

Advanced Topics in Human Computer Interaction

Guest Lecture

Dr Vajisha Wanniarachchi

Who am I?

BSc in ICT (Hons)



Researcher



PhD in Information Technology



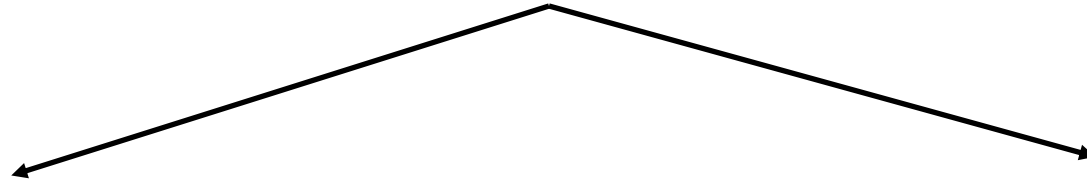
Research Fellow



What will we discuss today?

- Personalisation
- Role of personalisation in digital mental health interventions
- How it has been applied to the companion agent we are developing

HCI research



Technology-Centric

Technological breakthroughs to enhance user interfaces

E.g., AR/VR, Haptic Interfaces and Augmentation, etc.

Human-Centric

Research focuses on understanding human psychology and behavior to create more adaptive and user-friendly systems

E.g., Personalisation, Behavioural Computing, etc.

What is personalisation?

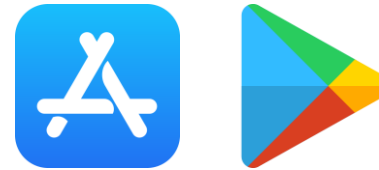
Personalisation is the process that changes the functionality, interface, information content, or distinctiveness of a system to increase its personal relevance to the individual.

What are some examples of personalisation you've noticed on apps on your phone?

Entertainment



App recommendations



Shopping/e-commerce



Health and fitness



Personalisation in Digital Mental Health Interventions

- Digital Mental Health Intervention (DMHI) - **technology-based tools**, such as apps, websites, or programs, designed to **support mental health**.
- Importance of personalisation in DMHI
 - Increased Engagement
 - Improved Adherence
 - Enhanced User Experience
 - Better Outcomes

Contd.

Personalisation in DMHIs

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graph TD; A[Personalisation in DMHIs] --> B[What elements have been personalised?]; A --> C[Through what methods/mechanisms has personalisation been implemented?]; B --- D[Personalisation Dimensions]; C --- E[Personalisation Mechanisms]
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What elements have been personalised?

Personalisation Dimensions

Through what methods/mechanisms has personalisation been implemented?

