



An AAC Social Media Intervention for people with Primary Progressive Aphasia

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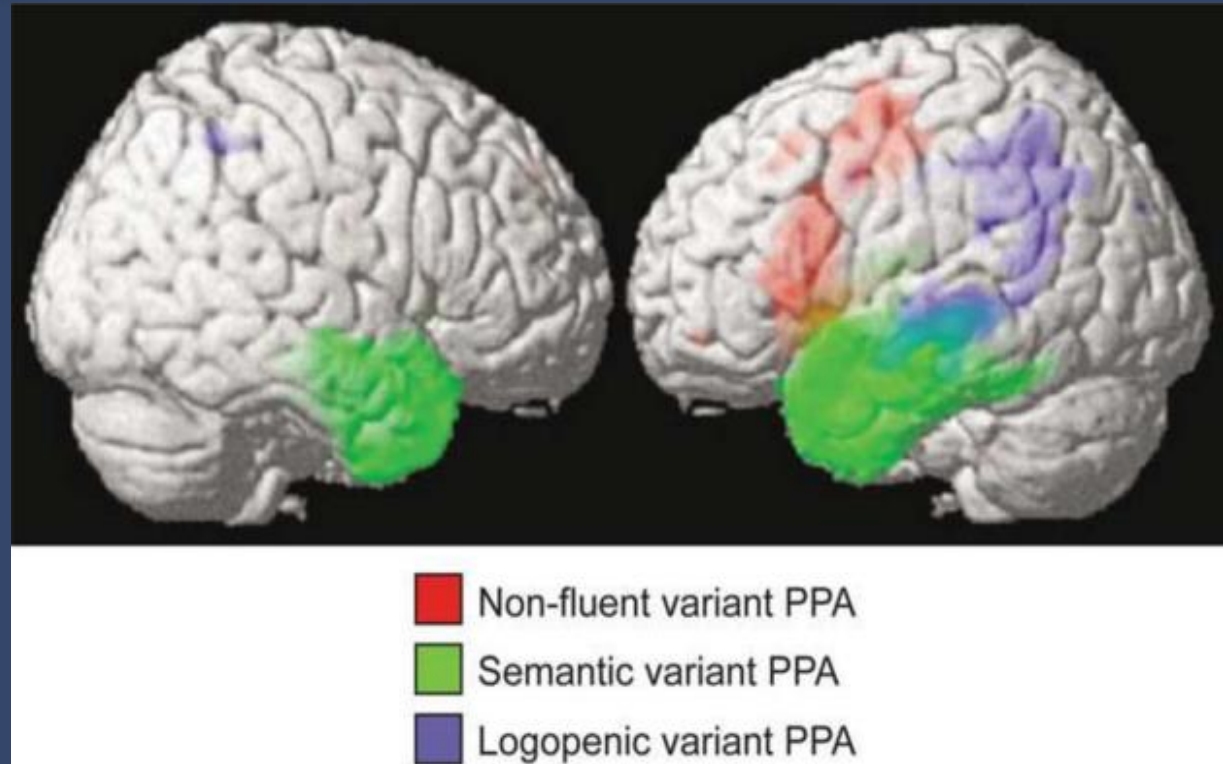
PPA

- slowly progressive aphasia caused by neurodegenerative disease; a frontotemporal dementia
- no focal lesion (e.g., stroke)
- most prominent clinical feature is difficulty with speech/language
- speech/language deficits are the principal cause of impaired activities of daily living; (eventually affects cognitive, behavioral and functional domains)
- often affects individuals <65 years

(Mesulam, 2008; Gorno-Tempini et al., 2011)

Communication changes:

1. Location of atrophy
2. Underlying pathology
3. Stage of disease



Degeneration of brain structures that result in different PPA variants (Wilson et al., 2012).

Sapolsky et al. (2014)
Bettcher et al. (2014)

Logopenic Variant (PPA-L)

**Nonfluent/Agrammatic
Variant (PPA-G)**

**Semantic Variant
(PPA-S)**

**Speech &
Language
Characteristics**

*palpable **word finding difficulties**, pauses, circumlocutions in conversational speech

*grammatically simple sentences

*impaired repetition of sentences and phrases; phonologic errors in speech.

* motor speech impairment, **slow and effortful speech**;
sound errors: distortions, substitutions, deletions, insertions of speech sounds (*consistent with apraxia of speech*)

*altered prosody

*difficulty understanding complex sentence structure

*gradual decline in **semantic/object knowledge**: anomia, deterioration of single-word comprehension;

*hyper verbal and fluent speech with word-finding difficulties and semantic paraphasias

*dyslexia/dysgraphia

**Cognitive
Characteristics**

*poor verbal memory, **working memory** and cognitive switching;

*impairments in executive functions, visuospatial tasks

*impairments in processing numbers

*disproportionate difficulty with **executive functions**—specifically verbal fluency, set-shifting and abstract thinking.

