

How implementable is that evidence-based practice?

User-centered design of complex psychosocial interventions

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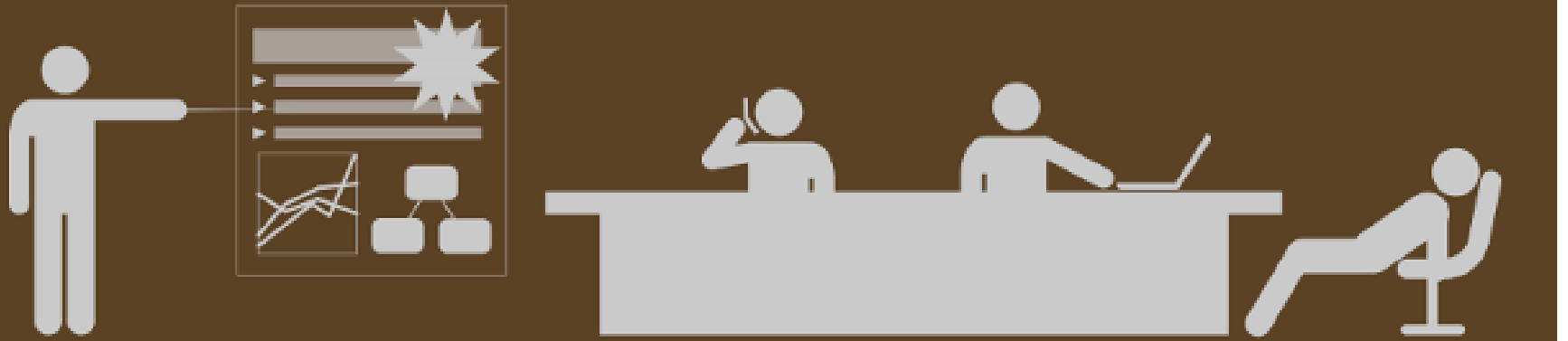
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SCHOOL OF MEDICINE



@Aaron_Lyon

Apologies...

every time you make a powerpoint



edward tufte kills a kitten

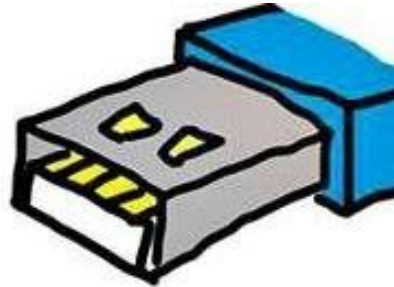
There is no such thing as “no design”

“The alternative to good design is bad design, not no design at all. Everyone makes design decisions all the time without realizing it.”

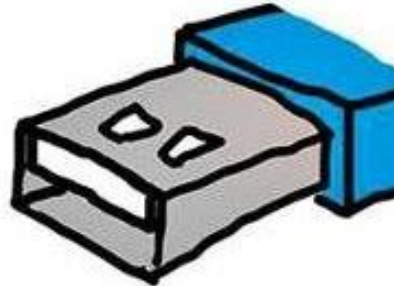
Douglas Martin (1990)

Problematic Design is EVERYWHERE

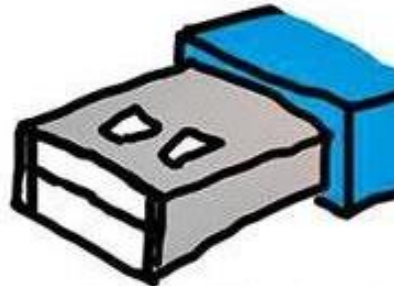
Up position



Down position



Superposition



It is a well known fact that you must spin a USB three times before it will fit. From this, we can gather that a USB has three states.