Personalisation Mechanisms

Personalisation Dimensions



Content



Order



Guidance



Communication



Interface



Interactivity

Personalisation Mechanisms



User choice



Provider choice



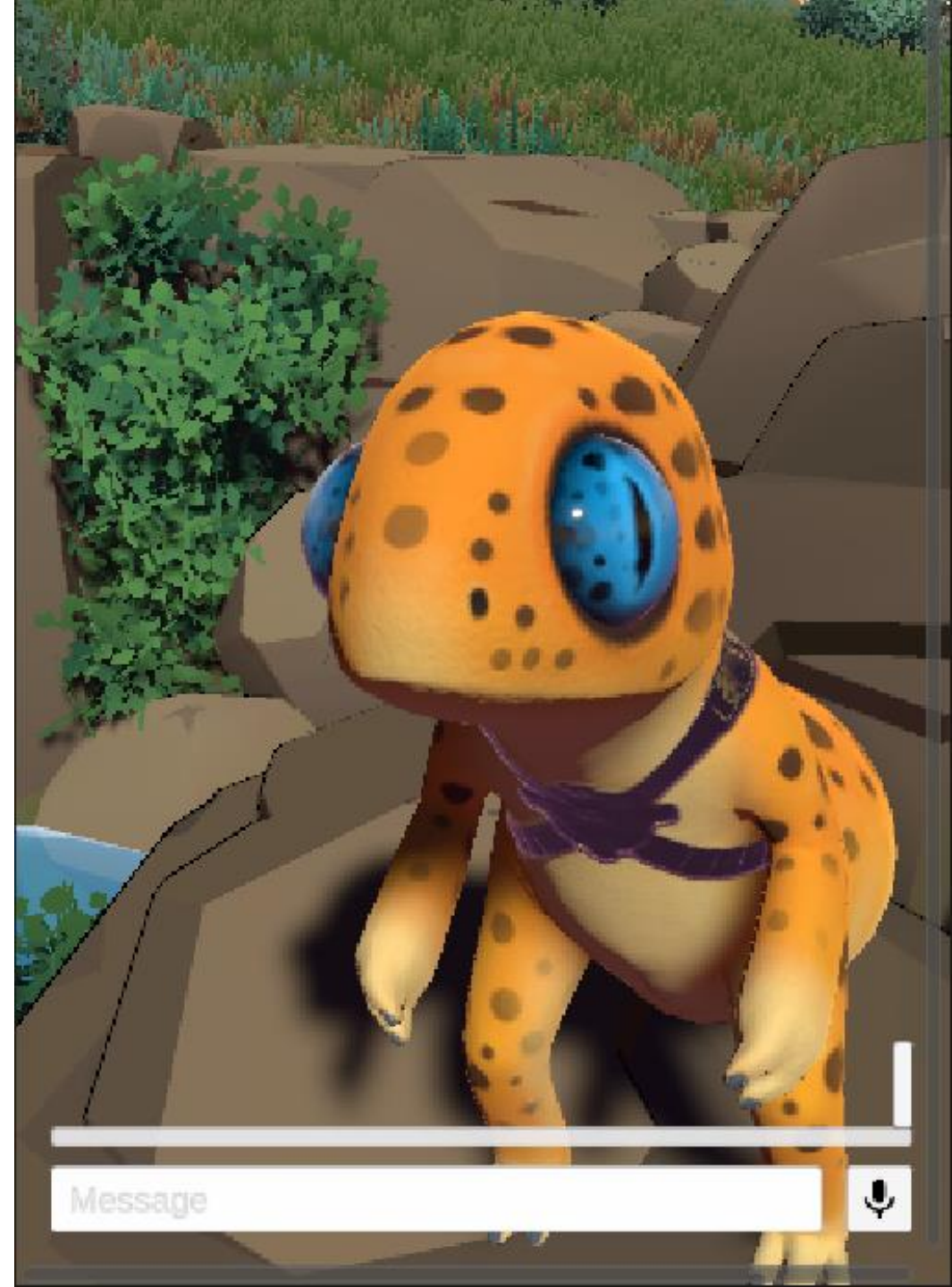
