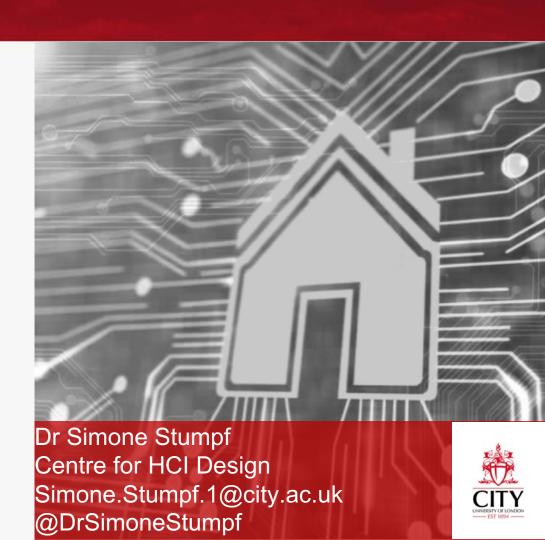
Co-designing a sensor-assisted toolset to improve quality of life for people with early stages of dementia and Parkinson's



http://scampi.city.ac.uk/



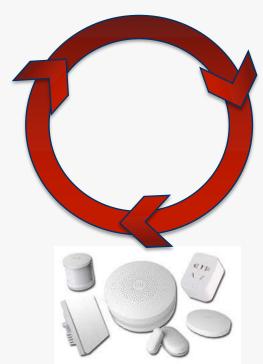
https://www.youtube.com/watch?v=SLIj6TmUCgQ



The components

User
Interface to
manage
and monitor
quality of
life







Quality of Life model to support reasoning and suggestions

Sensor-based activity recognition to aid monitoring

Co-designing

Scoping and ethics approval Determine overall structure of co-design Ensure ethical treatment of participants Recruitment • Approach "gatekeepers" Ensure diversity of participants Persona creation and application Explore **Co-design workshops and Empathy Probes** Explore users' backgrounds and needs, design and evaluate prototypes Design Evaluate User testing Evaluate technology with wider sample

Scoping and recruitment

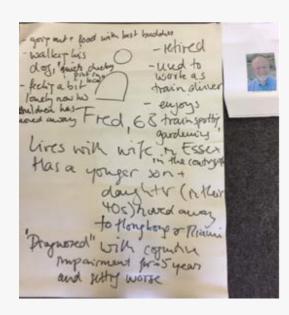
- Ethics took up 25% of study timeline
 - Get staff trained
 - Get materials ready
 - Deal with informed consent and capacity to consent
- Recruitment through gatekeepers
 - Timing is crucial
 - Co-design study and materials
 - Need to spend time with volunteers

Co-design workshops

- Series of 4 workshops with 2 people with dementia and their carers and 5 people with Parkinson's
 - Workshop 1: explore the background, technology use, activities and goals of users; create initial personas
 - Workshop 2: explore the use of sensors and gain input to the computational model; review and extend personas
 - Workshop 3: design the user interface using low-fidelity prototyping; apply personas
 - Workshop 4: evaluate the user interface design using an adapted cognitive walkthrough; apply personas

Exploring (Workshop 1 and 2)





What we learned:

- Personas are great for getting participants engaged and communicating their lived experience
- But some limitations: mirrored group composition, shorthand for condition

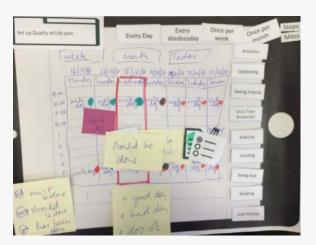
The Co-Created Personas



[Bourazeri and Stumpf NordiCHI 2018;

Neate et al. CHI 20191

Designing and evaluating (Workshop 3 and 4)





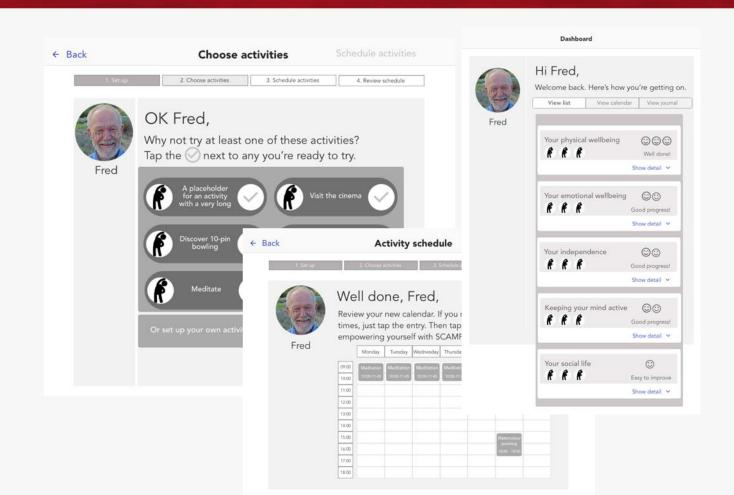
What we learned:

- Personas extensively used during paper-prototyping and evaluating
 - "What would Fred want?"
 - "I don't see how this could help me but I think it would definitely help Steven".
- Need to scaffold designing and evaluating

The UI

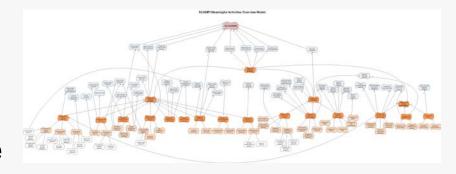


User Interface to manage and monitor quality of life



Quality of Life model and reasoning

- Co-design with formal carers
 - Models for dementia and Parkinson's
 - ~800 known activities and their relationship to 8 high-level goals
- Reasoning engine to determine goal achievements
- Same engine used to suggest other activities to try



[Lockerbie and Maiden CAISE 2019]

Sensor-based activity recognition

- Many challenges!
 - Hardware unreliable
 - Placement difficult
 - Multi-occupancy households
- Activity recognition is hard
 - ■RNN ~ 66% accuracy
 - ■SVM ~73% accuracy
 - But RNN's sensitivity is better



[Tewell et al. PUC 2019]

Coming up...

- Field trials Now for 8 weeks
- Commercialisation



Conclusions

- Co-design is challenging but can lead to fantastic results
- Co-created personas are worth trying with your user group
- Al-assisted healthcare solutions need to be carefully designed and deployed into everyday practices