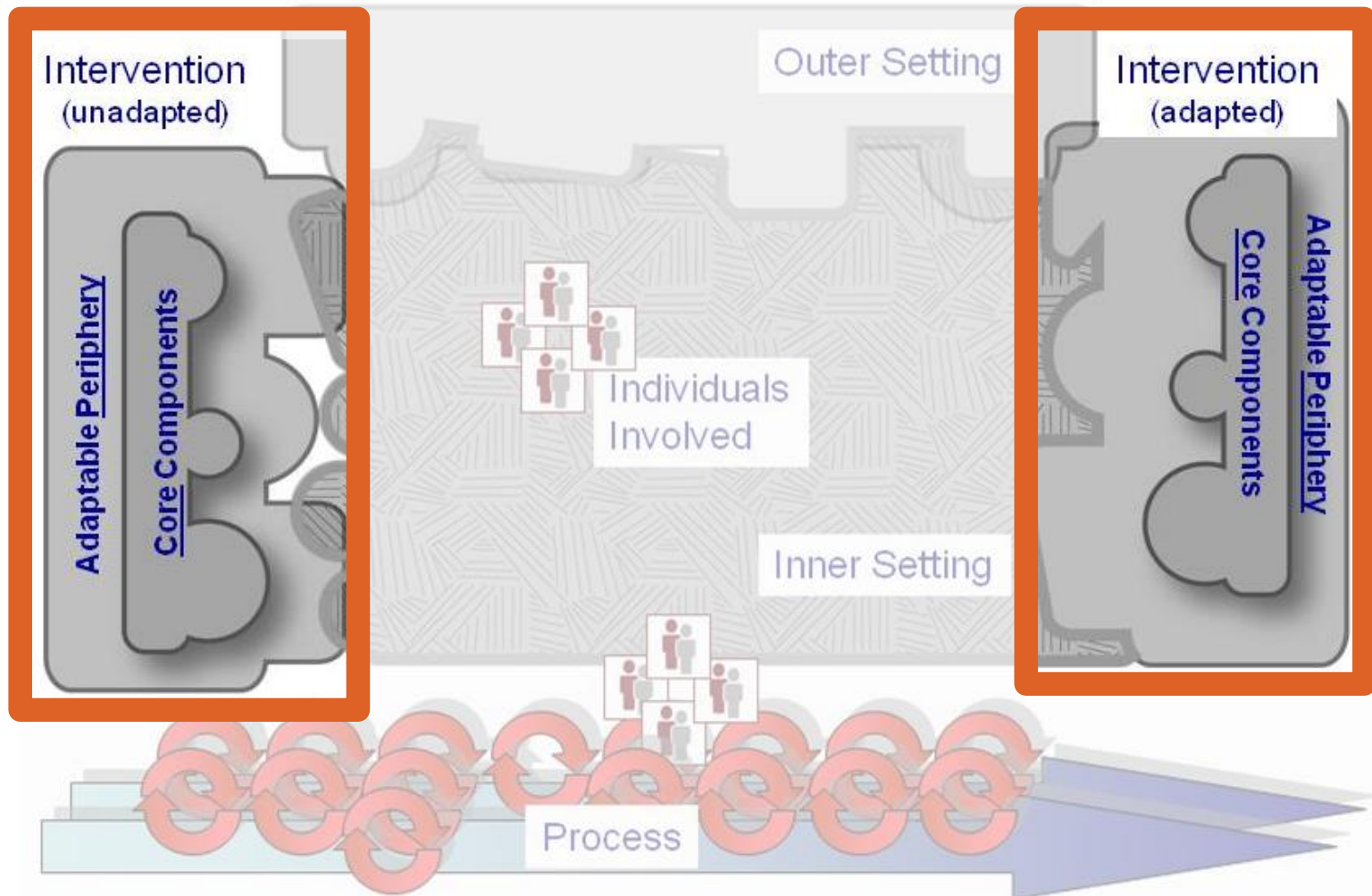
Until the USB is observed it will stay in the superposition. Therefore it will not fit until observed - except for in cases of USB tunnelling.

Design Problems Reduce Usability

Usability: the extent to which a product can be used by specified users to achieve specified goals with effectiveness, efficiency, and satisfaction
(International Standards Organization, 1998)