Rule-based



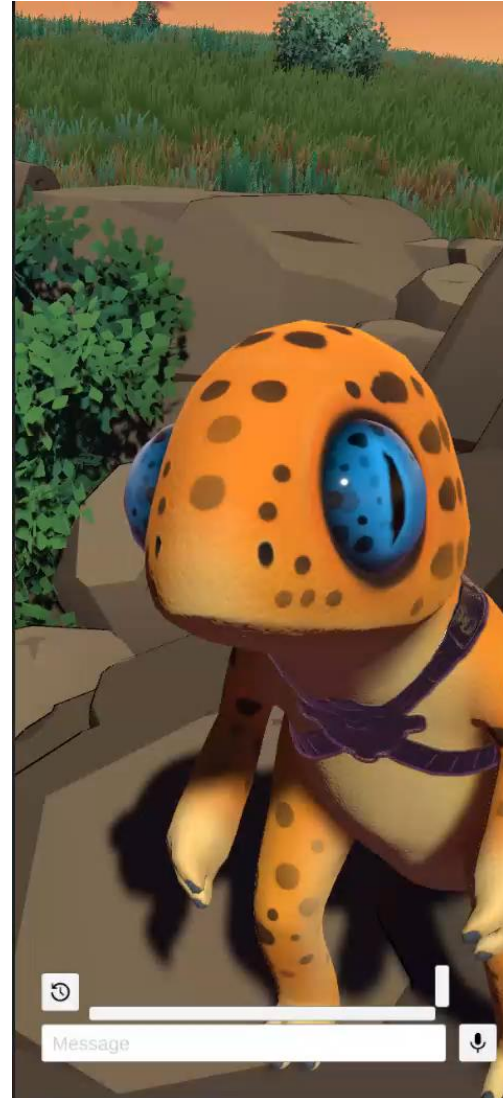
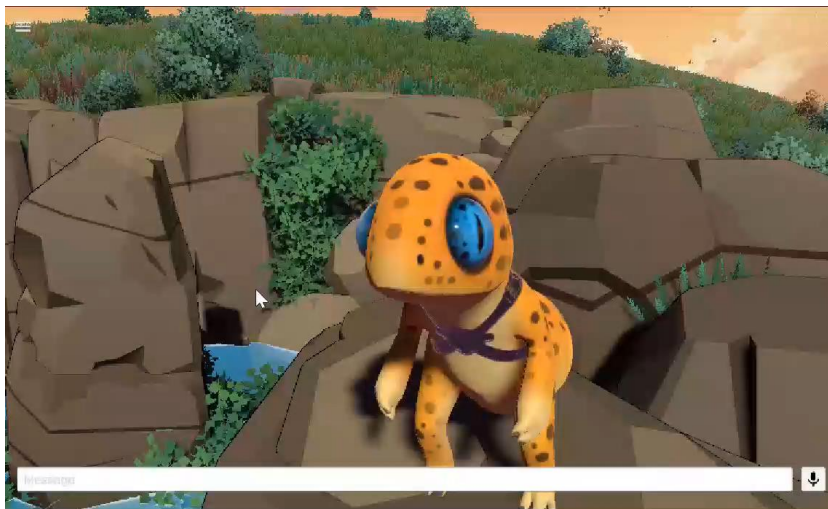
Machine learning

Our Companion Agent: Mango

- The research problem
- Why 'Mango'?
- What 'Mango' can do?



