The Interaction Layer: An Exploration for Co-Designing User-LLM Interactions in Parental Wellbeing Support Systems

Abstract

- Frames the problem: 1 in 3 parents never seek support due to stigma, cost, lack of access.
- Al offers promise: **stigma-free**, **affordable**, **scalable** support.
- Issue: adoption fails because of explainability and reliability gaps.
- Approach: Built NurtureBot, an LLM-based wellbeing assistant, co-designed with 78 parents.
- Iterative trials (v1 \rightarrow v2 \rightarrow v3) show improvements in usability (CUQ score 91.3/100).
- Contribution: An Interaction Layer prompt architecture enabling parents to understand, control, and improve conversations in real time
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Introduction (~5 paras)

- Parenting is described as "the most important job" but one that takes a huge toll: stress, anxiety, isolation, especially in the perinatal period.
- Literature: barriers include **limited resources**, **stigma**, **professional shortages**, **COVID-19 disruptions**.
- HCI contributions: sleep tracking, screen-time apps, growth monitoring but adoption low.
- With ChatGPT and LLMs, parents are already experimenting with AI for support.
 Potential: empathy, information, guidance. Concerns: hallucination, lack of empathy, misinformation.
- Sets 3 RQs:

- 1. What problems do parents face when interacting with an LLM assistant?
- 2. What user needs must such assistants address (ideal vision)?
- 3. How can co-design improve usability/UX? 15.05. An Exploration for Co-De...

Related Work (2 subsections)

1. Supporting Family Wellbeing with Digital Tools

- Long tradition in HCI (apps like Baby Buddy, bump2bump, peer support networks).
- Effectiveness depends on alignment with parents' needs.
- o Al chatbots: Alexa, Siri → some adoption in homes.
- LLMs in parenting: rising but risky (bias, misinformation, data misuse).
- Retention issue: median 30-day retention of wellbeing apps = **3.3**%.

2. Interacting with Al for Everyday Users

- Non-experts rarely use Explainable AI (XAI).
- Three pillars of human-centered AI: understand, control, improve.
- Need to design cybernetic loop: sensing → processing → reacting.
- o Conversational UIs must handle turn-taking, empathy, repair mechanisms.
- Examples:
 - ChaCha: children expressing emotions via LLM.
 - *MindfulDiary*: psychiatric journaling support.
 - Postpartum depression narratives generated via GPT.

Challenges: hallucinations, shallow empathy, regulatory risks
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Part I – NurtureBot v1: Initial Prototype

- **Origins**: Built on *Nurture Project* (peer-to-peer mentoring for new moms, ran 3 years, 603 parents). Successful but not scalable.
- **Design**: GPT-4 zero-shot prompt + curated resources. Features: empathetic chat, wellbeing exercises, parenting info.
- **Testing**: 32 parents (age ≈41, kids aged 5–6, chosen to minimize emotional risk). 5-day simulation (pregnancy → 6 months postpartum). Each day: 5–7 min interactions.
- Data: 144 conversations, 288 feedback entries. CUQ score = 85.4 (above 68 benchmark).
- Findings (7 problems):
 - 1. Cut-offs (redirecting to links).
 - 2. Patronizing/robotic tone.
 - 3. Non-localized resources.
 - 4. No memory.
 - 5. Generic link-spam.
 - 6. Transactional, not reflective.
 - 7. Overload of content15.05. An Exploration for Co-De...

- Method: Asynchronous Remote Communities (ARC) with 32 parents on Miro boards.
 91% participation.
- Activity 1 (Prioritizing): Parents ranked problems → Top 3 = (1) Cut-offs, (2)
 Non-localized resources, (3) Lack of memory.
- Activity 2 (Solution Generation): Parents role-played as *NurtureBot*, rewriting its dialogues in 3 scenarios: empathy chat, wellbeing exercise, baby soothing.
- **Results**: 189 parent-written dialogues → **7 user needs**:
 - 1. Use metaphors.
 - 2. Begin with empathy.
 - 3. Introduce features clearly.
 - 4. Step-by-step guidance.
 - 5. Personalize & deepen sessions.
 - 6. Clarify & reassure.
 - 7. Summarize & provide follow-ups 15.05. An Exploration for Co-De...

Part III - The Interaction Layer: NurtureBot v2

- **Prompt Architecture**: Designed as **state machine** with:
 - \circ Core principle: *Understand* \rightarrow *Control* \rightarrow *Improve*.
 - Interaction states: undecided, empathetic chatting, wellbeing exercises, parenting info.
 - Interaction levels: scaffolded with co-designed examples.
 - o Interaction elements: contextual hints, reassurance, feedback loops.

- **Techniques**: Chain-of-Thought, ReAct prompting integrated.
- **Testing**: 32 parents again, 104 conversations. CUQ score = **87.2**.

• Findings:

- o Improvements in empathy, clarity.
- o Issues: long paragraphs, repetitive hints ("revise/restart/elaborate").
- Suggestions: multimodal features (images/videos), memory, community links
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Part IV – NurtureBot v3 & Validation

• Improvements:

- Responses capped at 50 words.
- Contextual hints instead of generic.
- Pre-output validation to check clarity.
- **Testing**: New cohort (46 parents, avg. age 38). 185 conversations, CUQ = **91.3**.

• Findings:

- o Parents praised flow, control, personalization.
- Remaining gaps: desire for multimodality (images, videos), more detailed responses, deeper personalization.
- Some parents still preferred traditional search engines over chatbot approach
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Contributions

- 1. **Empirical**: Insights from 78 parents across 3 iterative trials, identifying **7 user needs** and recurrent pitfalls in LLM wellbeing support.
- 2. **Design**: The **Interaction Layer** prompt architecture (understand–control–improve, states, levels, elements).
- 3. **Implications**: Blueprint for future Al wellbeing tools in sensitive domains (parenting, healthcare, mental health).

Conclusion

- NurtureBot demonstrates how **co-design + prompt engineering** can turn a generic LLM into a **domain-specific**, **parent-tested support agent**.
- The *Interaction Layer* is the key innovation: parents can **understand**, **control**, **improve**Al behavior in real time.
- Still open challenges: multimodal interaction, personalization, long-term adoption, safeguarding emotional wellbeing