

# mHealth<sup>4</sup>:

Monitoring, Modelling,  
Modifying and Maintaining  
health-related behavior  
in a digital world

Donna Spruijt-Metz, MFA PhD

Director, USC mHealth Collaboratory

Research Professor, Psychology & Preventive Medicine

University of Southern California

Presented at the Mobile and Electronic Health ARC's  
2nd Annual Symposium, Boston University, Nov 2017

# Before I start: Thanks to

## FUNDERS

- **NIMHD** P60 002564
- **NSF** (IIS-1217464, 1521740)
- **NCCAM** 1RO1AT008330

## Imagine Health TEAM

- Marc Weigensburg, Bas Weerman, Cheng Kun Wen, Stefan Schneider

## KNOWME TEAM

- Murali Annavaram, Giselle Ragusa, Gillian O'Reilly, Adar Emken, Shri Narayanan, Urbashi Mitra, Gautham Thatte, Ming Li, Sangwon Lee, Cheng Kun Wen, Javier Diaz, Luz Castillo

## M2FED TEAM

- Jack Stankovic, John Lach Kayla De La Haye, Brooke Bell

## mHealth Collaboratory, Institute for Creative Technology teams:

- Bill Swartout, Skip Rizzo, Arno Harthold, Shinyi Wu, Marientina Gotsis

## Multiscale, Computational Modeling TEAMS

- Misha Pavel, Steven Intille, Wendy Nilsen, Benjamin Marlin, Daniel Rivera, Eric Hekler, Pedja Klasnja,

IoT  
mHealth<sup>4</sup>:

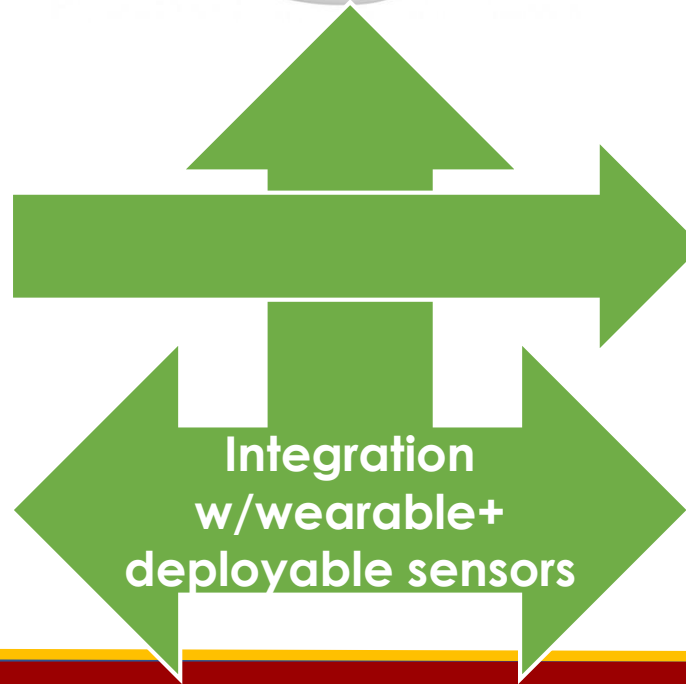


**Context**

# This Generation Sensing *IoT*

- The internet of things:
  - On-body,
  - Chemical,
  - Implantable,
  - Deployable,
  - Persistent user interface,
  - Connected

# Mobile Technologies: Data-Hungry and Ubiquitous



Ambient light

Proximity

Cameras

Accelerometry

Gyroscopes

GPS

Microphones

Compass. Apps

Phone, email, text

Internet, Social networks

Real-time data transfer

mHealth<sup>3</sup>:

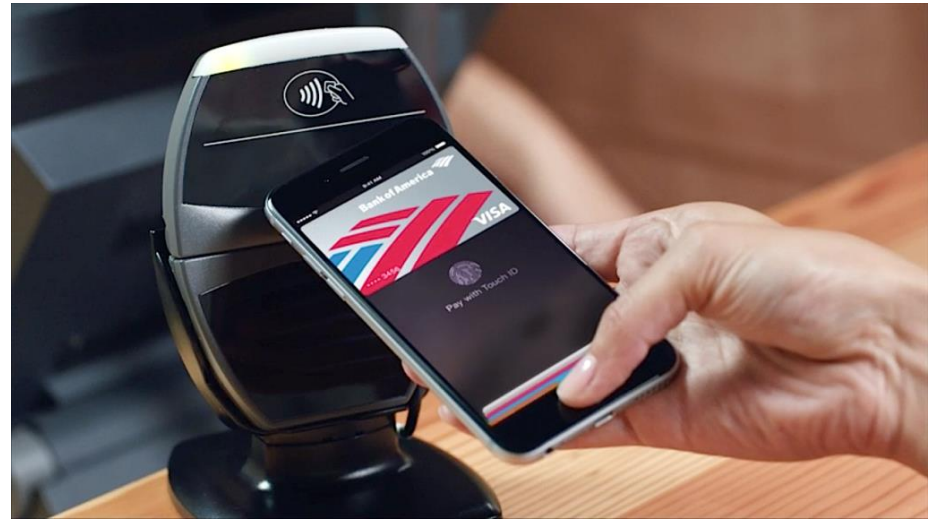
Monitor, Model & Modify Behavior

## **MONITORING**

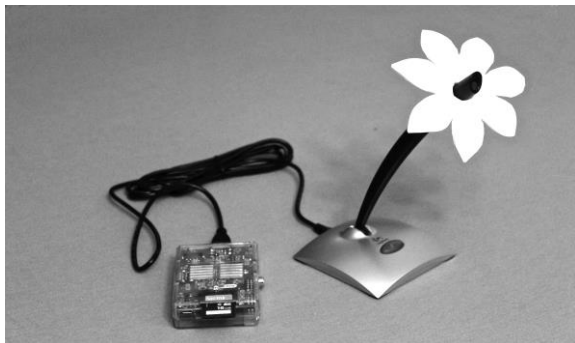
*M2FED: Monitoring and  
Modeling Family Eating  
Behaviors*

# Premise: Measuring dietary intake is *the* 'wicked problem' of obesity research

- Ask people
- Observe people
- Sense people
- Biological measures
- Grab 'small' data



