

Information, understanding and trust: Explorations in computation and interaction

Ann Blandford

A focus on digital health technologies

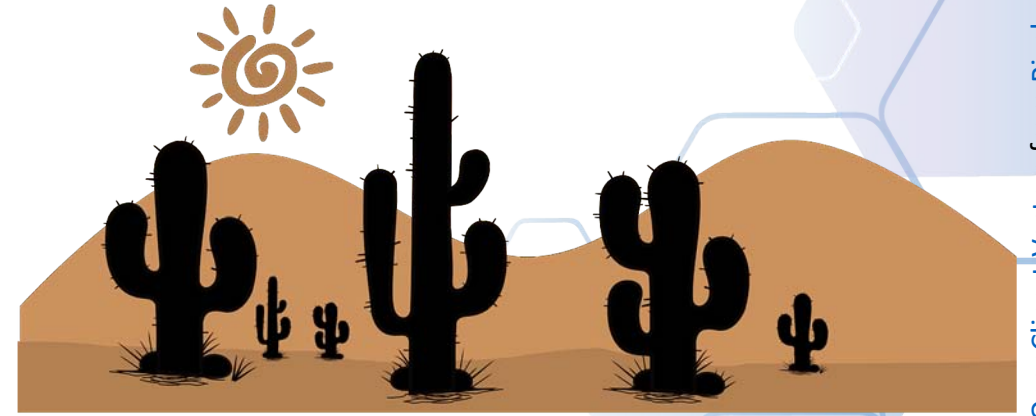


Image by [OpenClipart-Vectors](#) from [Pixabay](#)

- Increasingly prevalent and valued during the pandemic.
- Needed by most of us, maybe at times not of our choosing.
- Innovations in digital health have variable records of success.
 - The “valley of death” is notorious.
 - Technologies that make it to market aren’t always used as intended.

Early examples: dementia care

- Only one of these technologies was adopted and used as intended.



Successes and failures

- Time has been quantified in a way that is agreed across many cultures. The clock is easy to read and interpret. 😊
- The “Oysta” digital tracker implements GPS location tracking, but is too complicated and provides insufficient value to the wearer. 😞
- The “This is me” book also provides insufficient value to the user. 😞
- The falls detector incorporates an accelerometer (a quantification of acceleration) but lacks information on effective range or ability to prevent fall. 😞



Computational modelling for Alzheimer's Disease staging

- Started with a technology innovation.
 - AI model of AD staging and progression based on quantified clinical biomarkers.
- Empirical studies to identify gaps between tool and practice. Issues:
 - Does the clinic have access to the necessary biomarkers?
 - Clinicians typically work with MRI, cognitive tests and “soft” assessments of capabilities.
 - How to trust outcomes of algorithm?

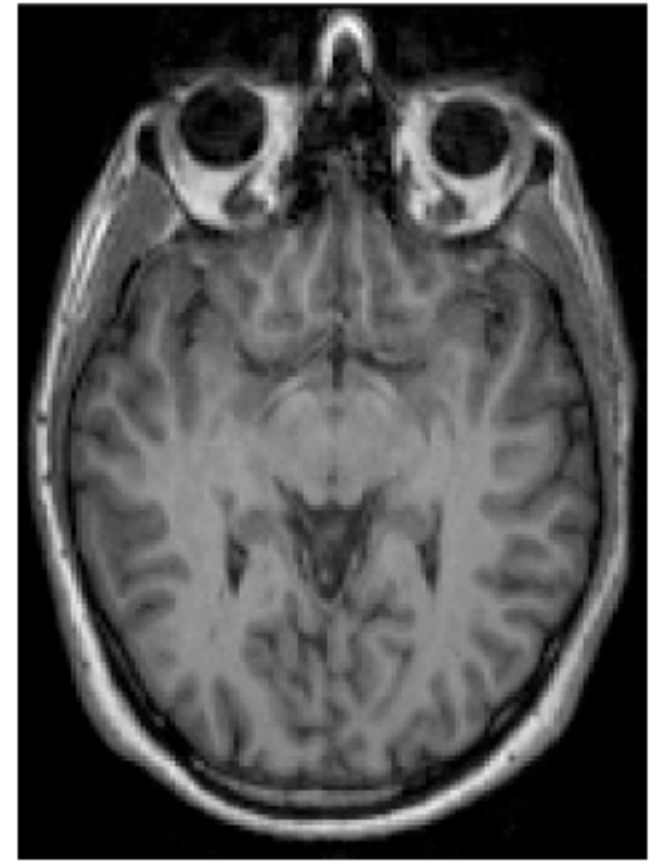


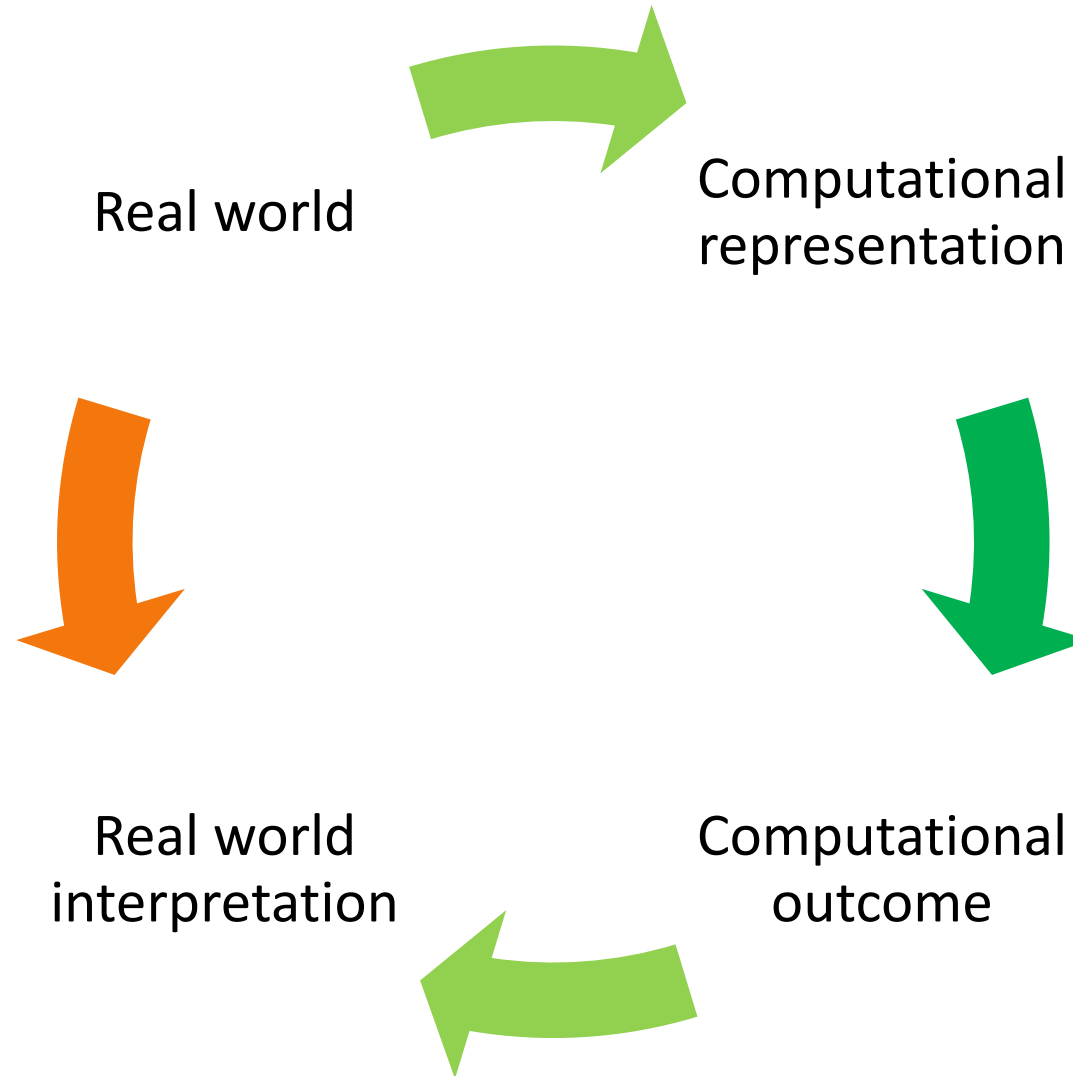
Image from <http://niftyweb.cs.ucl.ac.uk/>

