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# MOBILE APPLICATIONS TO PROMOTE HEALTHY LIFESTYLES: A SYSTEMATIC REVIEW USE OF MOBILE APPLICATIONS TO PROMOTE HEALTHY LIFESTYLES: A SYSTEMATIC REVIEW

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#### **SUMMARY**

Mobile applications are very popular, mainly among adolescents and young people. There are applications in different areas of man's life, however, we will only address those that promote healthy lifestyles; with the aim of identifying, examining its existence and use in children, adolescents, young people and adults. The PRISMA methodology was used and a search for scientific articles published in four highly prestigious repositories was used: Scopus, Web of science, Scielo, Google academic; five years old. The search identified 79 articles, 9 were chosen for the systematic review. The results are presented in tables, considering three dimensions of apps: physical activity, healthy eating and health. It is concluded that there is a range of applications that promote healthy lifestyles and their use is increasingly required, therefore, it is necessary to continue delving into the topic.

**Keywords:** Mobile apps; healthy lifestyles.

### **ABSTRACT**

Mobile applications are very popular, mainly among adolescents and young people. There are applications in different areas of man's life, however, we will only address those that promote healthy lifestyles; with the aim of analyzing its existence and use in children, adolescents, young people and adults. The PRISMA methodology was used and a search for scientific articles published in the last five years was used in four highly prestigious databases: Scopus, Web of science, Scielo and Google academic. The search identified 89 articles, 9 were selected for the systematic review. The results are presented in tables, considering three dimensions of apps: physical activity, healthy eating and health. It is concluded that there is a range of applications

that promote healthy lifestyles and their use is increasingly required, therefore, it is necessary to continue delving into the topic.

**Keywords:** Mobile applications; healthy lifestyles

#### INTRODUCTION

In Peru, the Supervisory Body for Private Investment in Telecommunications (OSIPTEL, 2022) reveals that 88.4% of households own a smart cell phone, making it a priority asset. In addition, it reports that the fastest growing telecommunications service in Peru is the Internet, 87.7% of Peruvian homes have access to the Internet. For their part, Mera et al. (2019), mentions that the growth of ICT and the massive use of the Internet go beyond communicative purposes and leisure, or is only exclusive to some professional fields such as engineering or technology, but also various work areas including health, education., sport, physical activity on a global scale have begun to use these tools to carry out their professional work

Regarding the use of mobile applications that promote healthy lifestyles, Aznar et al. (2019), in Spain carried out a meta-analysis study, with the objective of examining the effect of the use of mobile applications on physical activity, the study focused on the review of scientific articles published in highly credible indexed journals. The systemic review method with meta-analysis was used, the results show that there is a diversity of apps used in physical activity. Finally, it concludes that mobile applications are high-impact tools to increase physical activity levels and are a motivational reference for developing Physical Education sessions.

The study designed in Peru to monitor physical activity levels in adolescents aged 12 to 17 years from the coast, mountains and jungle, carried out by Mamani et al. (2023), applied the Questionnaire on physical activity for schoolchildren (CAFE) following the WHO guidelines, with the purpose of determining its reliability and validity. After its application, the findings confirmed that the reliability of the test is adequate and its validity optimal.

On the market, there are many applications designed for health care (practice of a healthy lifestyle, monitoring of physical exercise, eating habits, exercise routines, monitoring of vital signs, personal trainers, etc.) and their proliferation has grown exponentially (Yot-Domínguez et al., 2020). However, its knowledge and proper use, specifically by children and adolescents, is minimal.

Likewise, it has been identified that there are systemic review studies that analyze the existence of apps in the field of medicine, education, including in the area of mental health (Rodríguez-Riesco & Senín-Calderón, 2021). But there are no specific systemic works that focus on examining the use of applications that promote healthy lifestyles.

Given the aforementioned, the following research questions were posed:

To what extent does identifying scientific articles on the use of mobile applications and healthy lifestyles expand general knowledge about this area?

To what extent does examining the use of apps and healthy lifestyles deepen specific knowledge about physical activity, nutrition, and health?

The study is justified because it will allow us to have a general and specific look at the use of applications and their influence on the creation of healthy lifestyles (physical activity, nutrition

and health). Likewise, it will allow people to manage updated and specific information in the field of health; helping them improve their quality of life based on scientific knowledge.