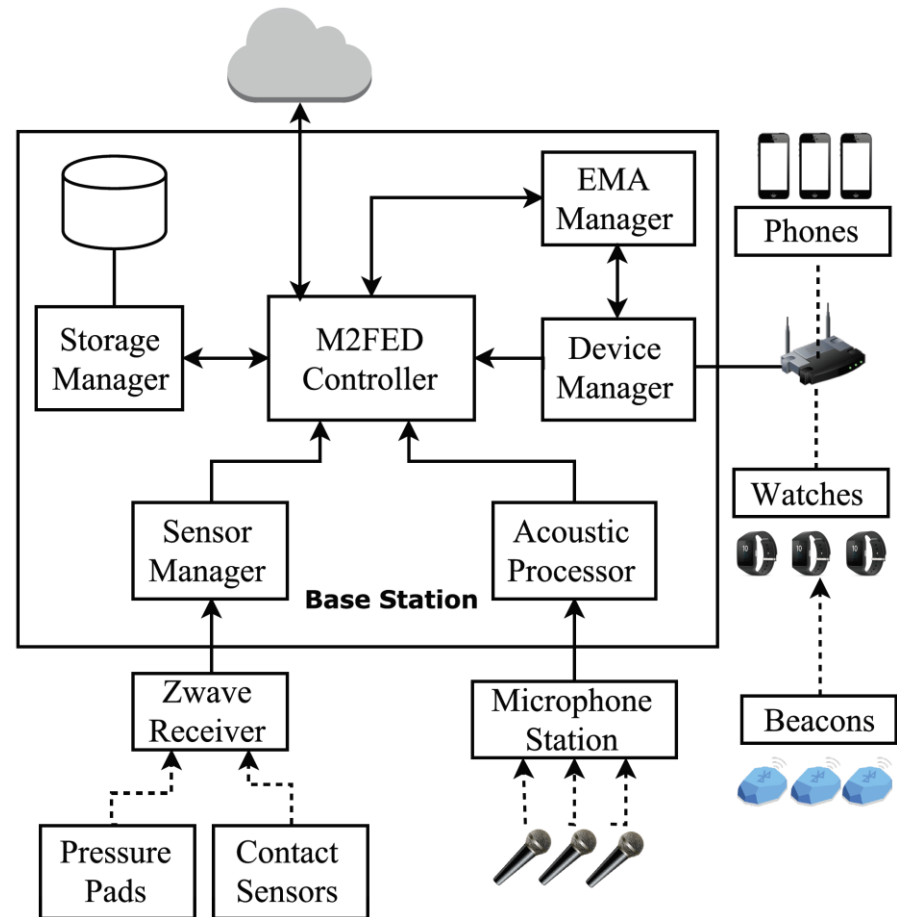
# People as Complex Systems Embedded within Complex Systems Sensed Continuously in Context





# M2FED CyberPhysical System

- Smart watches
- Smart phones
- Microphones
- Beacons
- EMA
- Cloud (Internet)
- ML (including deep learning)



# Ubiquitous measures

- Eating (Smartwatch)
- Who is in the room (Smartwatch ID & Beacons)



- Speed of eating (Smartwatch)