User interface concept: iCompass

- Question: how to move from invention to innovation?
 - Empirical studies to identify gaps between tool and practice.
 - Identify early adopters.
 - Converge on key clinical tasks.
 - Iteratively design interaction.
 - Next steps:
 - From prototype to functioning system.
 - Key clinical validation: on process or outcome?

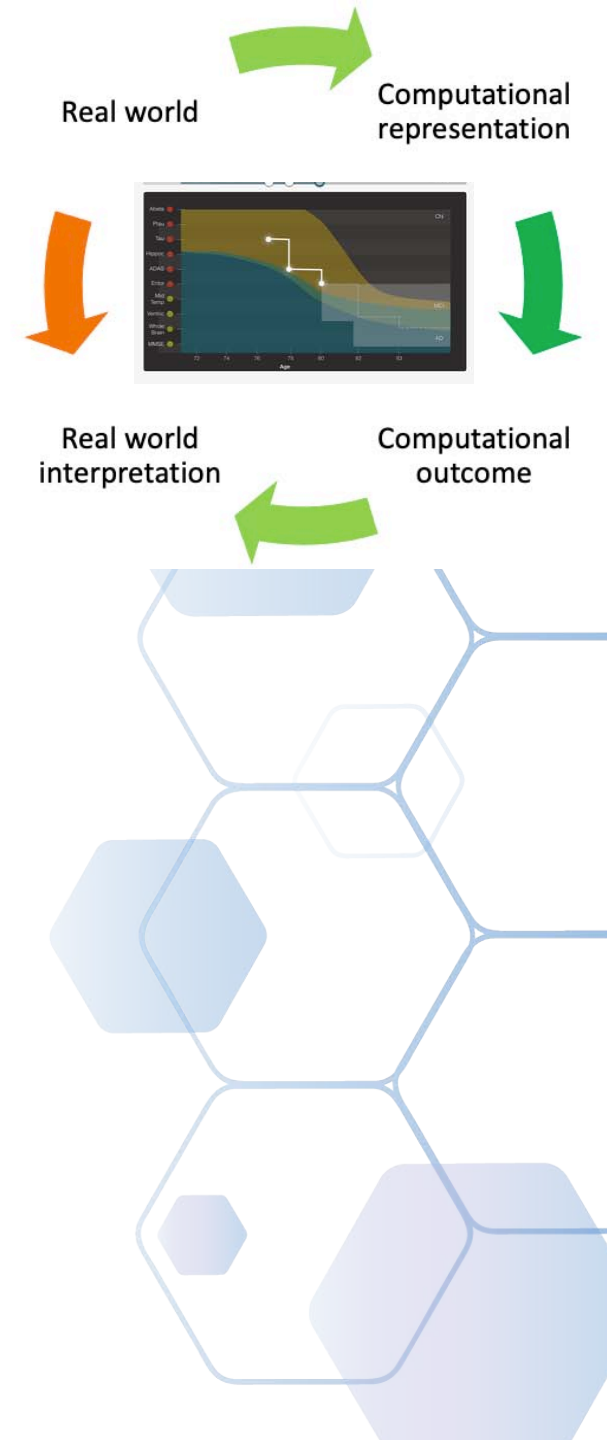


Cognition supported by computation



Thinking computationally

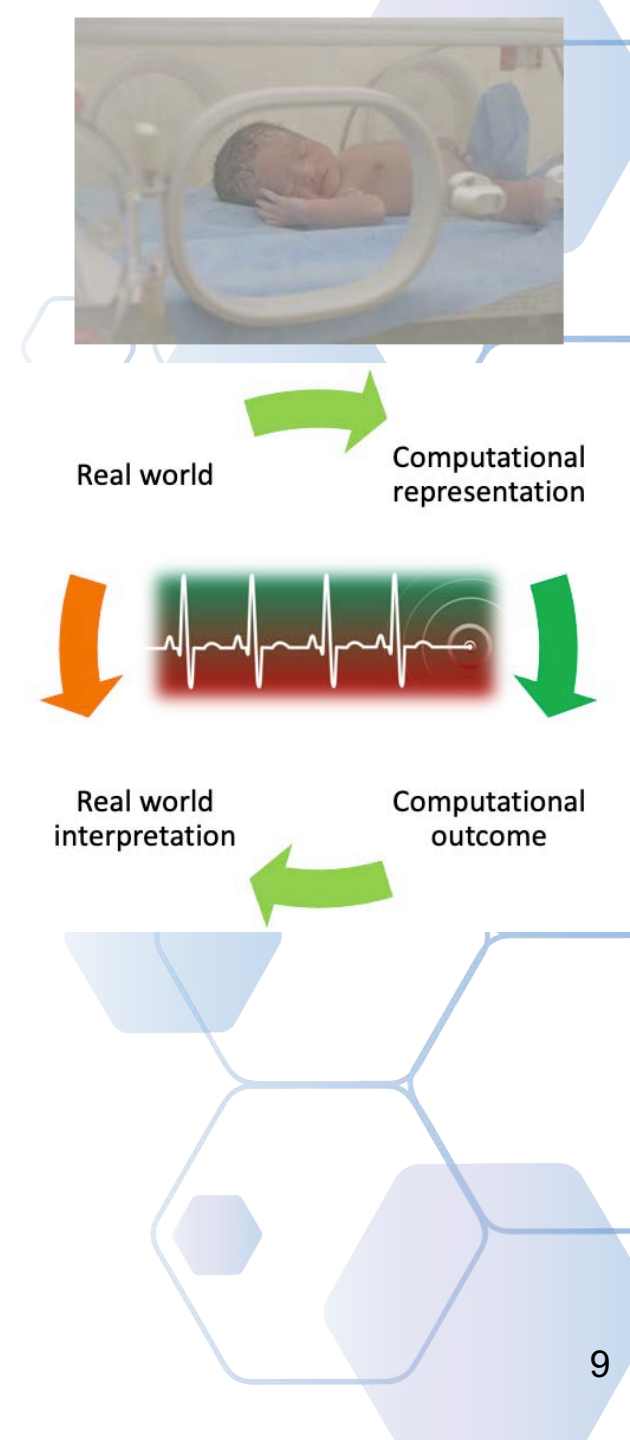
- From real world to computational representation:
 - What are valid measures? How is data gathered? Is data complete, reliable, etc.?
- Computational analysis yields outcome:
 - How has the algorithm been tested? Is it inspectable?
- Interpretation is needed to infer the real-world meaning:
 - E.g. through visualisation.