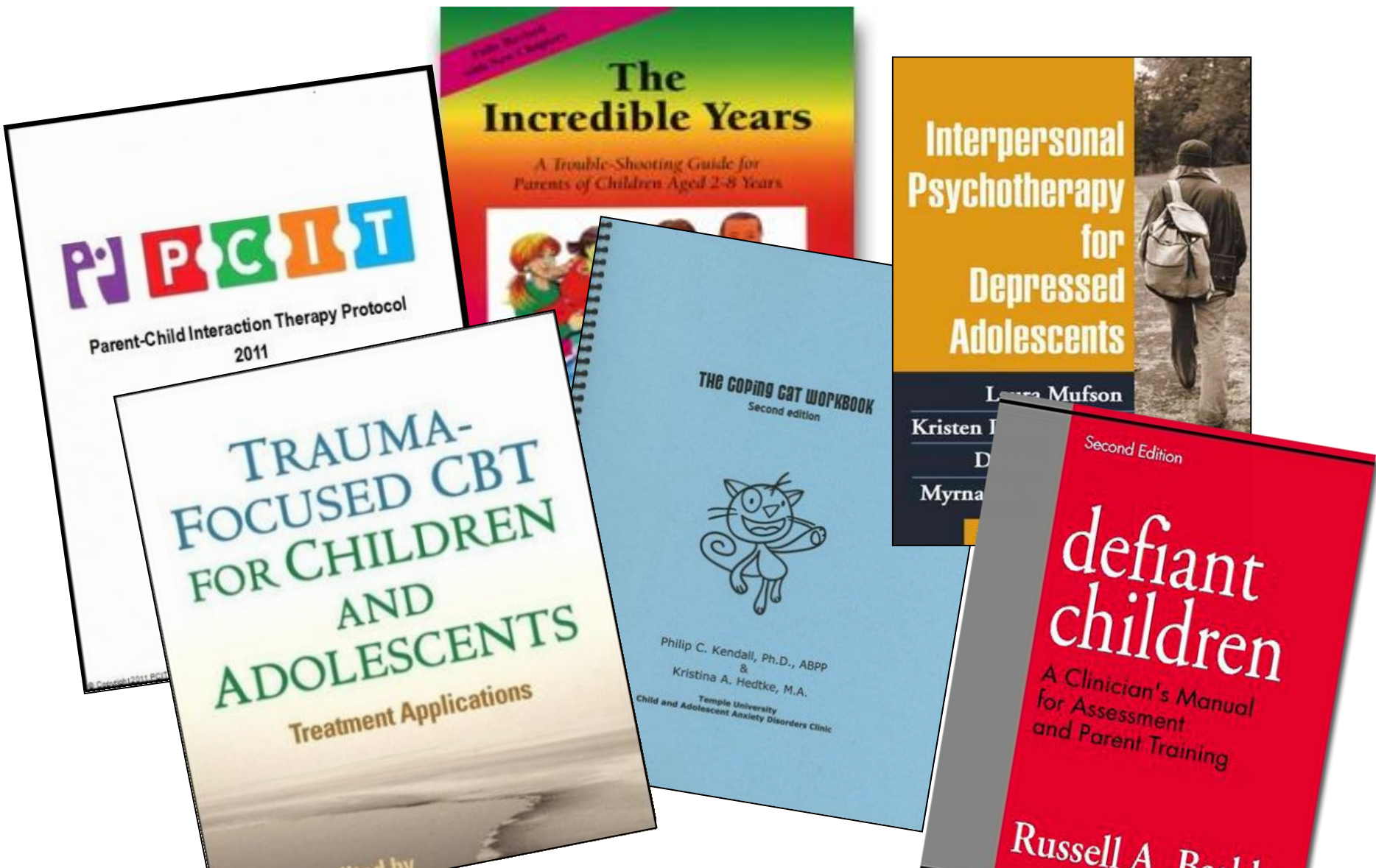


System Level: *Intervention*



Damschroder et al. (2009)