# Signal-Driven & Scheduled Ecological Momentary Assessment

## Trigger: Sensed mood

Cause of stress, anger, happiness, sadness

## Trigger: Sensed eating event

Eating in the absence of hunger

Self-regulation

Mindfulness

## Rule-based schedule

Vigor, Fatigue,

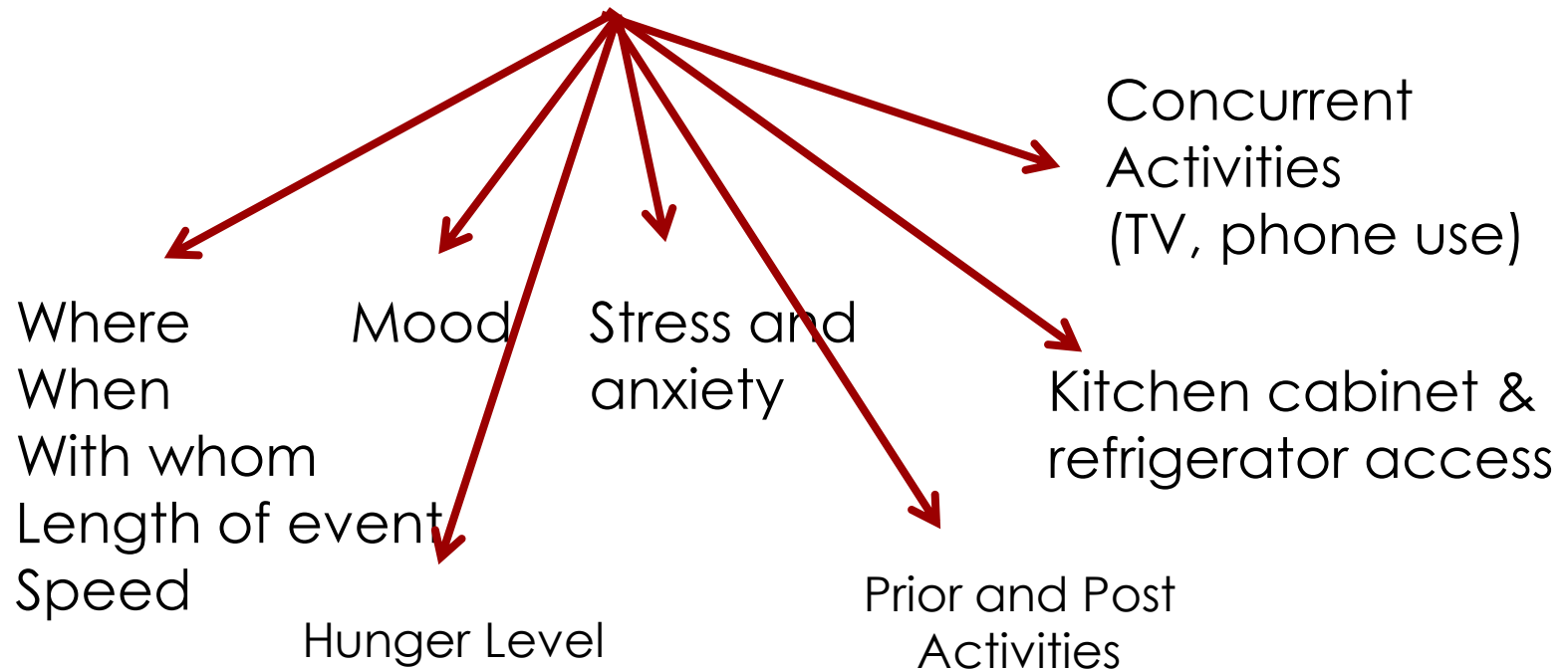
Anxiety, positive affect

## Trigger: Participant – reported event or mood

Text, picture, or sound recording



# What we want to know about eating



# mHealth<sup>4</sup>: Monitor, Model, Modify & Maintain Behavior

## **MODELING**

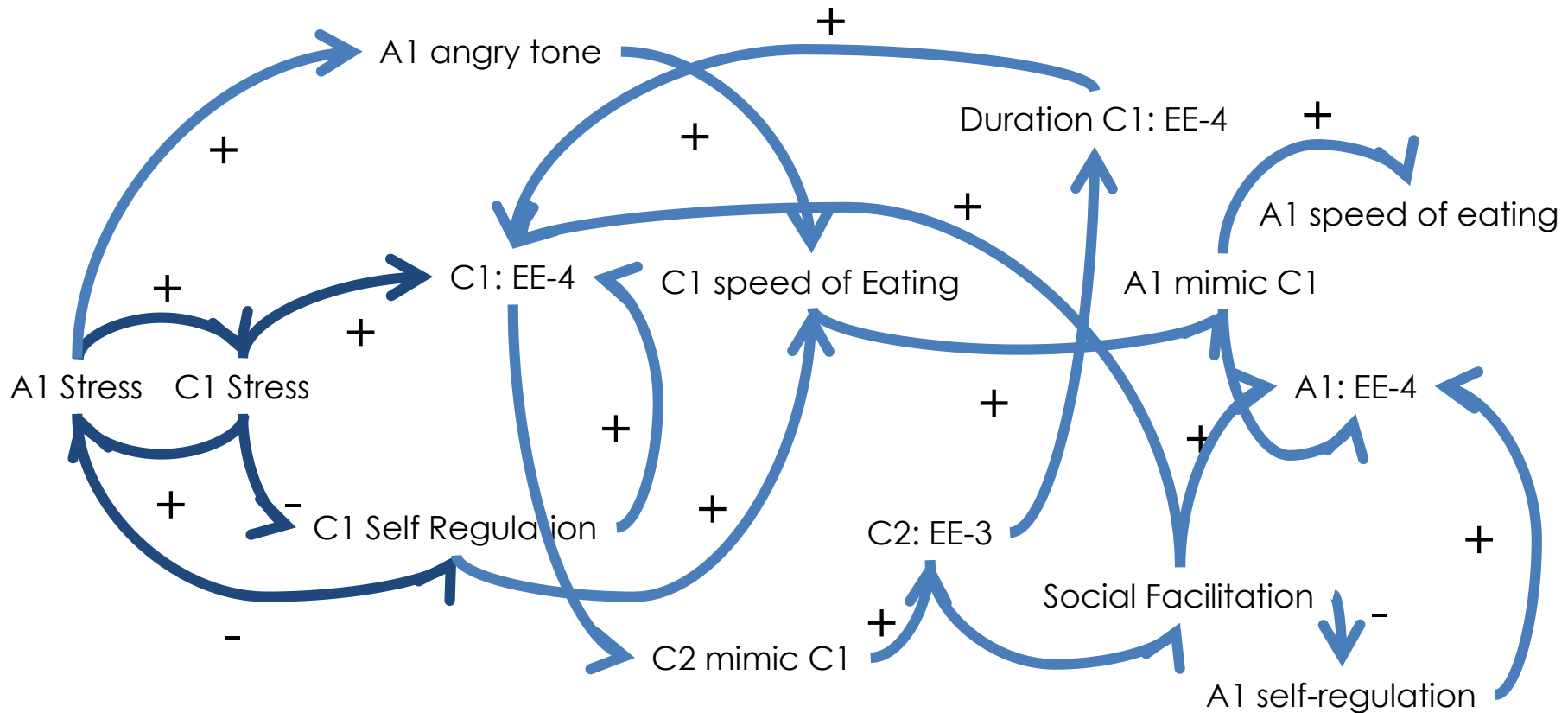
# TBM

---

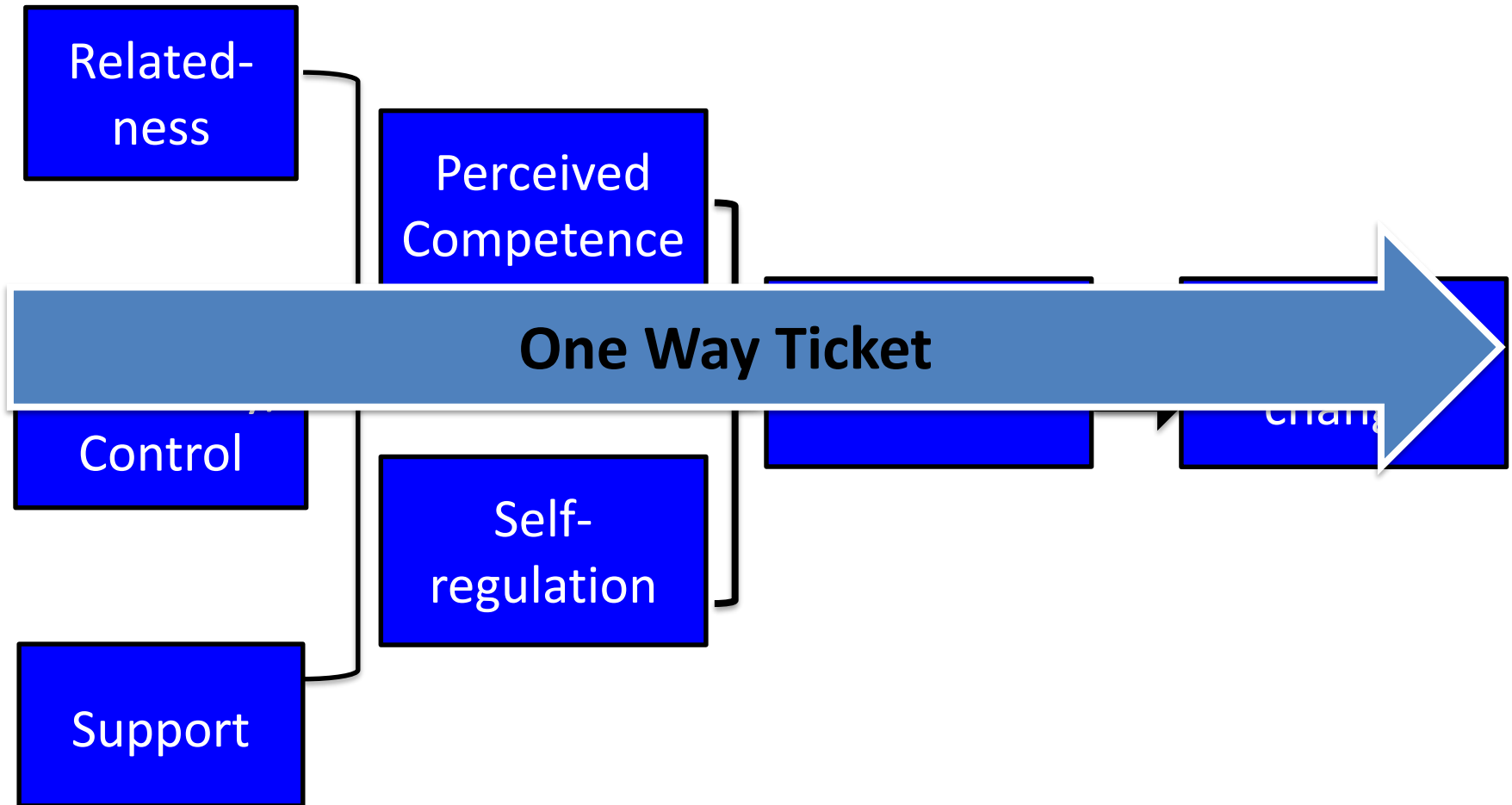
## Health behavior models in the age of mobile interventions: are our theories up to the task?