Example

From “Made to Stick” by Chip & Dan Heath

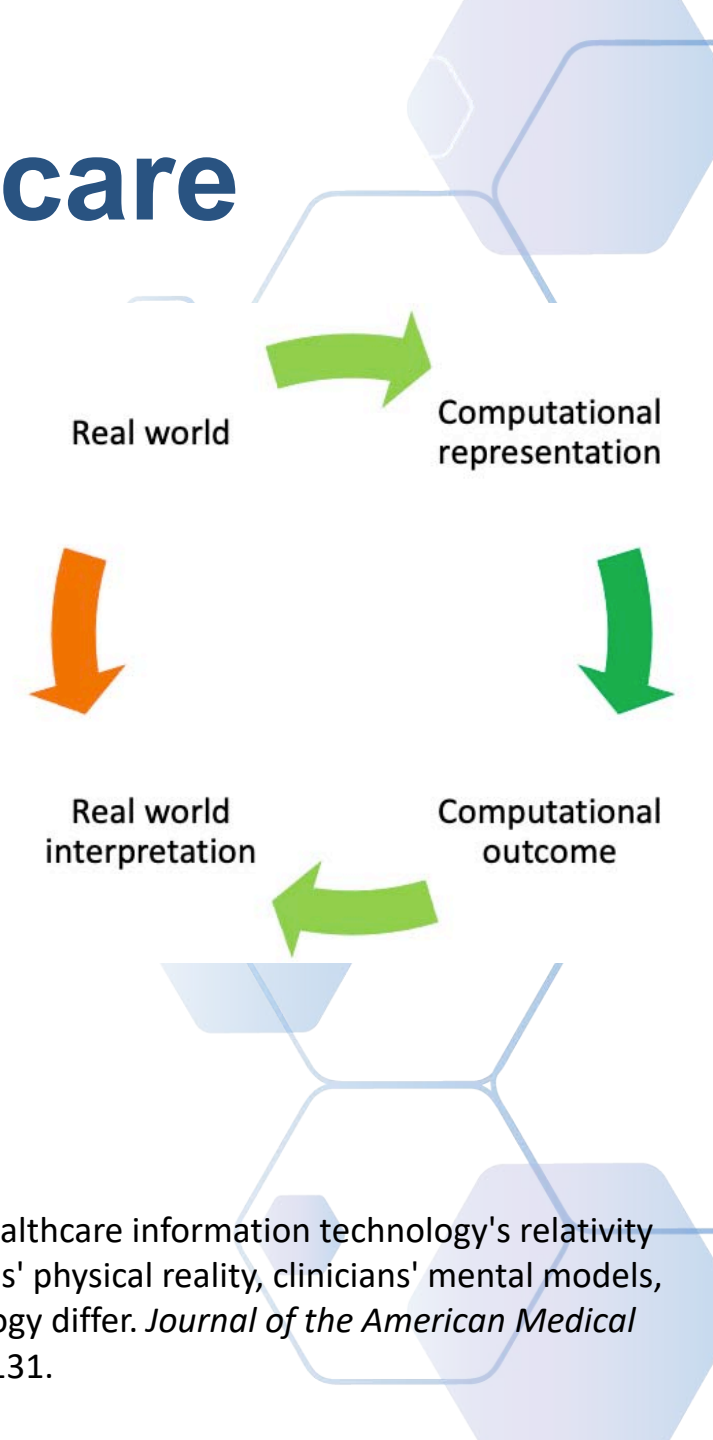
- Baby in neonatal intensive care suddenly turned blue-black. Heart rate monitor indicated normal heartbeat.
- Team assumed collapsed lung and prepared to treat.
- One nurse suspected pneumopericardium, so listened with stethoscope. No heartbeat.
 - Correct diagnosis led to effective treatment...
- Heart rate monitor was indicating electrical signals, not actual heartbeats.



Mental models shape clinical care

(Smith & Koppel, 2014)

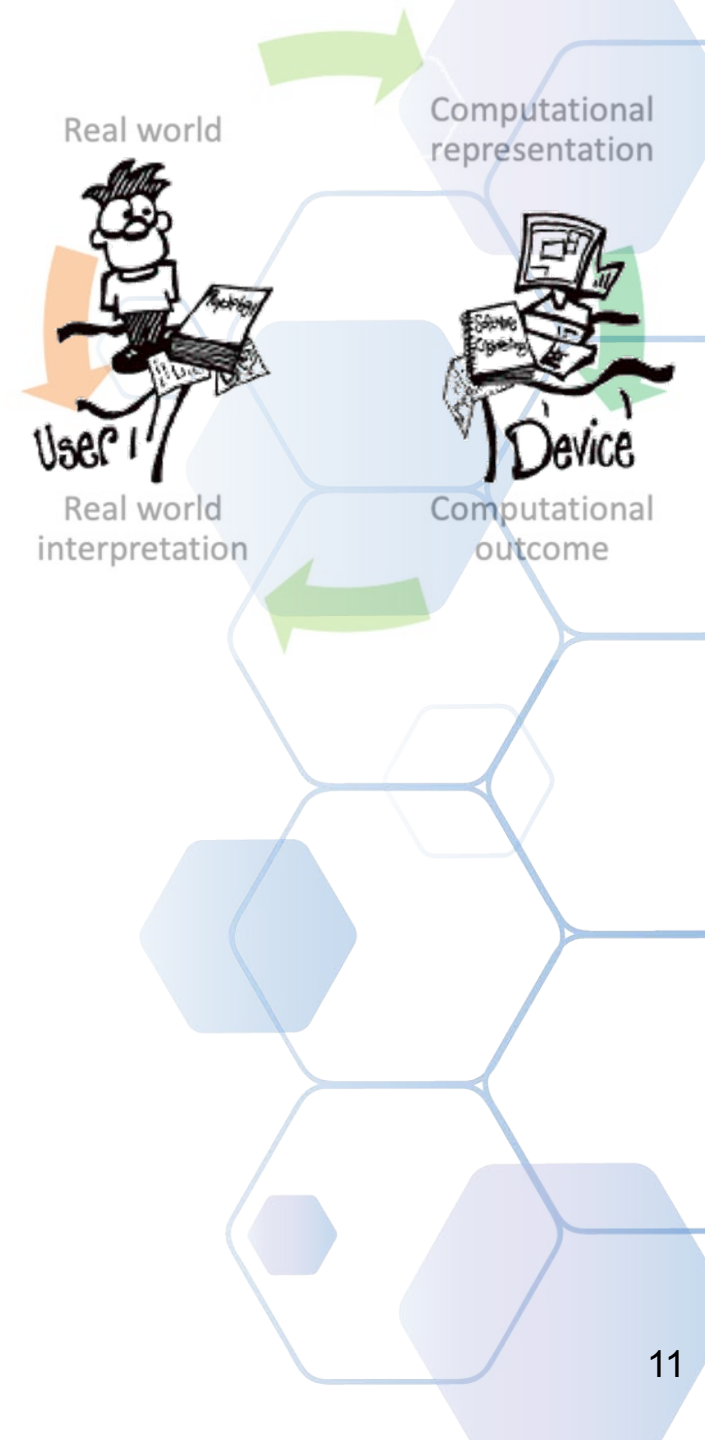
- Traditional:
 - Real world: how things really are.
 - Mental model: how clinician understands things.
- Technology-mediated:
 - Real world: how things really are.
 - Reality as represented through technology.
 - Mental model: how clinician understands things.