Therefore, the objective of this systematic review was to identify and examine the availability and use of applications that promote healthy lifestyles, selecting those that demonstrate effectiveness and feasibility in their use.

#### **METHODOLOGY**

To prepare our systematic review, the PRISMA methodology was used. Regarding the search and bibliographic review related to the use of mobile applications and healthy lifestyles; It was carried out in five databases: Scopus, Web of science, Scielo, Google academic; scientific studies published in the last five years (2017 – 2023). Advanced search strategies were used; Boolean operators AND, OR, NOT.

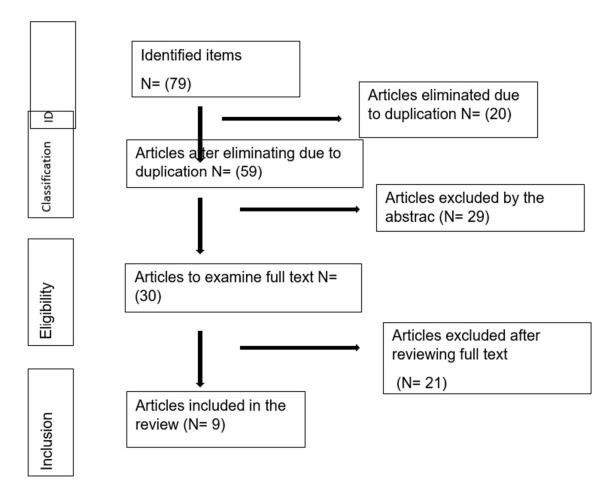
The following inclusion parameters were considered: articles published in Spanish or English that are focused on the use of applications and healthy lifestyles, must have been published in Scopus, Web of science, Scielo, Google academic, publication date in the last five years. Exclusion parameters were studies published in journals other than those mentioned, scientific literature that is not related to the topic of study, studies older than five years and articles that do not provide scientific evidence.

The study population consisted of 79 scientific articles identified in scientific journals selected for the systematic review. The sample was 9 articles selected according to inclusion and exclusion parameters.

To ensure the scientific accuracy of this review, we took into account the PRISMA 2020 communication guidelines: Updated Guidelines for the Publication of Systematic Reviews (Page et al., 2021).

The following steps were carried out for the identification and filtering of documents. Firstly, according to the selected database, the title of all publications related to the topic was read and the most relevant were selected. Secondly, the abstract was examined, collecting studies that met the inclusion parameters. Finally, full texts were reviewed to identify articles for inclusion in the systematic review. The whole process is shown in Figure 1.

Figure 1 PRISMA flowchart.



### **RESULTS**

After the identification and selection process, 9 scientific articles were included as the final sample for this systemic review. The selected literature is organized in three dimensions, each dimension is presented in a structured table as follows: Author and year, title, objectives, type of study, sample, results and conclusion.

Table 1, physical activity dimension and mobile applications, three research studies were selected and examined with the use of mobile applications and their impact on the practice of physical activity.

Table 2, healthy eating and mobile applications dimension, three scientific articles that link the use of mobile applications and their influence on healthy eating were selected and examined.

- Table 3, health dimension and mobile applications, three systematic reviews that address the issue of use of mobile applications and their effect on the person's general health were selected and examined.

**Table 1** Studies related to physical activity and use of mobile applications

	Author(yea	Qualification	Aim	Type o	Sample (N)	Results	Conclusion
1	r)			study			
		Impact of a plan	Determine the	Experime	Students	Regard to	The
				ntal		th	

# ${\color{blue} \textbf{MOBILE APPLICATIONS TO PROMOTE HEALTHY LIFESTYLES: A SYSTEMATIC REVIEW USE OF MOBILE \\ \textbf{APPLICATIONS TO PROMOTE HEALTHY LIFESTYLES: A SYSTEMATIC REVIEW} \\$

				e	
(Caves et	of physica	effects of a	university	improvement	interventions of
	activity		students, 10	in	
1 2022				the	4.77
al., 2023)	doing use of	program of	men ancelev en	composition	AF that they use
	a mobile app in	physical		bodily was	Applications
		activity	Wolliell.	he	4 ippireations
	composition	(AF)		index of mass	mobiles lead
	bodily of	fundamentally		body mass (BM) and	to a elderly
	students	in the use of		fat mass (p <	consumption
					of
	university student	an app		0.05, was small.	energy.
					No
	during the	mobile in			however,
				howe	
	pandemic	relations to the		<b>'</b>	the variations in the
	r	hip			variations in the
	COVID-19.	a amma a siti a m		to the	a a managiti a m
		composition bodily of		_	composition  Bodily are
		bodily of		energene	Bodily are
				was	
		students		elderly that the	minors. For the
		university students			so much, i
		in the		after	supplementation
				of the	
		pandemic du		study (p < $0.01$ ),	
		to			driv ing
		coronavirus.		that before	long-term nutritional