William T Riley, PhD,<sup>1</sup> Daniel E Rivera, PhD,<sup>2</sup> Audie A Atienza, PhD,<sup>3</sup> Wendy Nilsen, PhD,<sup>4</sup>  
Susannah M Allison, PhD,<sup>5</sup> Robin Mermelstein, PhD<sup>6</sup>

# M2FED: Monitoring and Modeling Family Eating Dynamics



# Our Current Theories are Static





# TBM

## ESSAY

---

### Building new computational models to support health behavior change and maintenance: new opportunities in behavioral research

Donna Spruijt-Metz, MFA, PhD,<sup>1</sup> Eric Hekler, PhD,<sup>2</sup> Niilo Saranummi, PhD,<sup>3</sup> Stephen Intille, PhD,<sup>4</sup> Ilkka Korhonen, PhD,<sup>5</sup> Wendy Nilsen, PhD,<sup>6</sup> Daniel E. Rivera, PhD,<sup>2</sup> Bonnie Spring, PhD,<sup>7</sup> Susan Michie, PhD,<sup>8</sup> David A. Asch, PhD,<sup>9</sup> Alberto Sanna, PhD,<sup>10</sup> Vicente Traver Salcedo, PhD,<sup>11</sup> Rita Kukakfa, PhD,<sup>12</sup> Misha Pavel, PhD<sup>3</sup>

# Dynamic, Multiscale Model Requirements

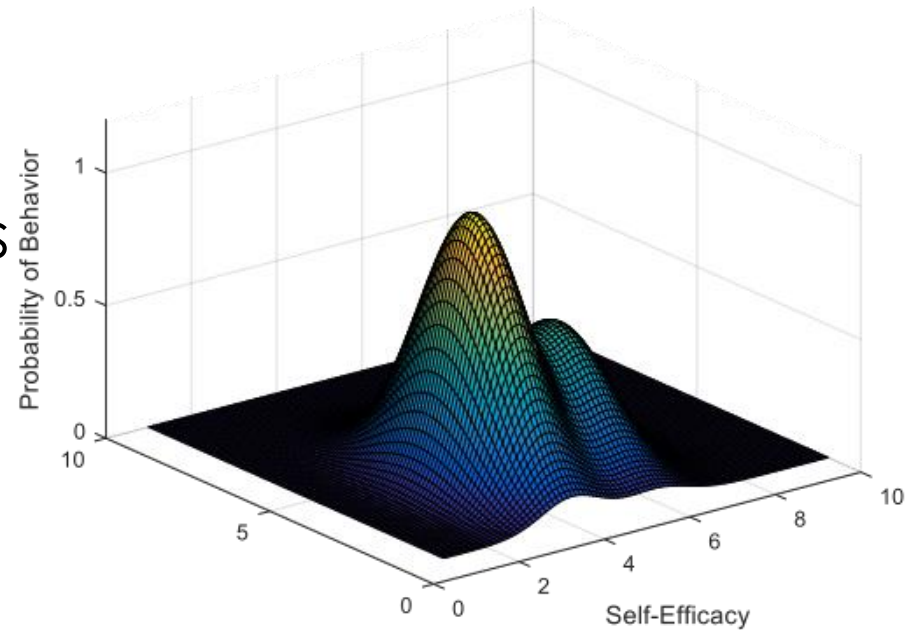
- Dynamic, temporally dense, **multiscale** relationships
- In context
- Identify *multidimensional generalization spaces*
- Individual (or idiographic) models
- Learning and adaptive
- Modular & robust
- Conceptually seeded, yet data driven

# Multidimensional generalization spaces

- When?
- Where?
- For whom?
- In which state?
- Which dose?
- Which particular intervention?

# Multidimensional generalization spaces: state-space representations of behavior

- An individual's state represented in a multidimensional state space defined by variables that either:
- predict future states or future behaviors (or both)
- or the probability that a particular intervention will be effective
- (or both 😊)