Five kinds of mismatches

(Smith & Koppel)

- Information too coarse – missing details that matter.
- Information too fine – demanding details that are not known or do not matter.
- Missing elements of reality that matter.
- Representing multiple “realities”.
- Incorrect information – e.g. from sensors.
- *S&K give 45 examples of different mismatches.*



Smith and Koppel examples

1. Vomiting:
 - Clinician administers pill to patient; patient vomits.
 - Has the medication been administered or not?
 - Medication administration record demands yes/no answer.
2. Schrodinger's Pharmacy:
 - Doctor has ordered medication but it hasn't yet been approved by the pharmacy.
 - Does the order exist yet or not?
 - Occasionally results in double-dosing.



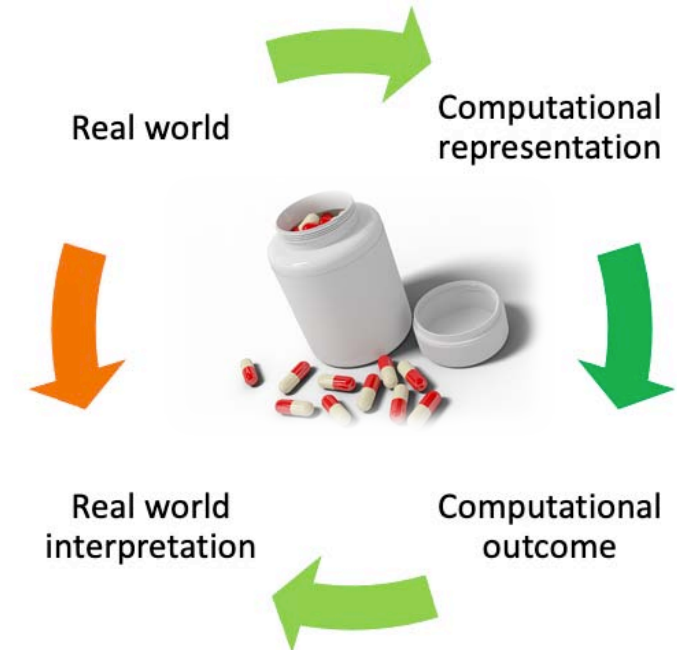
Smith and Koppel examples in terms of user and system concepts

User concepts:

- Medication.
 - Ordered / not ordered.
 - Dispensed / not dispensed.
 - Given / not given.
- Patient.
 - Received / not received medication.

System concepts:

- Medication.
 - Ordered / not ordered.
 - Given / not given.



Example: AI in colonoscopy

Research questions:

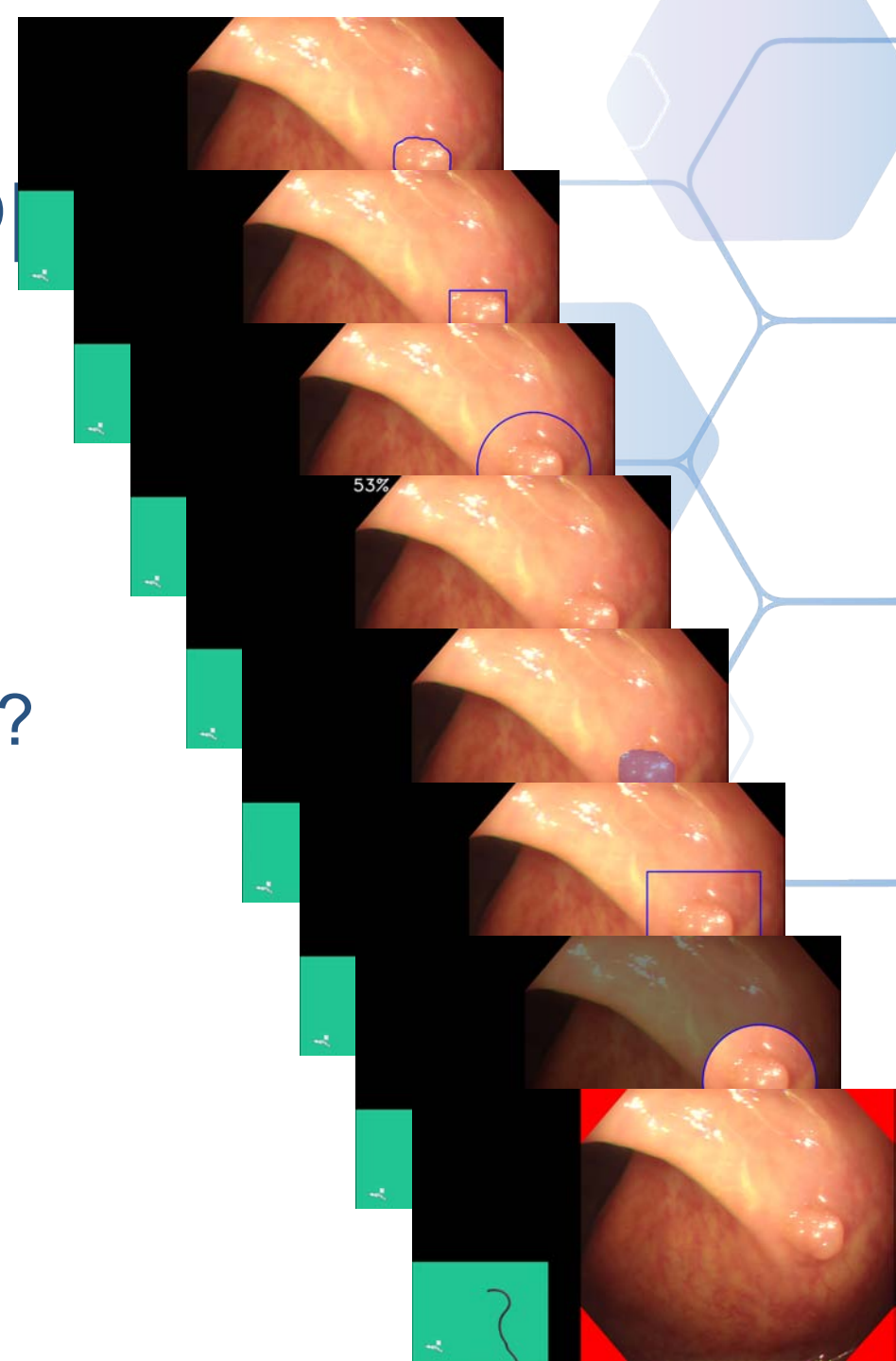
- How to draw attention to possible polyps while supporting overall work?
- How do people respond to false positives?