				0.05).	term,
					НЕ
					recommends
					design
					interventions of
					AF
					throu
					gh
					Applications
			T	<u></u>	mobiles.
(Ángel	The TIC		Systema	The	Technological
Durán-	as a too	objective of thi		resultspro	
Vinegar	C	-	PRISMA		ifiproven to be th
et al., 2021)	of	was to perform	Methodo	evidence	es diasuitable fo
	motivation	a systemati	ogy	he	es diasuitable fo increasing
	for	review c	1		iatmotivation an
		studies			e physical
	promote	evaluating the effectiveness of		and positive	velactivity.
	the	motivation an			thIn
	practice	use of ICT for		prote o	of addition, some
	r	improve		activity physical.I	studies foun
	al activity i	i: ti		wever, if gives	uiu
	teenager	ne		usinadequ	
	: one	practices		use	osThev increase
	systematic			technological to	ool <sub>their</sub> physica
	review	fphysical		is the main caus	e Coondition
		activity i adolescents.		sedentary lifest	The
		adoreseems.		physical inactive and habits	technoic
				bithealthy	gycan help th
				the population.	teachers
					to promote practice
					of
					activitiesphysic
					outside th
					formal scope o
					the
					school,

						increasing
						Sothe
						autonomy of
						the students.
	Effects of	The purpos	Systema	The sample i	He stud	dyThe mobile
(Diaz et	mol	was to examin	ic	made up	confirmed	devices They
al., 2019)	ile application	the effects of th	reviewM			are powerfi
	abo	Applications	eta	by empirica	the diversity	tools
	t		analysis	4 1'	_	ofor
	ther				the	impro
	hysical activity			with		e and
	a			two	physical activity	c and
	meta-analysis			grou		
				ps,		
		mobile		experiment	highlighting ir	ncrease
		phones o		1	a	sports
		physical		andcontrol	significant p	ractice,
		activity fron		group (n	statistical impada	*
		activity mon			_	reate nev
		tlac		= 18).		
		the				lementsmotiva
		identification			of thti	onal i

Note. The sources of information are Scopus, Web of science, Scielo and Google Scholar.

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magazines.

of

Interpretation Table 1, regarding the dimension use of applications that promote physical activity, the study by Cuevas et al. (2023) determined that with interventions on physical activity where mobile applications are used, people find better results in terms of greater caloric consumption and lower body composition. For their part, Duran et al. (2021) demonstrated that when ICT is used appropriately, motivation to practice physical activity significantly increases, but when technological tools are used inappropriately, they are the main cause of sedentary behavior, physical inactivity, and a decrease in healthy habits. Finally, Diaz et al. (2019) analyzed the effect of mobile applications on physical activity, concluding based on their findings that the use of apps is a powerful resource to increase sports practice and physical activity, and they also play a motivational role in Physical Education classes.

Table 2 Studies related to healthy eating and use of mobile applications

experi

cal education.

mental group.

Author	Qualification	Aim	Kind of	Sample	Results	Conclusion
(year)			study	(N)		
(Muñoz and Abdón, 2023)	influence of social network and mobil applications of healthy eating: systematic review	the currer state c research o healthy		articles	effect of social networks and mobile applications was determined, mainly in young adulusers between 18 and 3	A large number of young people ar aware that the information publishes on social network influences their healt decisions.  It also found that early internet use and higher level of digital literacy positively impacts your dietary decisions.