Intervention response surface for  
intervention 'A'  
for two state variables

# Idiographic vs. Nomothetic

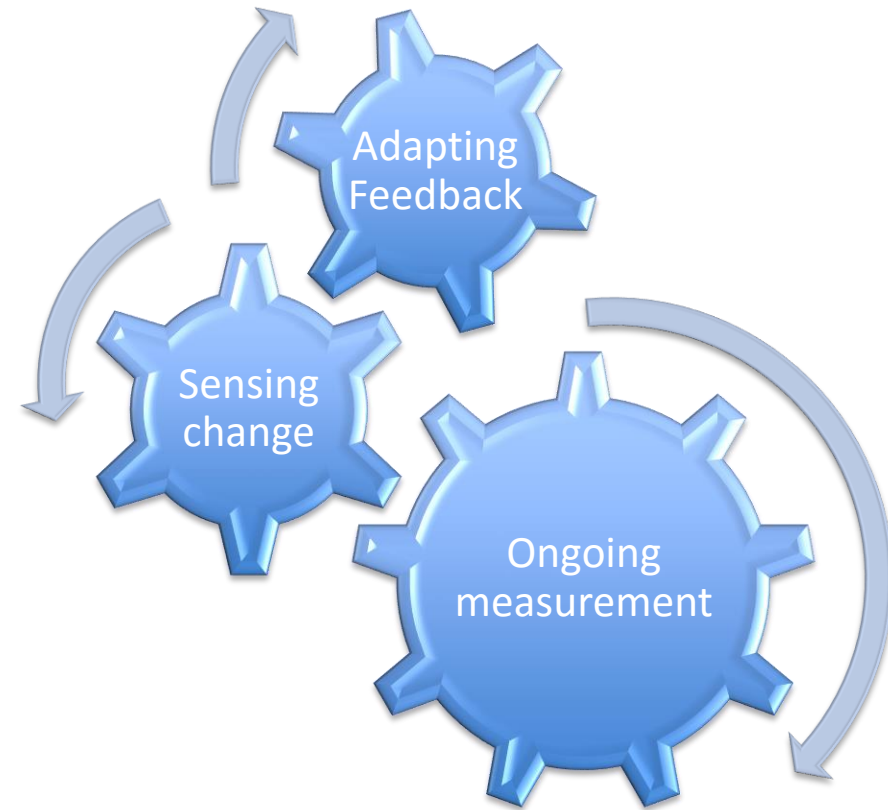
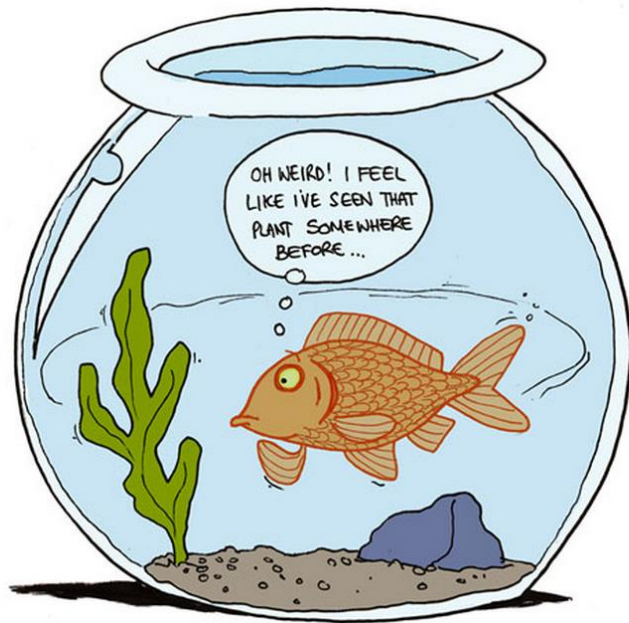
Differences between  
individuals