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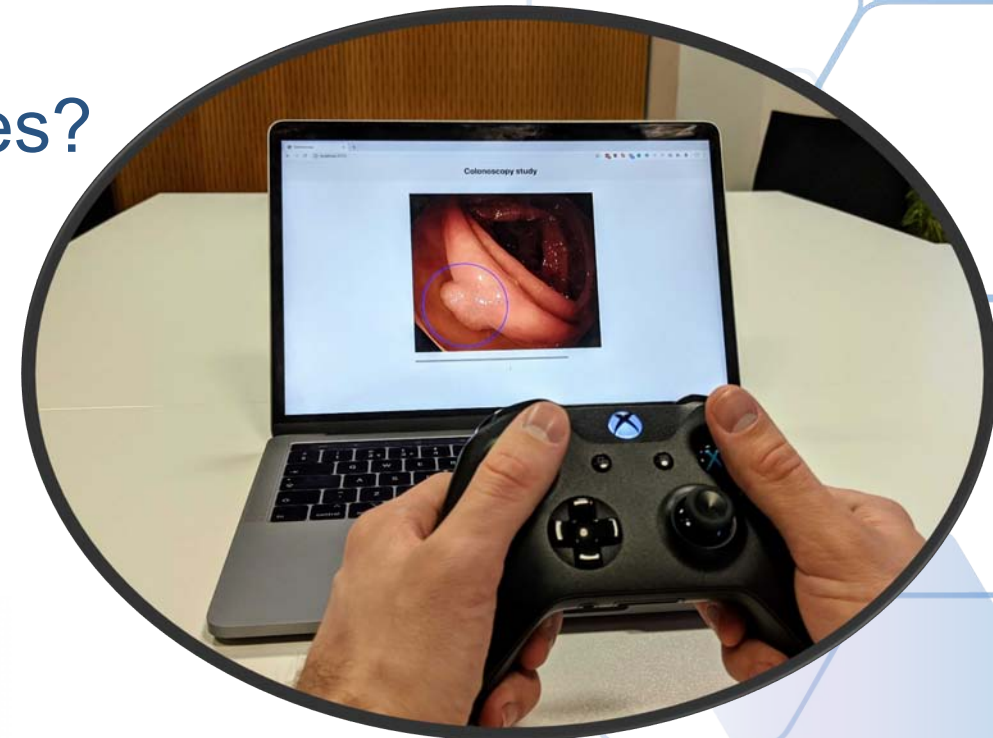
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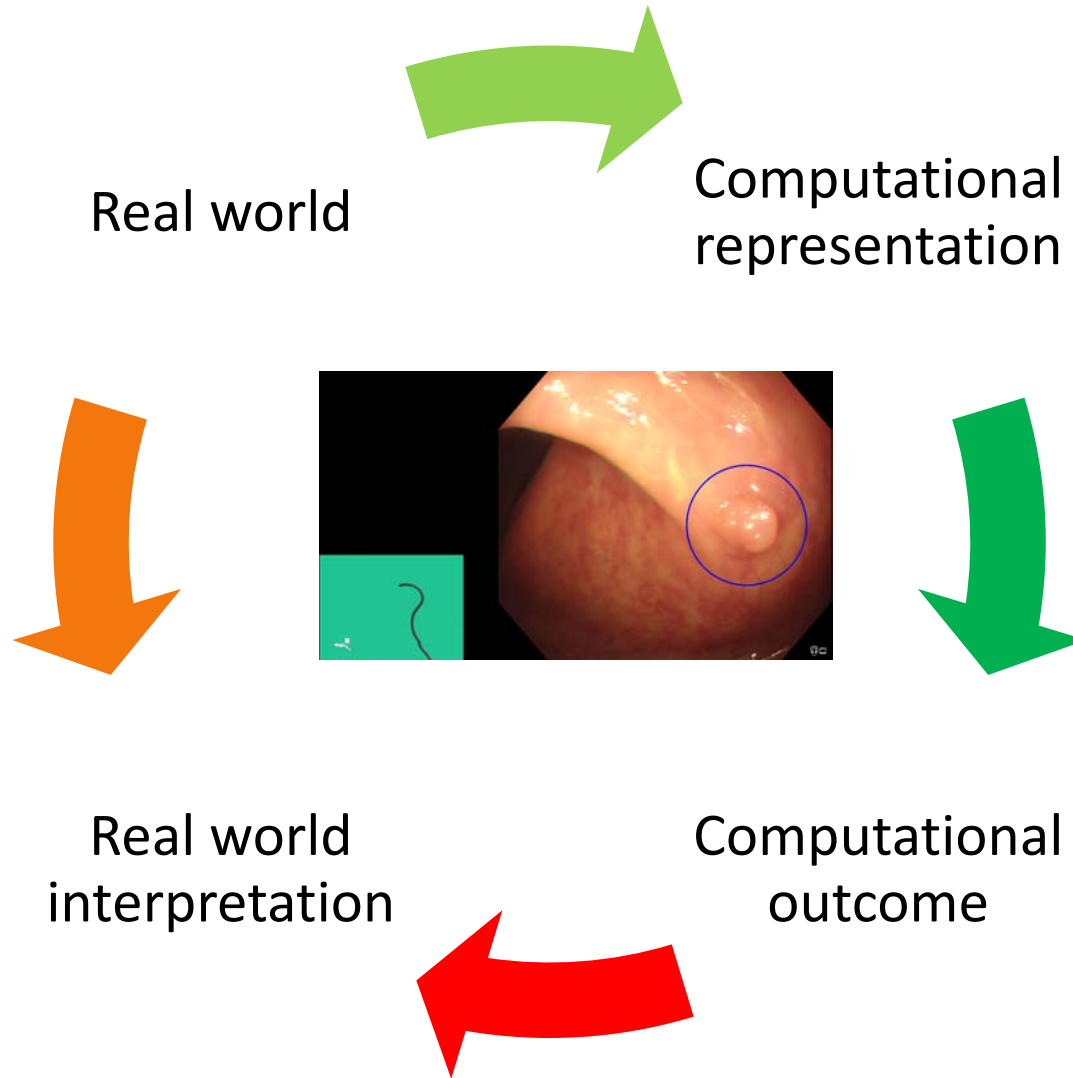
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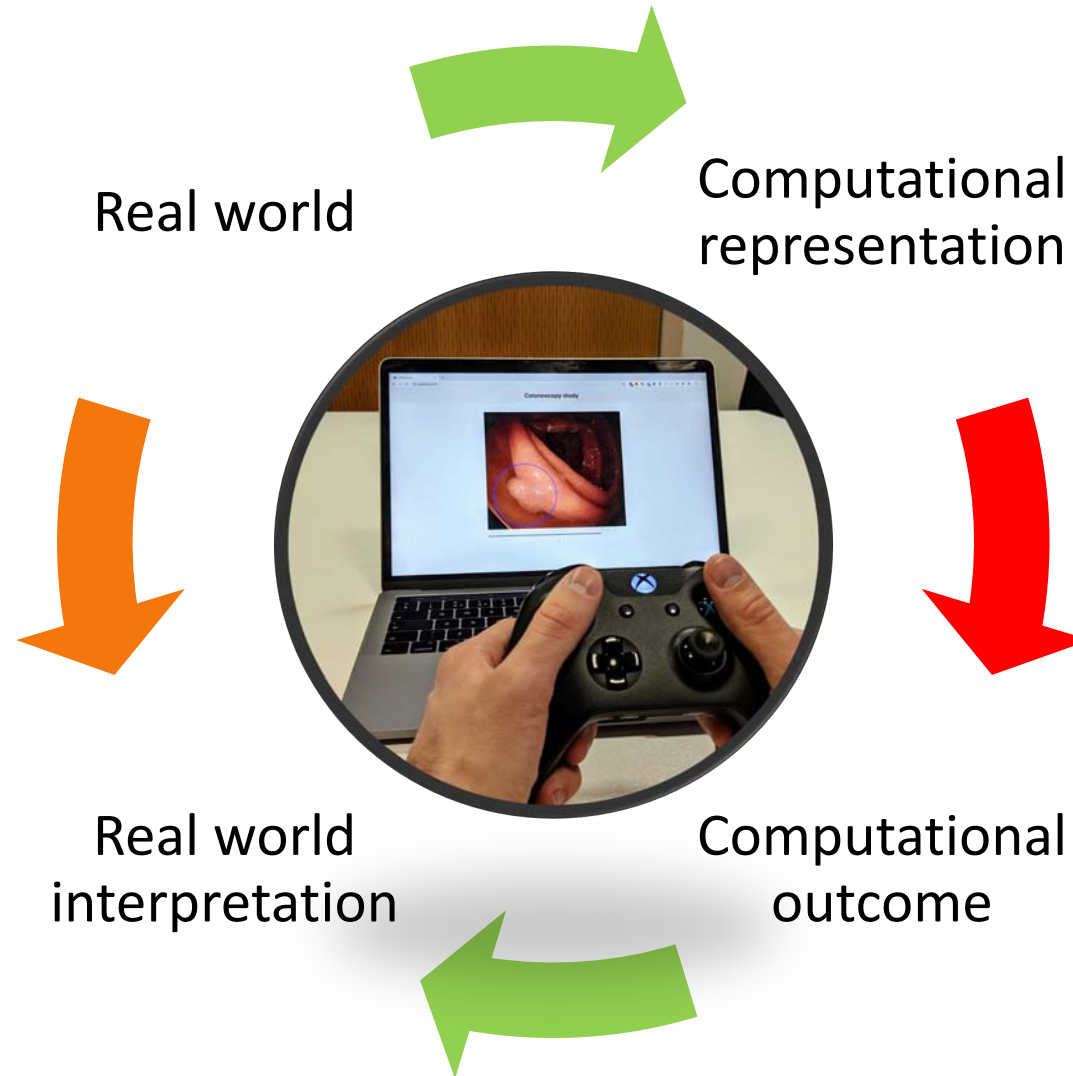