Personalising Mango

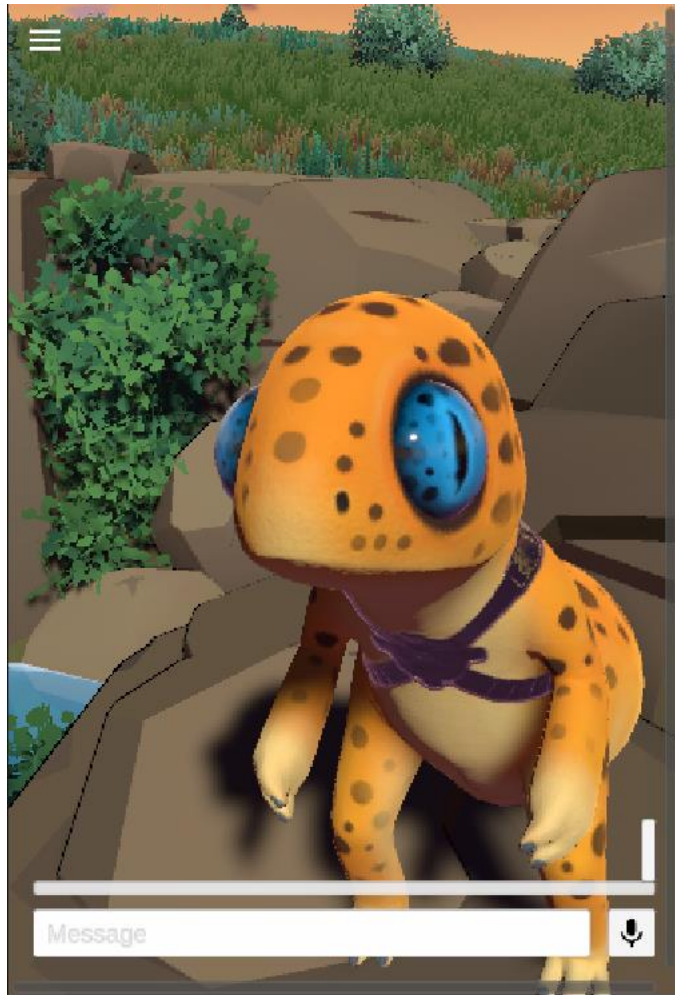


In collaboration with

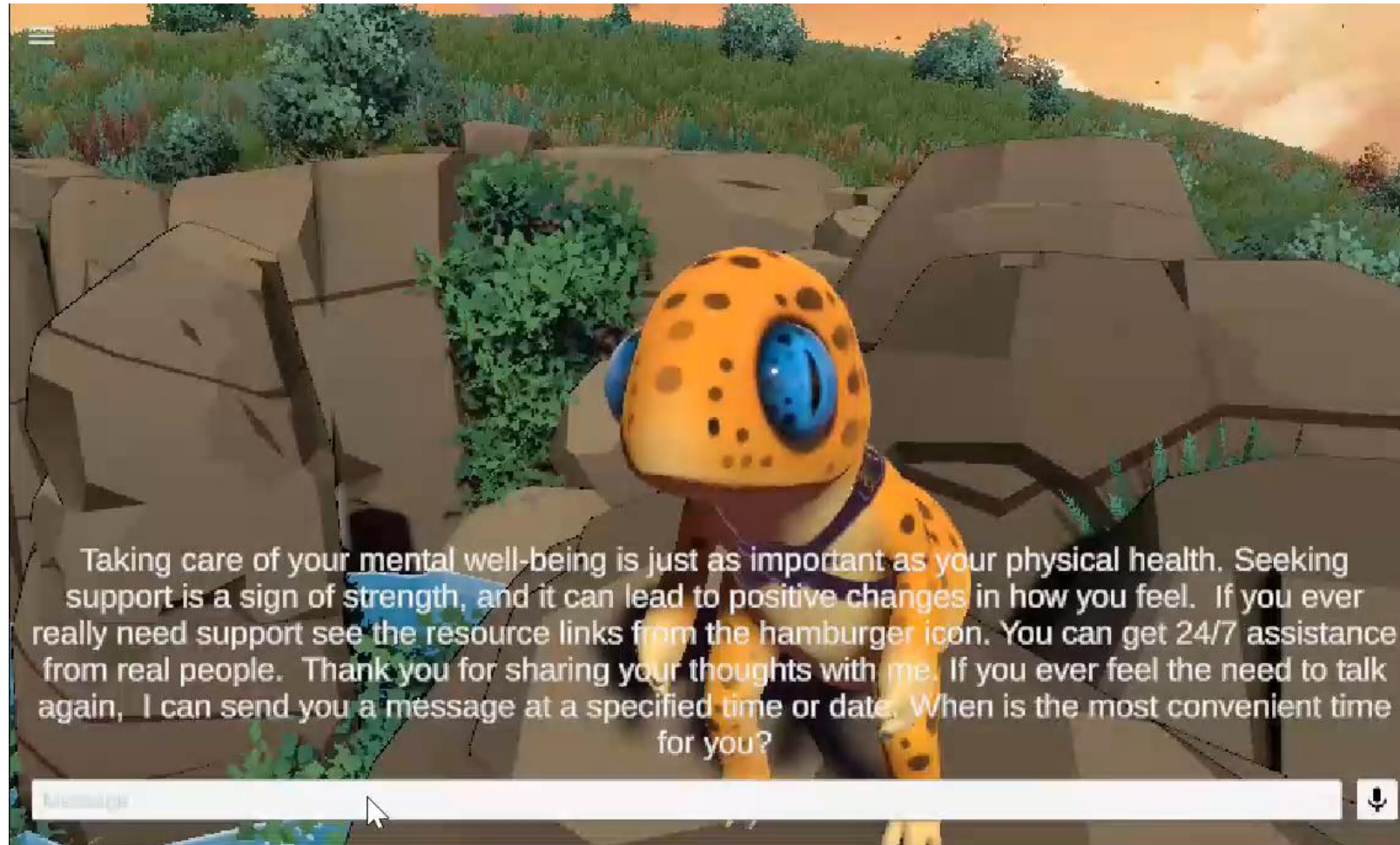


The University of
Nottingham

Personalising Mango Contd.