Patterns within one  
individual



# Learning and adaptive

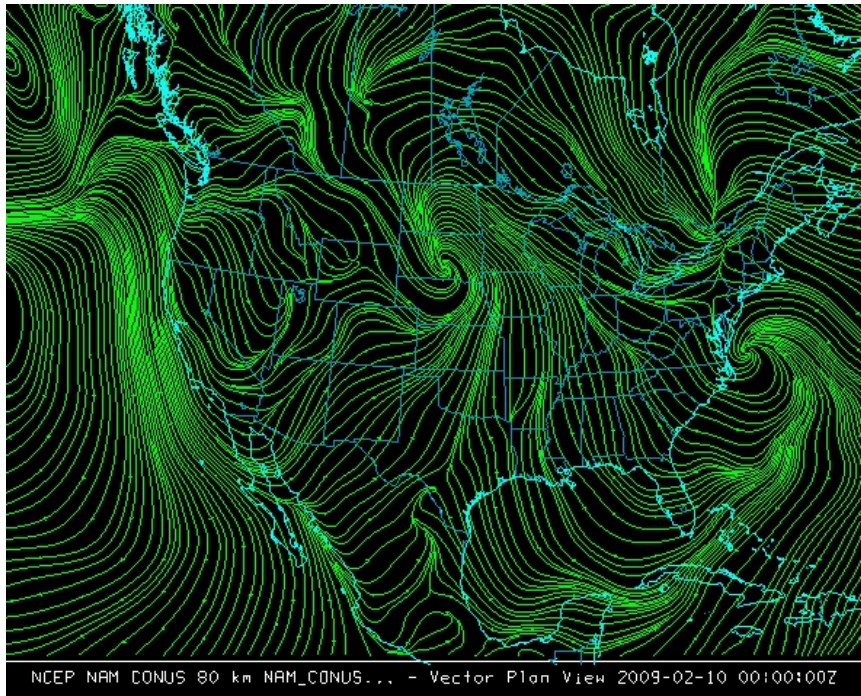


# Modular & Robust



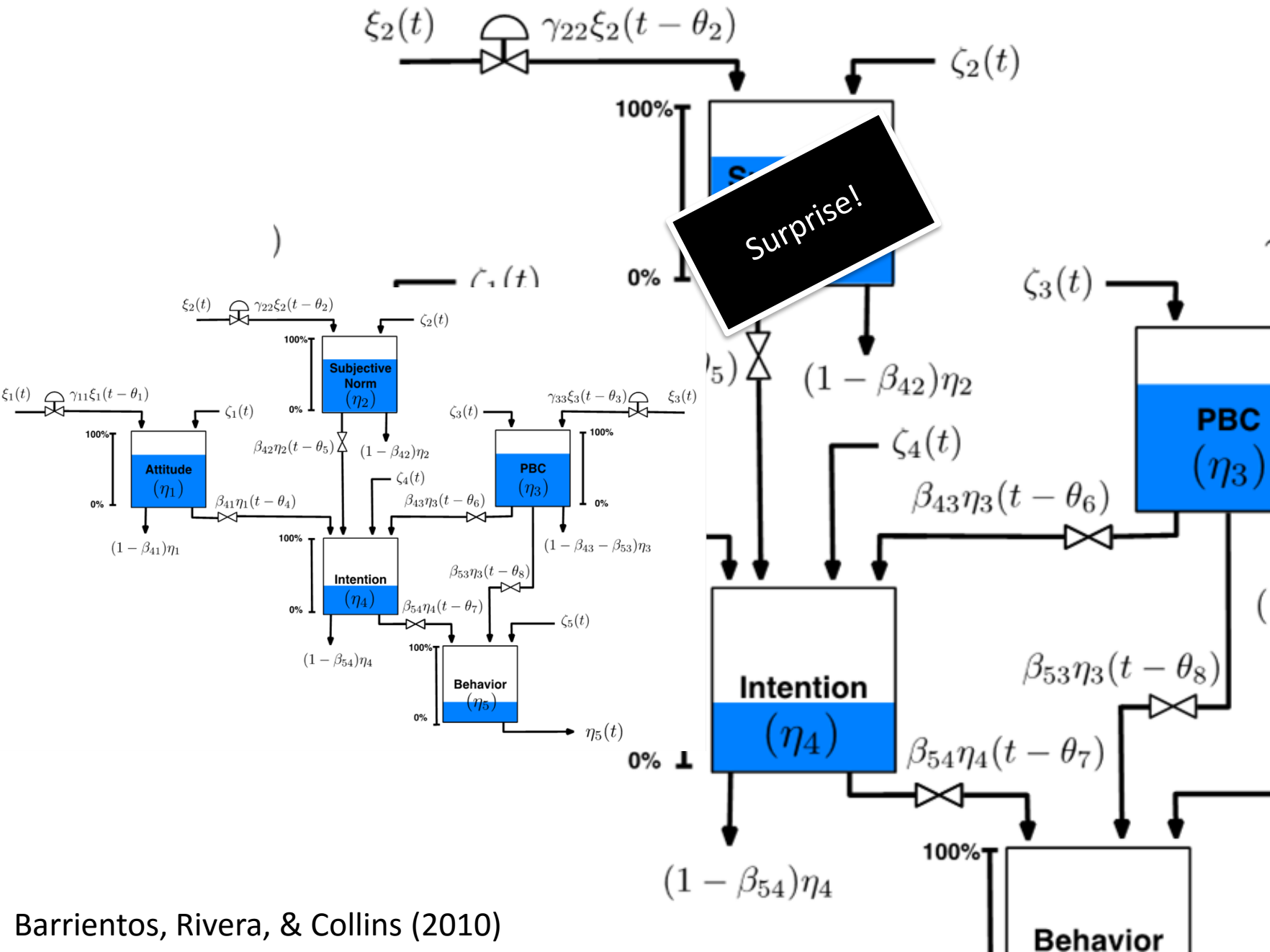


# Conceptually seeded, yet data driven



- What new questions can transdisciplinary teams ask this data?
- Where are the useful signals in the current noise?
- A new search for meaningful mechanisms
- Personalizes adaptively as time-sensitive new data comes in.





# mHealth<sup>3</sup>: Monitor, Model & Modify health-related behavior

## **Modifying**

Just-In-Time, Adaptive Interventions (JITAs)

(Nahum-Shani et al, Health Psych 2015)

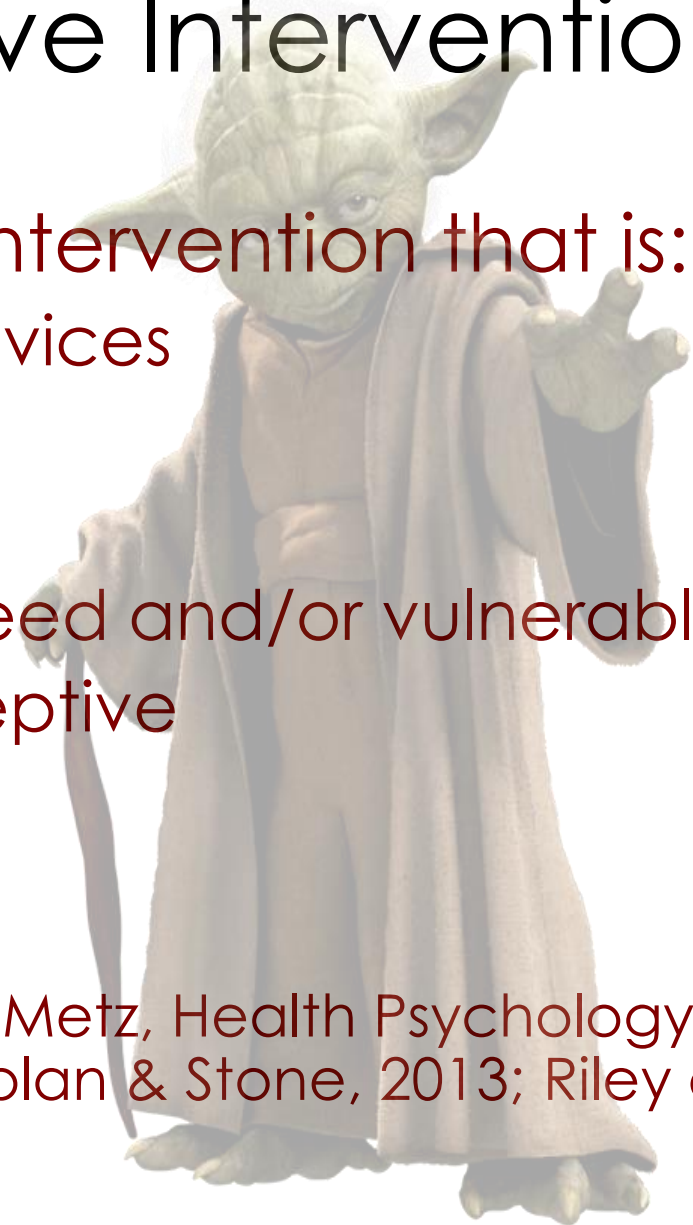
Intensively Adaptive Interventions (IAs)

(Riley et al, Current Op Psych 2015)