How to draw attention



Van Berkel, N et al. (forthcoming)
Designing Visual Markers for
Continuous Artificial Intelligence
Support: A Colonoscopy Case Study. To
appear in ACM Trans. Health

Responding to false positives



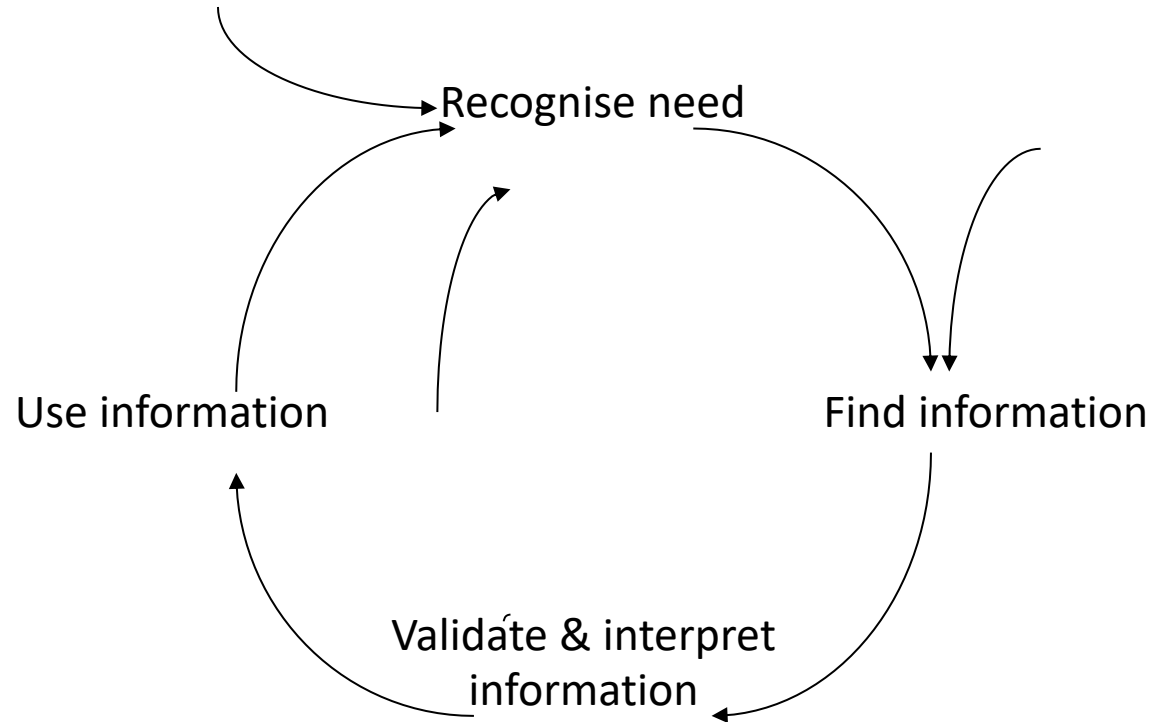
Reviewing interpretation and trust

- These examples have a lot in common:
 - Used by experts (clinicians).
 - Reliant on representation and computation.
 - Each interaction is bounded (within one clinical encounter).
 - No studies yet on how the users develop expertise or build trust in the system.
- Switch to contrasting examples:
 - Used by people managing clinical conditions.
 - Focus on information rather than computation.
 - Extended use of multiple information resources, reliant on interpretation, validation and sensemaking.



