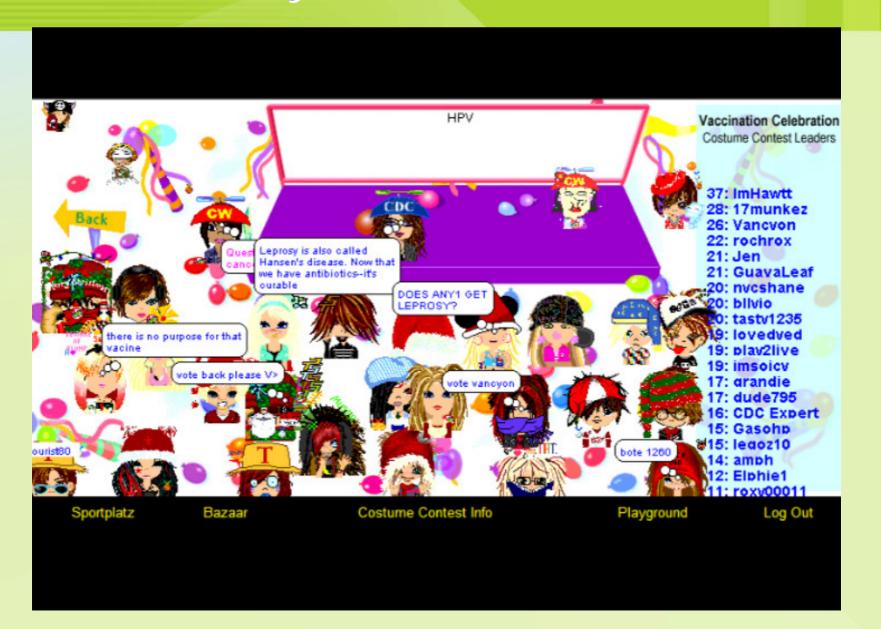
20k Whyvillians Vaccinated in 6 wks; 135k visited the CDC Flu Clinic



Empowered as public health advocates



CDC 2.0: Whyville 2007



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CDC 2.0

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- Blogs http://www.cdc.gov/healthmarketing/blog.htm
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Contact Information

Janice R. Nall - jnall@cdc.gov

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www.cdc.gov/healthmarketing