## Just In Time Adaptive Interventions

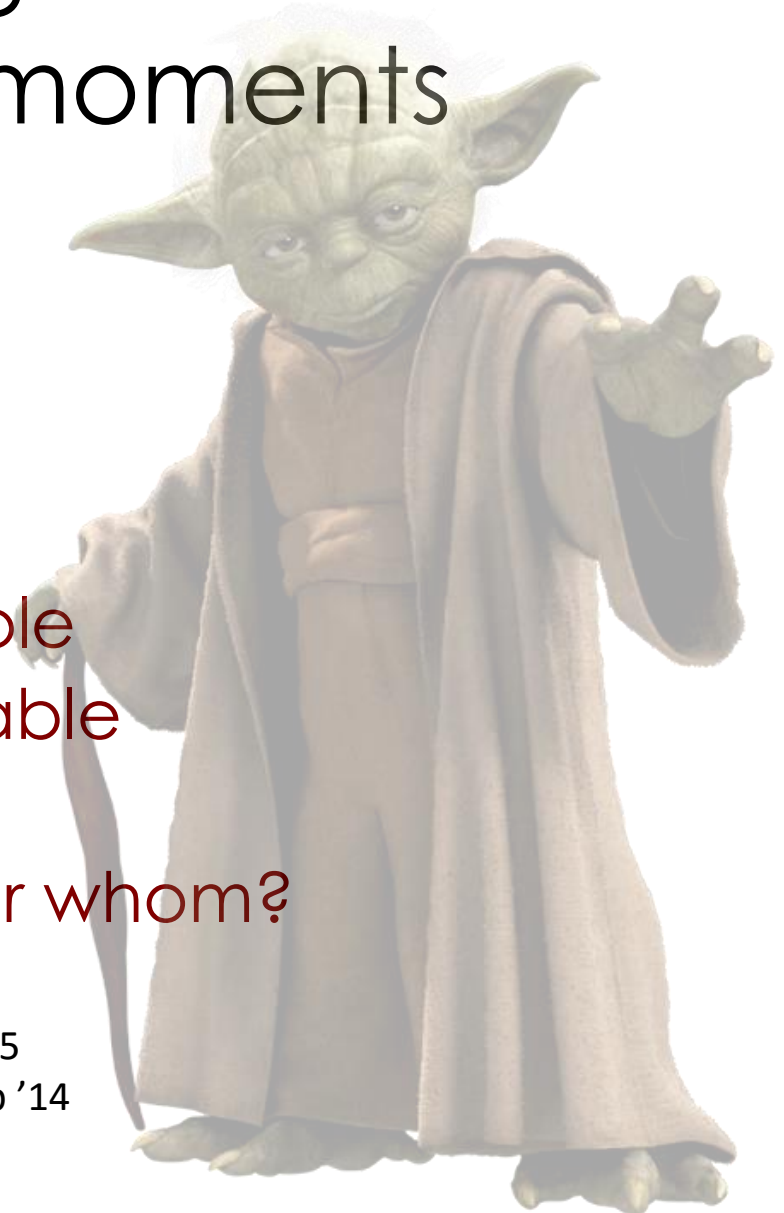
- A JITAI is an adaptive intervention that is:
  - Delivered via mobile devices
  - Anytime
  - Anywhere
  - When the person is in need and/or vulnerable
  - When the person is receptive
  - (Meaningful Moments)

(Nahum-Shani, Hekler & Spruijt-Metz, Health Psychology 2015; Heron & Smyth, 2010; Kaplan & Stone, 2013; Riley et al., 2011)



# Learning algorithms: Meaningful moments

- Receptivity<sup>1</sup>
- Availability<sup>2</sup>
- Opportune moments<sup>3</sup>
- Threshold Conditions<sup>4</sup>
  - In need and/or vulnerable
  - Receptive and/or available
  - Motivated and/or able
  - What, when, where & for whom?



<sup>1</sup> Nahum-Shani, Hekler, Spruijt-Metz, Health Psych 2015

<sup>2</sup> Sharmin, Ali, Rahman, Bari, Hossain, Kumar, UbiComp '14

<sup>3</sup> Poppinga, Heuten, Boll, Pervasive Computing 2014

<sup>4</sup> Hekler, Michie, Spruijt-Metz et al *under review*



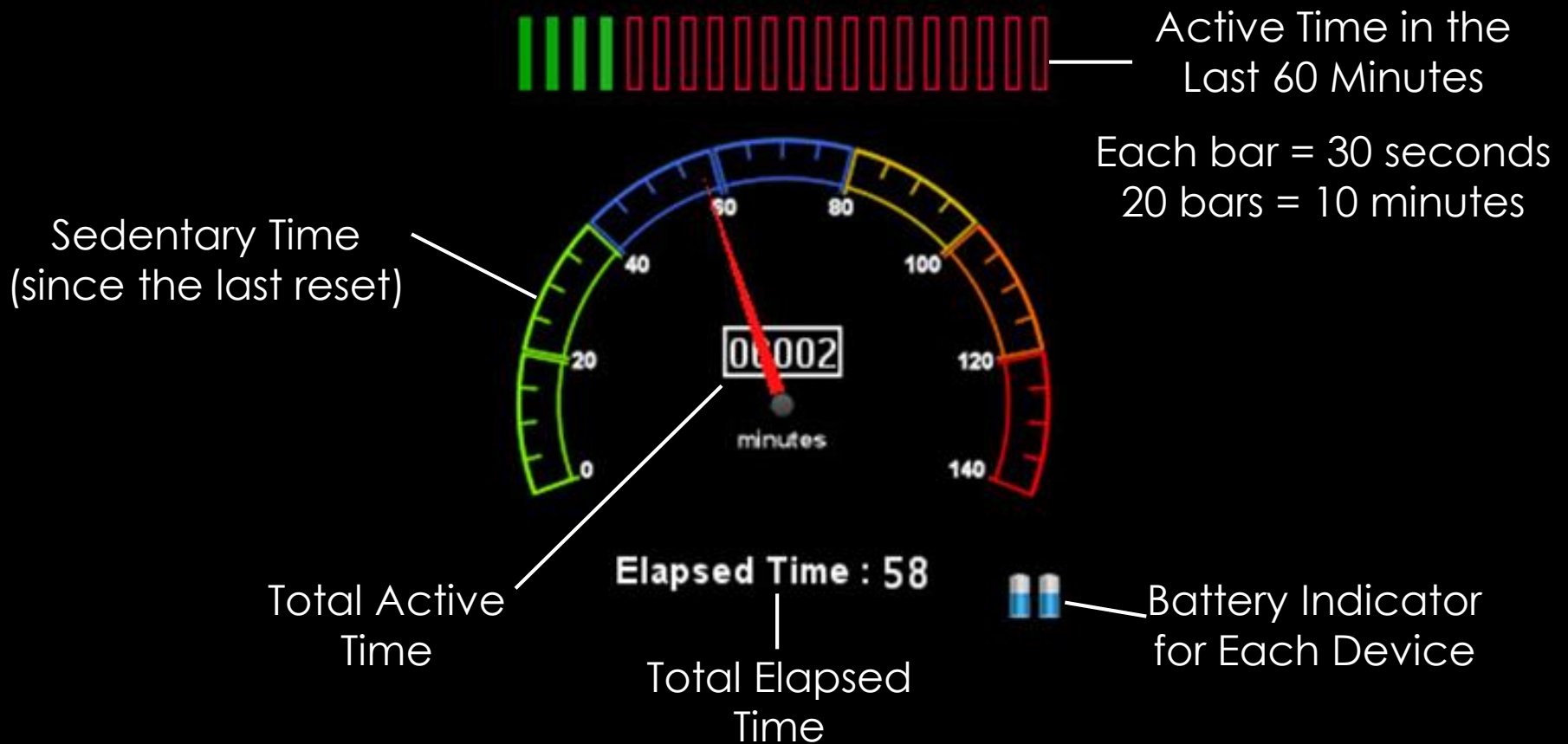
# KNOWME Networks

- A suite of mobile, Bluetooth-enabled, wireless, wearable sensors
- That interface with a mobile phone and secure server
- To process data in real time,
- Designed specifically for use in overweight minority youth