Many interactions are extended

E.g., finding a "new normal" through interactions with information



Example: online forum for male infertility

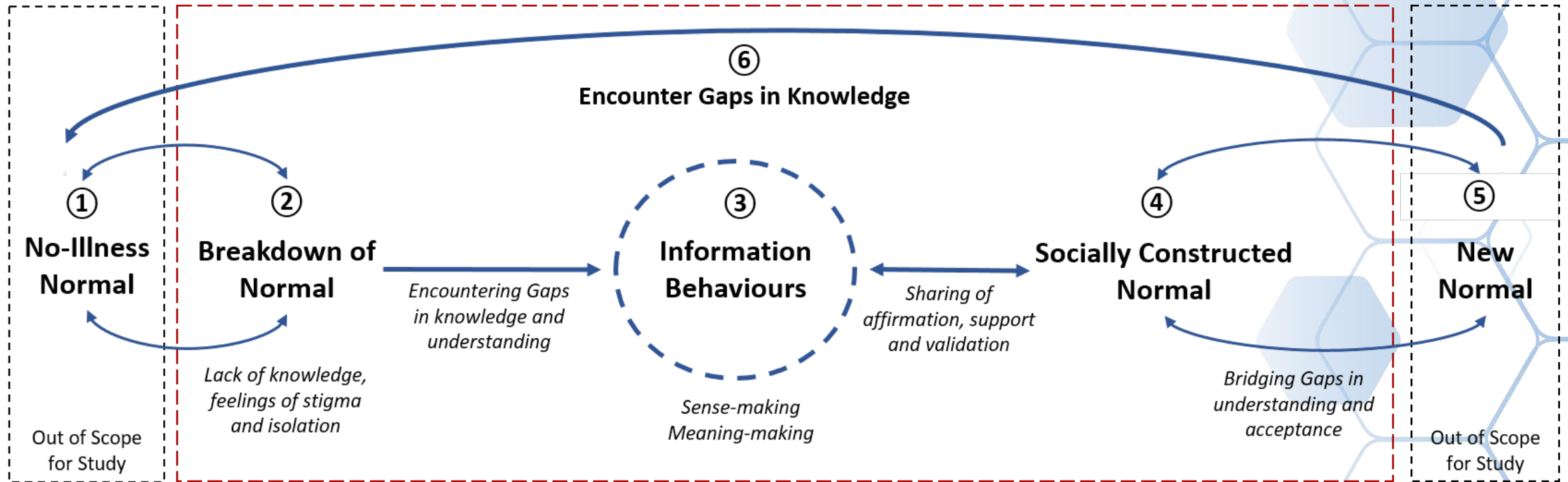
- Men used forums as a source of community led advice on health, investigations & diagnoses.
- Men often shared negative emotions of internalised stigma associated with infertility.
- Online forums were used as a safe space for men to share with one another.
- By expressing themselves and interpreting responses, participants found a “new normal”.

What should I do or might I suggest to my urologist?

It's hard to tell the world that I feel like only half a man.

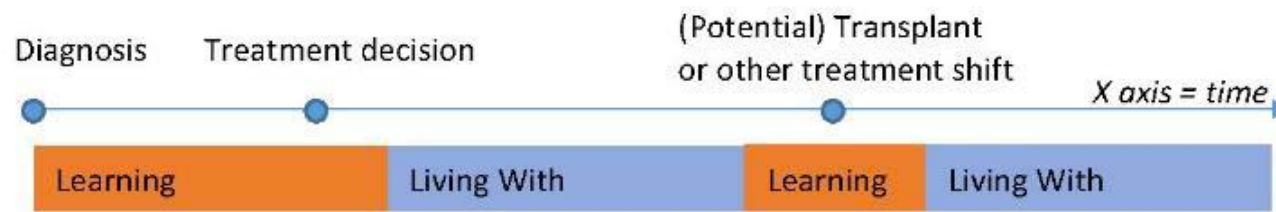
I don't know any other men I can discuss this with so I came here

Finding a new normal



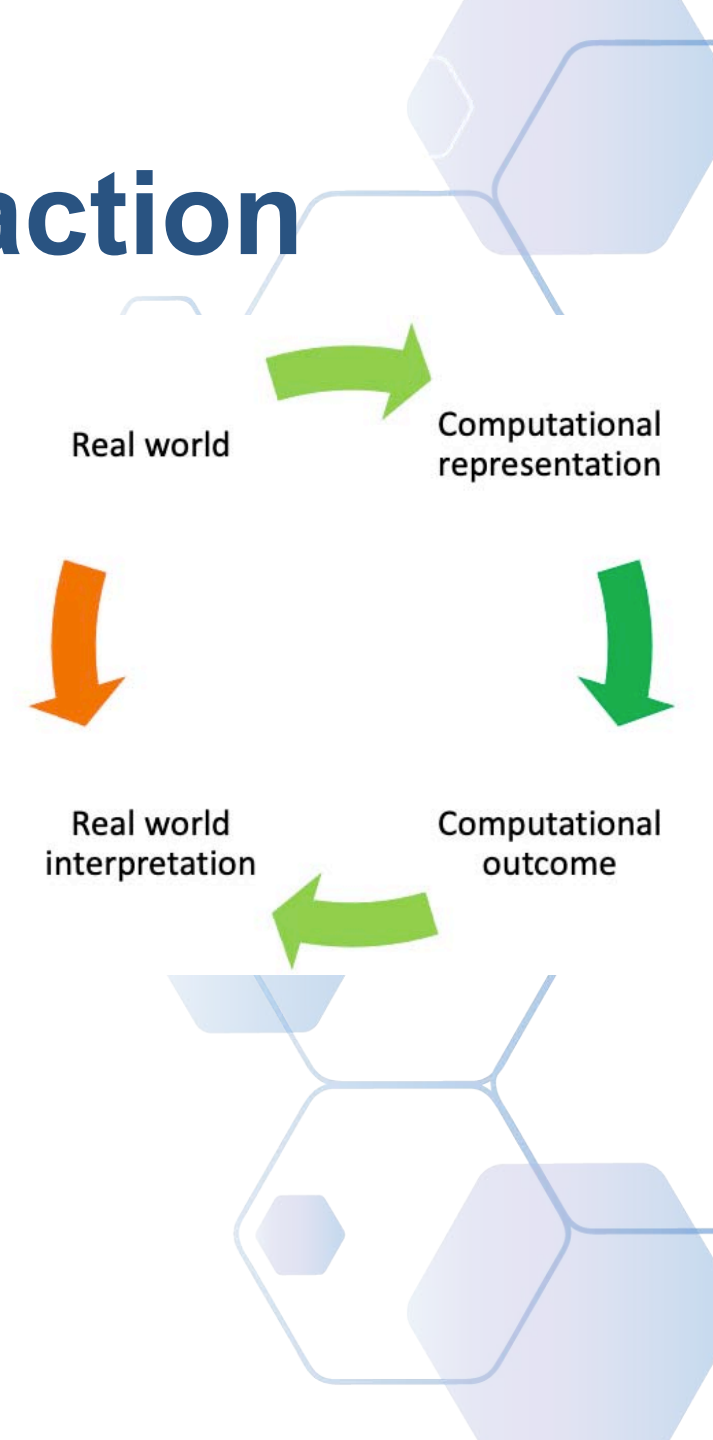
Example: self-management and decisions in chronic kidney disease

- People managing Chronic Kidney Disease experience phases:
 - Learning about: information overload, urgency, decisions.
 - Living with: managing routine; different levels of engagement.
- Transitions demand finding a new “normal”.