EBPIs Dominate the D&I Landscape in MH



MH EBPIs are Well Engineered



MH EBPIs are TERRIBLY Designed



FEATURE CREEP

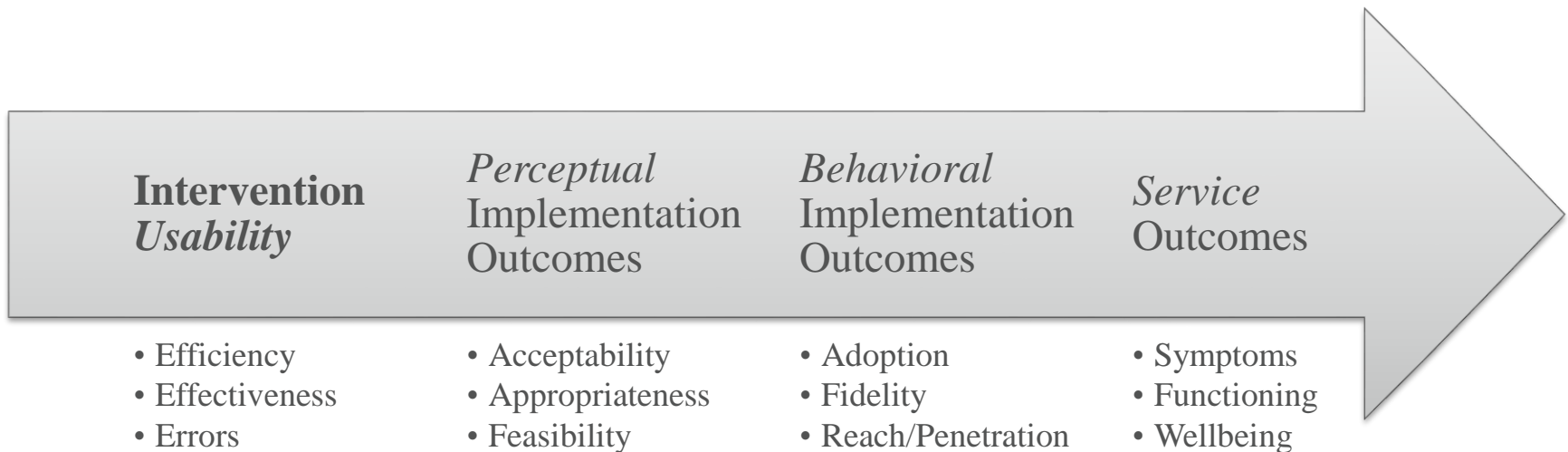
The misguided notion that somehow more is always better.

Intervention-Level Determinants are Underexplored in Implementation Science

- SIRC Instrument Review Project (IRP) (Lewis et al., 2015)
 - Only 19 instruments addressed intervention characteristics
 - *Inner setting*: 90 instruments
 - *Individual*: 98 instruments
 - **0** instruments addressed **DESIGN QUALITY & PACKAGING**