Emken et al, *Journal of physical activity & health*, 2012;  
Li et al, *IEEE trans. on neural syst. and rehab. engineering*, 2010;  
Thatte et al, *IEEE transactions on signal processing*, 2011



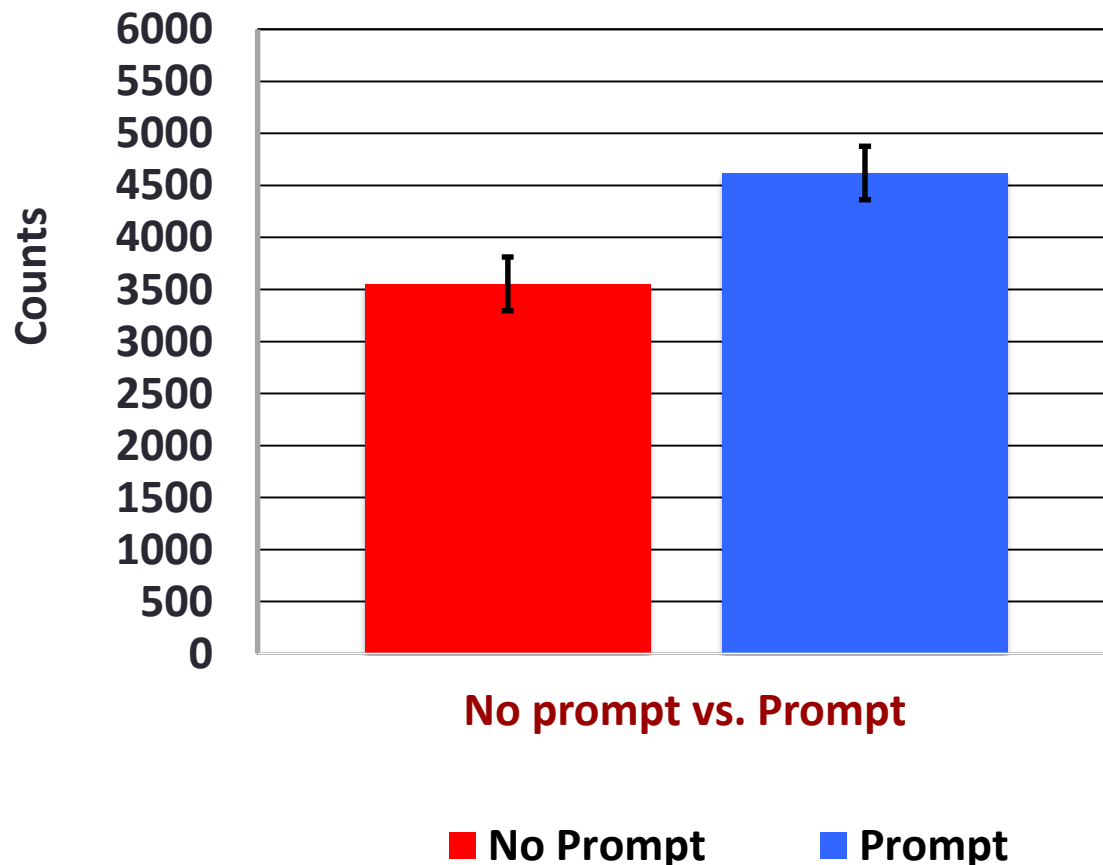
# Your Activity Meter



Sedentary = lying down, sitting, sitting & fidgeting, standing, standing & fidgeting  
Active = standing playing Wii, slow walking, brisk walking, running



# Did SMS Prompts Directly Impact Subsequent Activity?



- Accelerometer counts were 1,066 counts higher
- in the following 10 minute period
- compared to when SMS prompts were not sent ( $p < 0.0001$ )

Curr Obes Rep  
DOI 10.1007/s13679-015-0183-6



HEALTH SERVICES AND PROGRAMS (SFL KIRK, SECTION EDITOR)

# **Innovations in the Use of Interactive Technology to Support Weight Management**

**D. Spruijt-Metz<sup>1</sup> • C. K. F. Wen<sup>1</sup> • G. O'Reilly<sup>1</sup> • M. Li<sup>1,2</sup> • S Lee<sup>1</sup> • B. A. Emken<sup>1</sup> •  
U. Mitra<sup>1</sup> • M. Annavaram<sup>1</sup> • G. Ragusa<sup>1</sup> • S. Narayanan<sup>1</sup>**



If behavior change is hard:

**Maintaining that change is harder**

- Behavior change methods tend to inhibit, rather than erase, the original behavior.
- Behavior change
  - specific to the “context” in which it is learned.
  - many ways to relapse
  - inherently unstable and unsteady process

# King & Queen



context



SUPPORT

# Systems that are Aware of the User: SimSensei

- Shares with SimCoach the goal of providing information and support to returning veterans
- BUT much richer perception of user
  - Computer vision
  - Voice tracking
  - Speech recognition
- **MultiSense:** integrates diverse inputs & infers user state
- **Simsensi:** responds appropriately
- **Moving to mobile**

Rizzo, Morency, Bolas, Forbell, Gratch, Hartholt, Marsella, Traum, Lucas et al, Comp in Human Beh, 2014.

# Open for Submissions

EDITORS-IN-CHIEF: Dr. Steven R. Steinhubl and Dr. Eric J. Topol

**Part of the Nature Partner Journal series, *npj Digital Medicine* is published in partnership between Springer Nature and the Scripps Translational Science Institute.**

*npj Digital Medicine* will publish the highest quality digital medicine research, including the clinical implementation of digital and mobile technologies, virtual healthcare, data analytic methodologies and innovative sensor development to provide the necessary data and longitudinal monitoring to best inform the broadest medical community.

**Find out more about the benefits of submitting your paper: [nature.com/npjdigitalmed](https://nature.com/npjdigitalmed)**

In partnership with



Part of the Nature Partner Journals series



# Thank you! Any questions? Please stay connected!



**Context**

Donna Spruijt-Metz,  
[dmetz@usc.edu](mailto:dmetz@usc.edu)