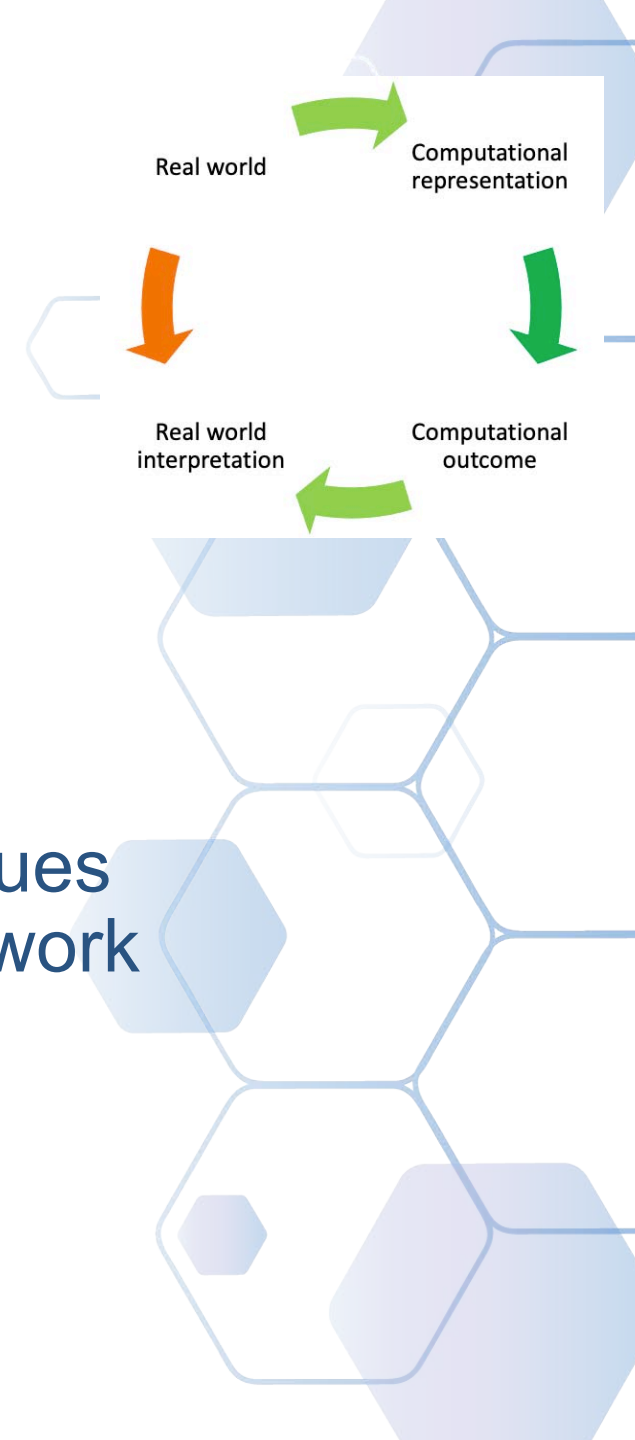
Cognition supported by interaction

- In engaging with online information resources:
 - There's still a digital representation (of an evolving information need).
 - The “computation” is a search engine or approach to data management.
 - Data presentation supports triage, interpretation and validation.
 - The onus lies on the individual to construct their personal meaning through interactions.



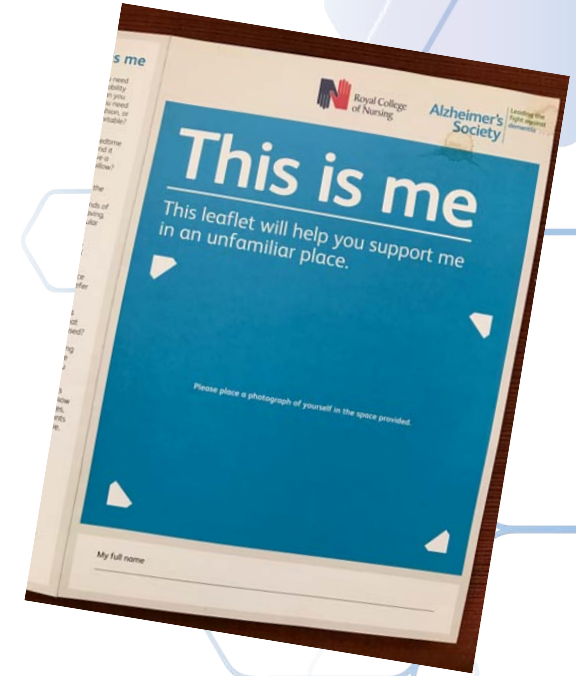
Looking to the future

- In developing usable, useful and trusted interactive systems, we need to consider all steps:
 - From real world to computational representation.
 - Computational analysis.
 - How people interpret information.
- We also need to account for people's workflow, values and priorities in developing technologies that both work and matter.



**“Not everything
that can be
counted counts
and not everything
that counts can be
counted”**

(source unclear – but probably not Albert Einstein)



Acknowledgements

My team and colleagues and funders: for opportunities, creativity, insight and making work fun and engaging.



Engineering and
Physical Sciences
Research Council

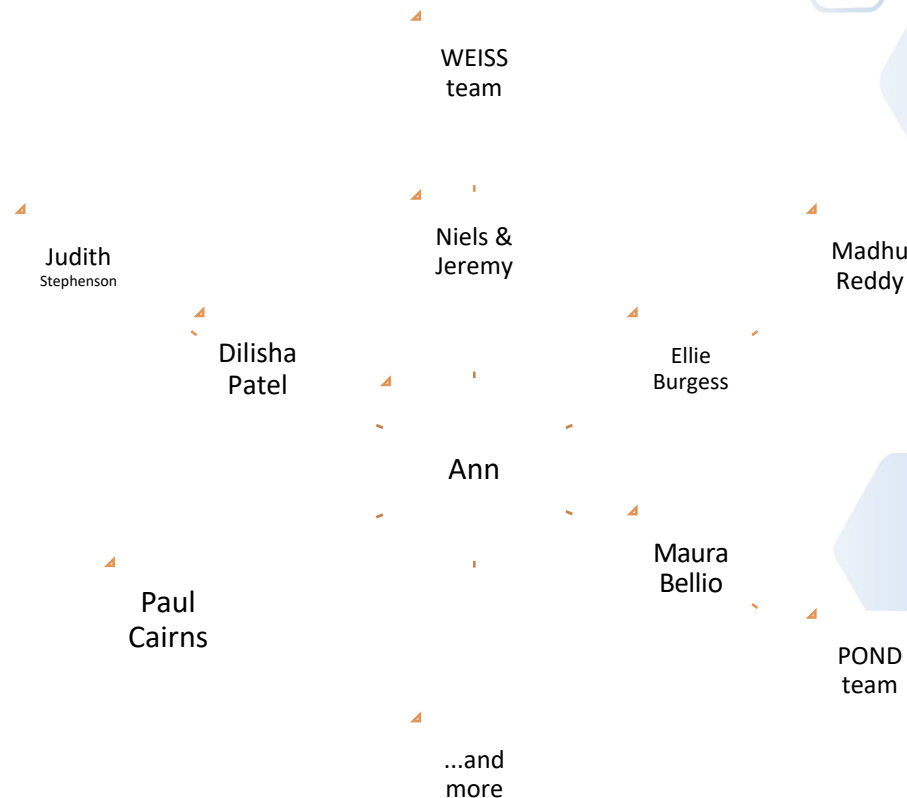


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Thank you!



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