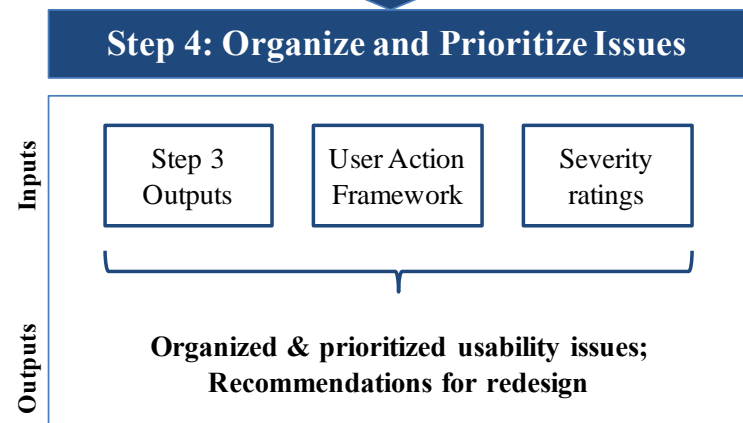
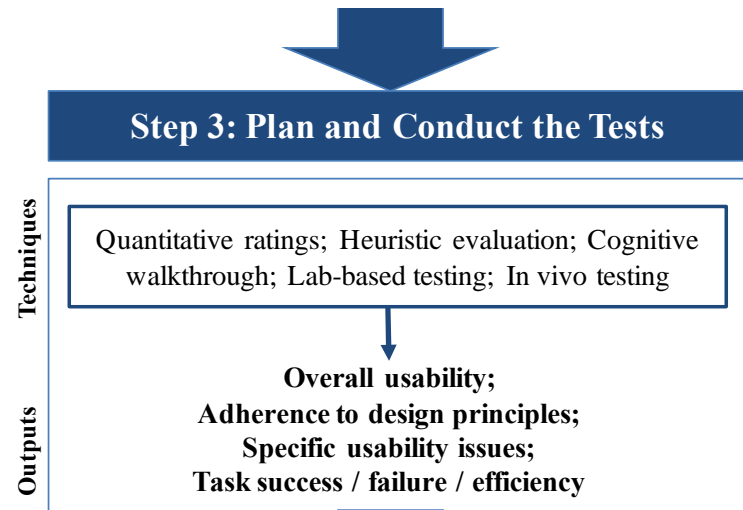
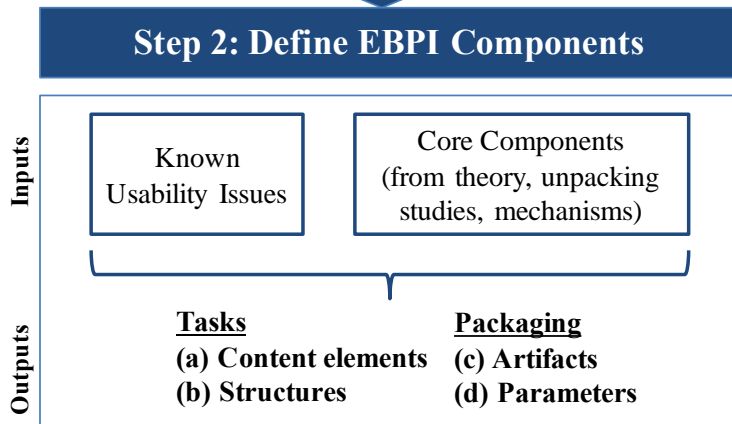
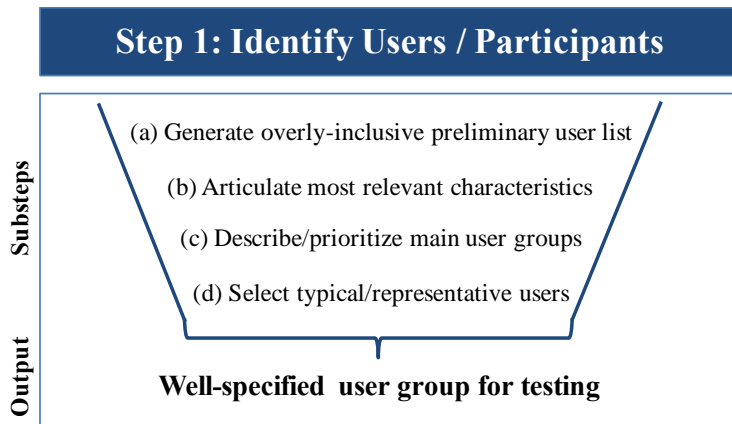


Intervention Usability is a Key “Upstream” Determinant of Implementation Outcomes