(Luz et al	Healthy lifestyl	The	Descriptive	Made up c	The mos	We conclude tha
`	'		correlationale			there is a need to
,		* *		participants,3		improve the lifestyl
		understand				habits of teacher
	<u> </u>		experimental	2 students	74.2% of th	and students
			design.		study	especially through
		students	8	iteachers.		programs tha
		and			Γ -	promote physica
		teachers a			acceptable	activity but also
		a			lifestyles.	provide nutritio
		university			However,	and healt
		in Mexico			nutrition an	education.
					physical	
					activity stan	
					out as the mos	
					inadequate	
					habits i	
					university	
					students.	
(Aguilar	Changesanthropo	То	Experimental	experimental	Не	The use of th
Garcíaet	metric	evaluate		group,n=26,		NutriMetas
al., 2019)	measurements	anthropon		control, n=26	luster	application as a toc
	and persona	etric			experimental	to promote health

satisfaction wit	modificati		lost	eating has proven to
educational	ons an			be an effective too
interventions that	personal		aaverage of 2.	in people who ar
include the use of	satisfactio		± 2.6	overweight or
an app i	n in th		kg,	obesity.
	context o	,	while th	
obese people.	an educationa		group c	
	l interventio	]	ntrol	
	n for obes		lost	
	patients that	;	aaverage of 0.	
	involves		± 1.6 kg (p	
	the use		0.08).	
	of one			
	mobile app			
	(NutriMetas)			

Note. The sources of information are Scopus, Web of science, Scielo and Google Scholar. Interpretation Table 2, studies on healthy eating and mobile applications, Muñoz and Abdon (2023), in their systematic review on the effect of social networks and mobile applications on healthy nutrition, maintain that a high percentage of Thursdays (18 to 35 years old) They recognize that information published on social networks has an influence on their decisions about their nutritional habits and that digital literacy at an early age positively impacts dietary decision making. Luz et al. (2022), sought to understand the life habits of university students and professors, the most relevant finding was poor nutrition and lack of physical activity and personal habits as inadequate. Therefore, in this technological era there is an urgent need to promote healthy lifestyles such as healthy eating and physical activity. Aguilar et al. (2019), made use of a mobile application to evaluate anthropometric changes in overweight and obese people, the result showed that the experimental group showed an average weight loss of  $2.1 \pm 2.6 \text{ kg}$  compared to  $0.7 \pm 1.6 \text{ kg}$  in the control group. Therefore, they demonstrated that the use of the NutriMetas application is an effective tool for this type of patients.

Table 3 Studies related to health and use of mobile applications

Author	Qualification	Aim	Kind of	Sample	Results	Conclusion
(year)			study	(N)		
(Rodriguez	Applications	Know her			They wer identified	The use of
Senín, 2021)	mobiles in	utility of	Revision	N = 193	193 article and	applications in

	Spanish for	applications i	systematic	articles	were selected	Spanish for
	evaluate and	Spanish for			11 for study.	mental health is
	intervene i	evaluation an			The finding are	limited, but
	mental: a	intervention i	1		show of	results
	revision	mental healt in			according the type	promising
	systematic	populations			by population	suggest the
		clinics and no			attended clini	Need to
		clinics.			and no clinical,	do more
					according to	investigations i
					the symptom	this area for
					are treated.	improve qualit
						effectiveness o
						attention of the
						mental health.
(Alos Puig-	&Use of	Review,	Revision	Not precise		mHealth has th
Ribera, 2021)	Applications	describe and	narrative			potential of
	mobiles and	discuss in	Method			address many o
	wearables	general use	SANRA			the challenge that
	(mHealth) for	of technology	ļ			face the PAs
	transform the	mobile for				in th environment of
	lifestyle in	modify the				medical attention

		Primary car	sedentary				current. Thes
		•	lifestyles and				devices can b
			physical				important tool
		1	inactivity,				for modifyin
			replacing				lifestyles. Fo
			them wit				example,
			non-				seems effectiv
			sedentary behaviors an				against lack o
			increased				
							sedentary
			physical				lifestyle.
			activity.				It also help
							patients tak
							more activ
							control of thei
							health an
							promotes self
							determination.
							However, ther
							is resistance to
							the
							implementation
							of mHealt
							programs b
							experts due t
							doubts abou
							their qualit
							and
							effectiveness.
Ĺ		<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	
	(Tatiana	Applicationsm	Identify	Oualitative	Databases (	46.7%	Mobile
	`	obile phones i	•	`	`		applications ar
	rnal et al	-	1.1	•	/	were create	
- 1		· ·	health an	10 10 10	Googleacad	for patient	to promot
		•	analyze th		mic (n = 83)	and 27.7% fo	-
		_	1.				
						meann workers. Th	0
			design and evaluation.			most commo	-
			evaluation.				However,
						monitoring	advances i

and treatmenvalidation an of disease certification

			(23.8%),	process	es ar
			diagnosis	needed	t
				ensure	reliabl
				and	saf
			treatment	benefits	s fo
			(10.7%) and	users.	
			attention c		
			the		
			health		
			(10.7%).		