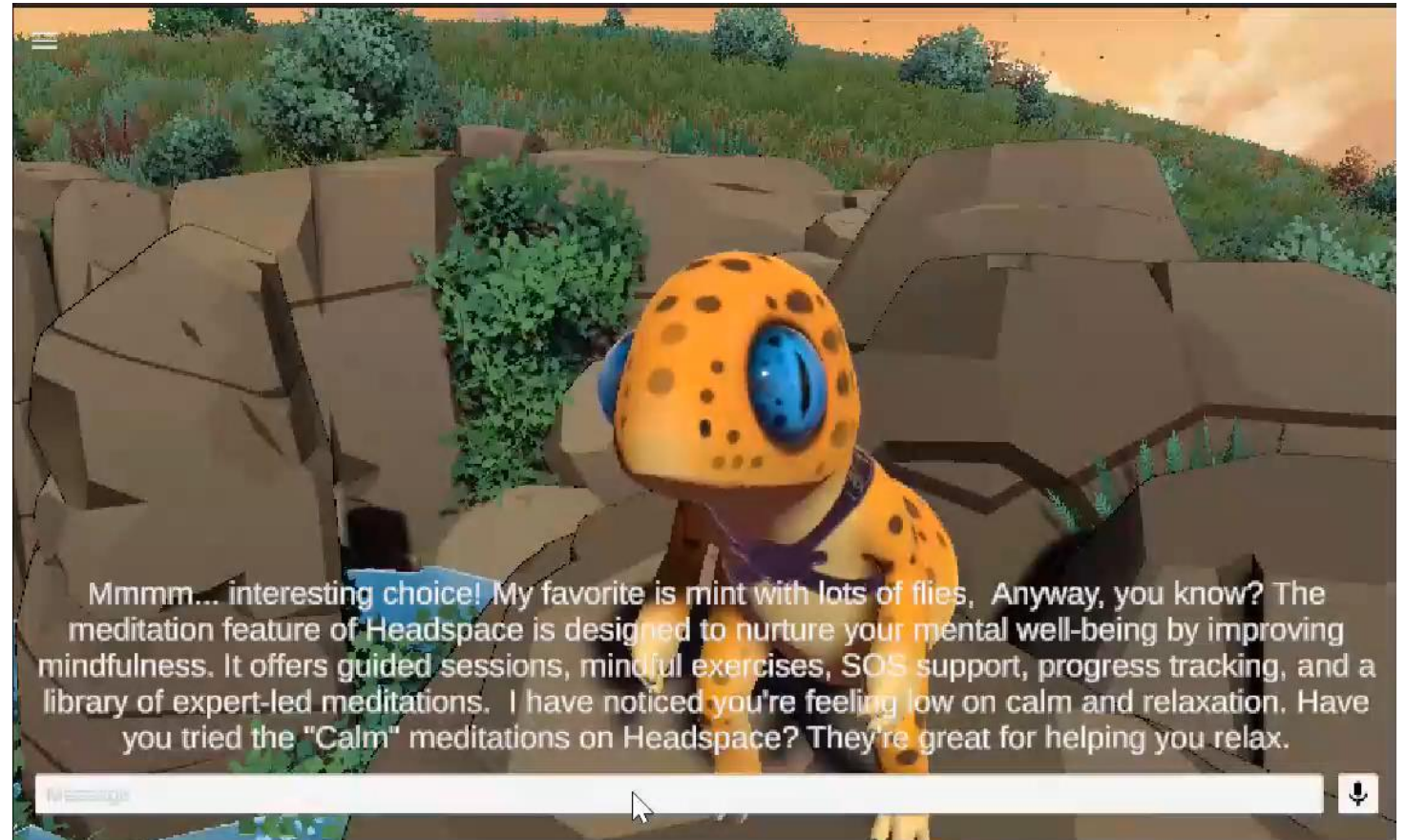


Personalising Mango Contd.



Personalising Mango Contd.

- Motivational content/Feature introduction based on WHO-5
- What is WHO-5?
 - Felt cheerful in good spirits?
 - Felt calm and relaxed?
 - Felt active and vigorous?
 - Woke up feeling fresh and rested?
 - Daily life has been filled with things that interest me?



Continuing
personalisation
of Mango with
Schwartz's
theory of basic
values



Thank you!