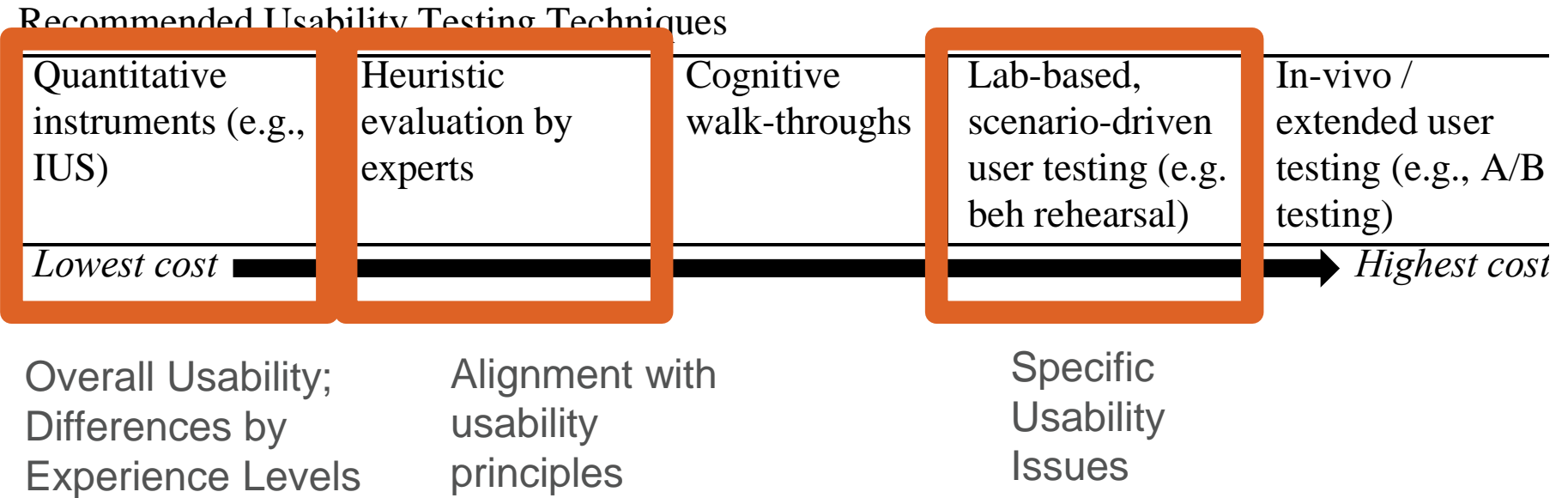


Lyon & Bruns (in press)

Usability Evaluation for Evidence-Based Psychosocial Interventions (USE-EBPI)



Application of USE-EBPI to an Exposure Protocol: Phase 3 (Plan/Conduct)



Application of USE-EBPI to an Exposure Protocol: Phase 3 (Plan/Conduct)

• Heuristic Evaluation Rubric for EBPIs (HERE)

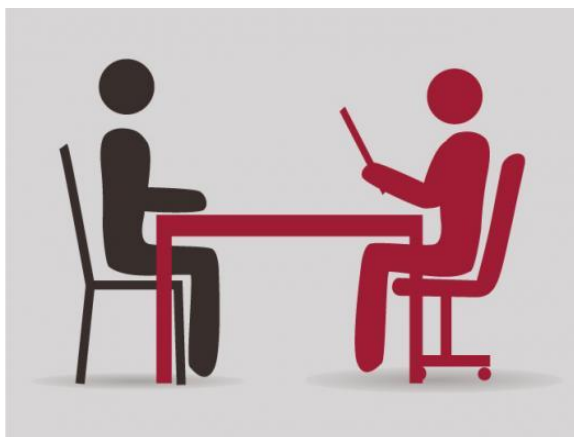
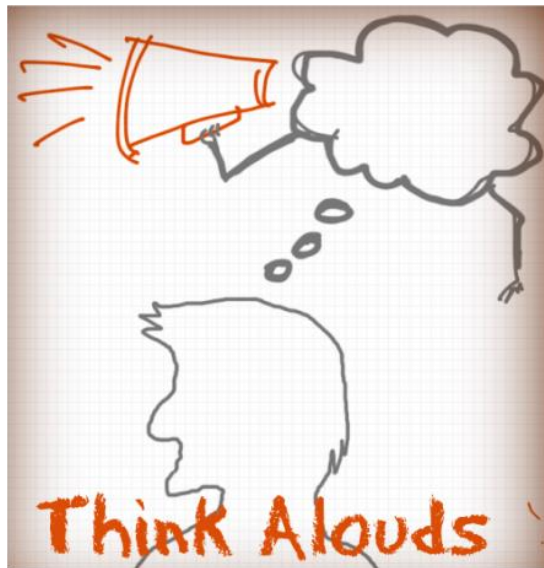
Heuristic Evaluation Rubric for EBPIs (HERE)

Criteria:	Scale (1-10; 1=not at all; 10=extremely)
1. Learnability The EBPI provides users with opportunities to rapidly build understanding of, or facility in, its use.	1 2 3 4 5 6 7 8 9 10
2. Efficiency The EBPI can be applied by users to resolve identified problems with minimal time, effort, and cost.	1 2 3 4 5 6 7 8 9 10
3. Memorability Users of the EBPI can remember and successfully apply important elements of the EBPI protocol without many added supports.	1 2 3 4 5 6 7 8 9 10
4. Error reduction The EBPI explicitly prevents or allows rapid recovery from errors or misapplications of content.	1 2 3 4 5 6 7 8 9 10
5. Low cognitive load The EBPI task structure is sufficiently simple so that amount of thinking required to complete a task minimized.	1 2 3 4 5 6 7 8 9 10
6. Exploit natural constraints The EBPI incorporates or explicitly addresses the static properties of the intended destination context, which may affect the ways it can be used.	1 2 3 4 5 6 7 8 9 10
7. Overall assessment	1 2 3 4 5 6 7 8 9 10

Notes / explanation of ratings:

Application of USE-EBPI to an Exposure Protocol: Phase 3 (Plan/Conduct)