Note. The sources of information are Scopus, Web of science, Scielo and Google Scholar.

Interpretation Table 3, the health aspect was considered, Rodríguez and Senín (2021) did a systematic review regarding the use of mobile applications to evaluate the mental health of clinical and non-clinical patients, they identified 193 articles, of which they selected 11 To analyze them, they concluded that the use of mobile applications in mental health is unlimited, and that there is a need to continue expanding studies to improve effectiveness in this area. For their part, Alós and Puig (2021), carried out a narrative review on mhealth and its influence on lifestyle changes, indicating that the use of wearables and applications (mhealth) are very effective for primary medical care; They are important tools and devices to promote a healthy diet and encourage physical activity. Velandía et al. (2021), conducted a systemic review to learn about mobile applications

on health that exist and analyze their use, design and evaluation, they found that 46.7% of applications were created for patients and 27.7% for use by health workers, generally used for diagnosis, monitoring, treatment and follow-up of patients. Highlighting that mobile applications are essential for health, however, progress is needed in their validation and certification to guarantee their benefits.

#### DISCUSSION

Currently the use of smart mobile devices, social networks and the use of applications are protagonists, they have become the main resource for communication and dissemination of information, generating great influence on human beings. However, as indicated in their study by Cuevas et al. (2023), if ICT is used inappropriately, it can be the main cause of sedentary lifestyle and physical inactivity; however, if its use is appropriate, it is a great source of motivation and promoter of healthy lifestyles. The literature reviewed on physical activity and the use of apps indicates that their use has grown greatly and their use is decisive in motivating and promoting the practice of physical activity. Therefore, it is a priority to teach future generations to make good use of the full range of technology available.

Regarding the use of applications and their influence on healthy eating, the studies examined in this review categorically affirm that applications and social networks influence people's nutritional decisions, especially young people, (Muñoz and Abdon, 2023). Considering these effective tools to improve the nutritional aspect of human beings, it is important to disseminate and use them at all ages: children, adolescents, young people and adults.

The use of applications in health, there is also a wide variety of applications in this area, highlighting the study by Alós and Puig (2021), they carried out a narrative review on mhealth and its influence on lifestyle changes, highlighting the universe Of applications, 46.7 of apps are for use by patients and 27.7 for use by healthcare personnel. Also in the reviewed studies it is mentioned that its validity and certification need to be improved to guarantee the effectiveness of its use: to diagnose, treat, follow-up and monitor patients.

The strength of the study lies in focusing on updated studies on the use of applications in the field of physical activity, healthy eating and health. Always aiming to create an improved quality of life for people.

The main limitation is that there is still a small number of studies aimed at the use of apps and their influence on the creation of healthy lifestyles. I consider that it is a field of study in growing development and that the near future will have a lot of research in this area.

#### **CONCLUSION**

The purpose of the scope of the systematic review was to identify and examine the use of mobile applications that promote healthy habits in children, adolescents, young people and adults, it is concluded:

- It was identified with scientific evidence that there is a wide variety of apps aimed at the promotion of healthy lifestyles (practice of physical activity and healthy eating) and that technological advancement has grown and has a great boom in today's society, social networks and use of applications, if inappropriate use occurs, can contribute to a sedentary lifestyle and physical inactivity, but if used rationally and appropriately, it produces an engine that drives healthy lifestyles; in addition, literacy should be taught about it from an early age.
- It was examined that the use of ICT increases and serves as motivation for the practice ofphysical activity. It influences the nutritional decisions of human beings, in this sense the applications that promote healthy eating must be disseminated and available to all ages: children, adolescents, young people and adults. There are applications in a variety of areas, in the health field they are used in primary care to diagnose, prevent, treat and monitor patients. Therefore, apps should be for prevention and promoting healthy lifestyles.

### **CONFLICT OF INTERESTS**

I declare that there is no conflict of interest in the publication of this scientific article.

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