“Lab-based” testing ($n = 10$)



Application of USE-EBPI to an Exposure Protocol: Phase 3 (Plan/Conduct)

- IUS range (scale: 0-100): 65-85
- mean = 80.5 ($SD = 9.56$)

Group	IUS score
Novice (n = 3)	77.5 ($SD = 10.90$)
Intermediate (n=4)	77.5 ($SD = 8.66$)
Advanced (n = 3)	87.5 ($SD = 8.66$)



Table 6. HERE Evaluation Ratings

Item	Mean	SD
Learnability <i>The EBPI provides users with opportunities to rapidly build understanding of, or facility in, its use.</i>	7.33	1.155
Efficiency <i>The EBPI can be applied by users to resolve identified problems with minimal time, effort, and cost.</i>	8.33	0.577
Memorability <i>Users of the EBPI can remember and successfully apply important elements of the EBPI protocol without many added supports.</i>	6.33	0.577
Error Reduction <i>The EBPI explicitly prevents or allows rapid recovery from errors or misapplications of content.</i>	7.67	0.577
Low Cognition Load <i>The EBPI task structure is sufficiently simple so that amount of thinking required to complete a task minimized.</i>	6.33	0.577
Exploit Natural Constraints <i>The EBPI incorporates or explicitly addresses the static properties of the intended destination context, which may affect the ways it can be used.</i>	5.00	3.606
Overall Assessment	7.33	0.577

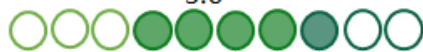






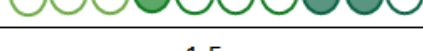
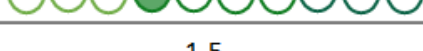
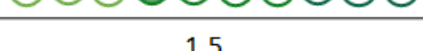
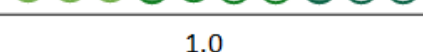
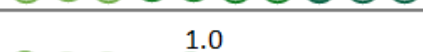
Application of USE-EBPI to an Exposure Protocol: Phase 3 (Plan/Conduct)

- Task completion of exposure behavioral rehearsal. **FAILURE**

RATES...




- 2 (of 3) *novices* (66%)
- 1 (of 4) *intermediates* (25%)
- 0 (of 3) *experts* (0%)

Table 7. Categorization and Rating of Usability Problems

Average Rating / User Type	Usability Problem	Step of UAF Impacted P T A F				
3.0 	Contraindicated behaviors are ambiguous	<table border="1"><tr><td></td><td>X</td><td></td><td>X</td></tr></table>		X		X
	X		X			
3.0 	Failure to block contraindicated behaviors	<table border="1"><tr><td></td><td></td><td>X</td><td></td></tr></table>			X	
		X				
2.5 	Signposting	<table border="1"><tr><td>X</td><td>X</td><td>X</td><td>X</td></tr></table>	X	X	X	X
X	X	X	X			
2.5 	Unclear Processing detail	<table border="1"><tr><td></td><td></td><td>X</td><td>X</td></tr></table>			X	X
		X	X			
2.5 	Lack of feedback on accuracy of hierarchy level	<table border="1"><tr><td></td><td>X</td><td></td><td>X</td></tr></table>		X		X
	X		X			
2.0 	Insufficient support of exposure planning	<table border="1"><tr><td>X</td><td>X</td><td></td><td></td></tr></table>	X	X		
X	X					
2.0 	Unclear purpose/rationale	<table border="1"><tr><td>X</td><td>X</td><td></td><td></td></tr></table>	X	X		
X	X					
2.0 	Omission of key content	<table border="1"><tr><td>X</td><td></td><td>X</td><td></td></tr></table>	X		X	
X		X				
1.5 	Failure to highlight therapist barriers	<table border="1"><tr><td></td><td></td><td></td><td>X</td></tr></table>				X
			X			
1.5 	Insufficient feedback for success	<table border="1"><tr><td></td><td></td><td></td><td>X</td></tr></table>				X
			X			
1.5 	Lack of troubleshooting for family/system issues	<table border="1"><tr><td>X</td><td>X</td><td>X</td><td></td></tr></table>	X	X	X	
X	X	X				
1.0 	Habituation is unclear	<table border="1"><tr><td>X</td><td>X</td><td></td><td>X</td></tr></table>	X	X		X
X	X		X			
1.0 	Developmental level is unclear	<table border="1"><tr><td>X</td><td></td><td></td><td></td></tr></table>	X			
X						

Legend

P – Planning
T – Translation
A – Actions
F – Feedback

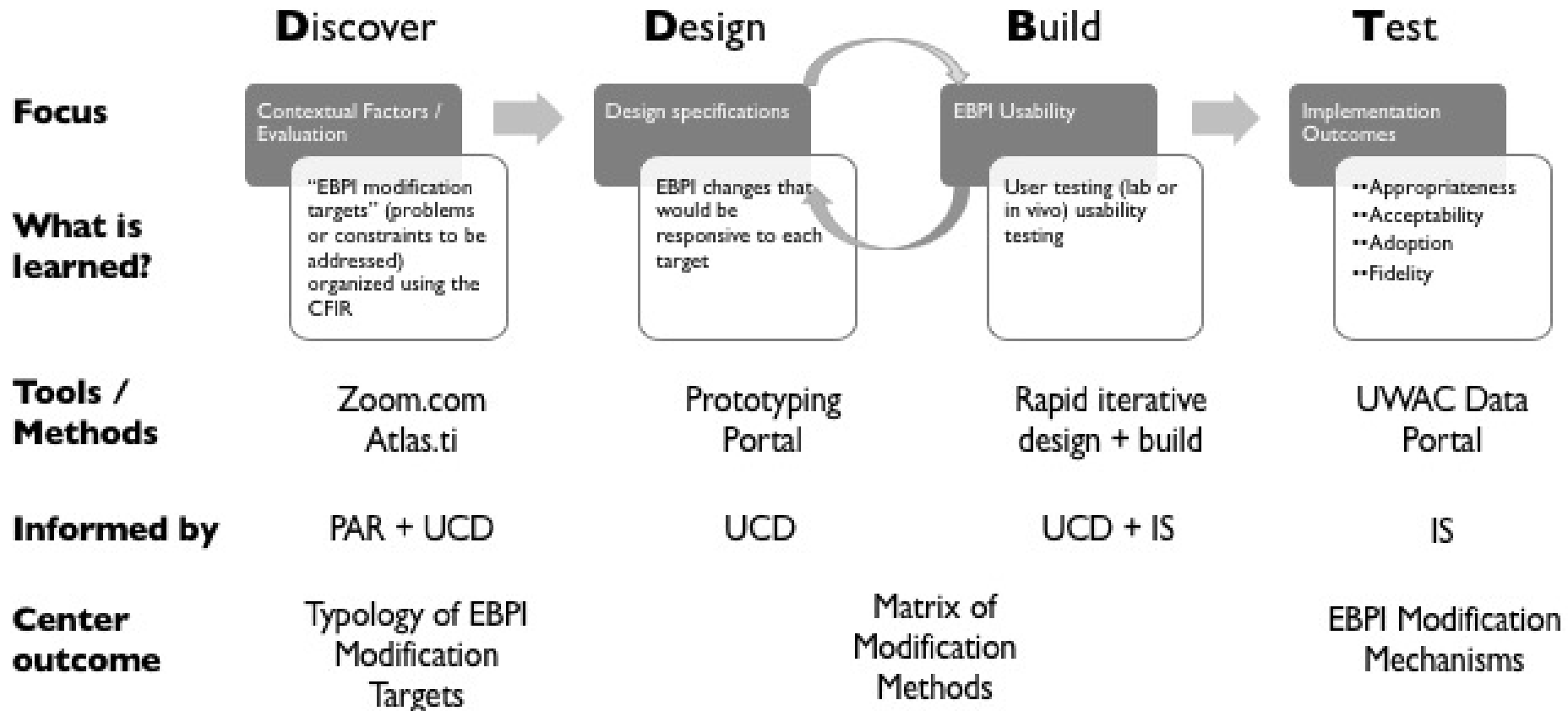
 - novice
 - intermediate
 - expert

Filled circle=user experience issue

Lyon, Koerner, & Chung (under review)

Discover, Design, Build, & Test (DDBT) Framework

(P50MH115837; Overall PI: Arian; Methods Core PI: Lyon)



Questions and Discussion

Sometimes



beats



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 @Aaron_Lyon