*difficulties with episodic **memory and executive function**

**Probable
Pathology**

Alzheimer's Disease

Tau (Fronto-Temporal)

TDP-34 (Fronto-Temporal)

Treatment themes in PPA

Timing

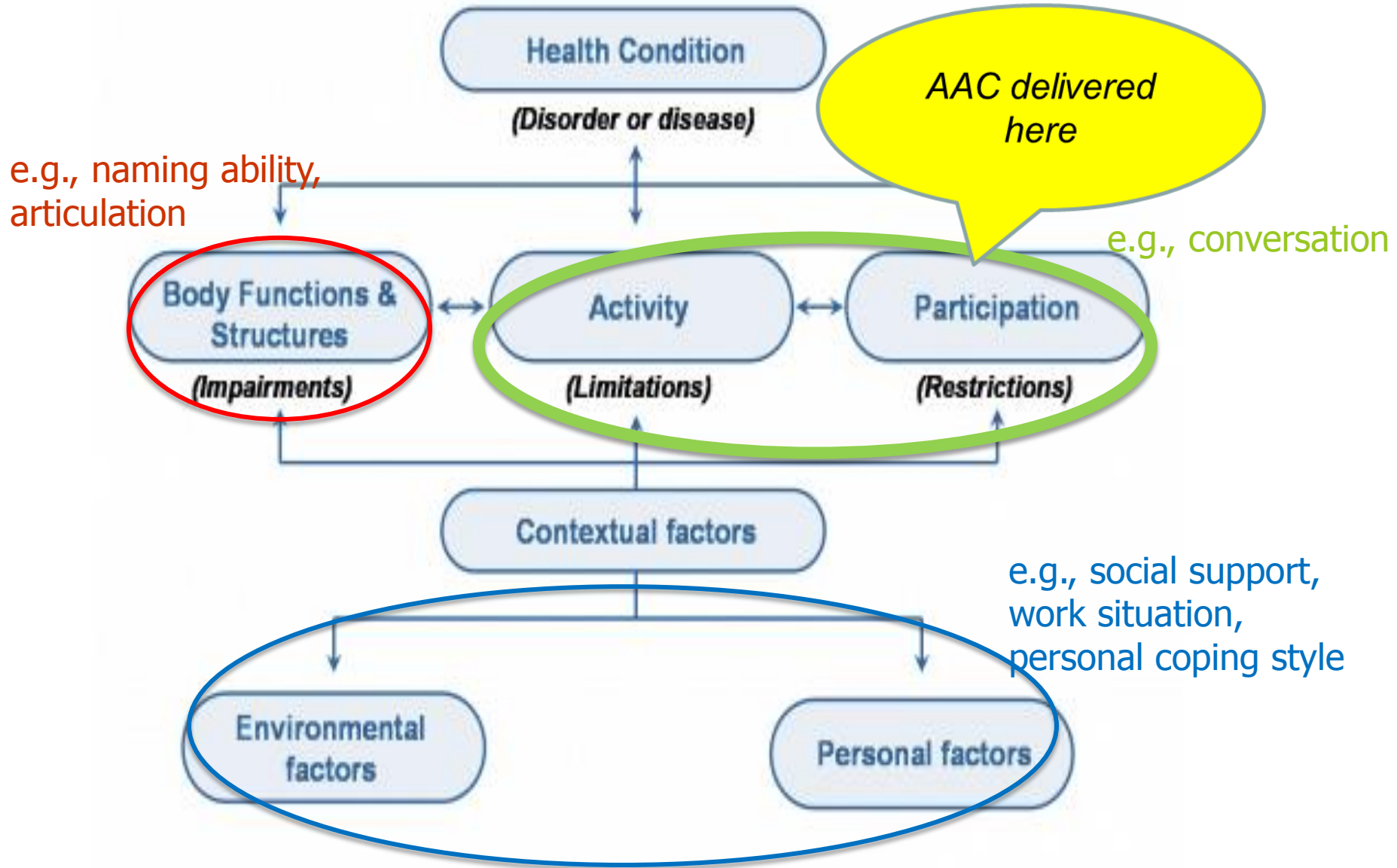
- Start early & be proactive so person with PPA can learn to use communication strategies and tools as soon as possible

Partner Training

- Training from the beginning and throughout

Degeneration

- Adjust treatment strategies over time and use multiple modalities to capitalize on patients' strengths



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- Development of a mobile technology social networking app to support language co-construction and word finding skills.
- Combines AAC technology and innovative Natural Language Processing (NLP) techniques to develop and evaluate a novel intervention tool for individuals with language loss secondary to PPA.

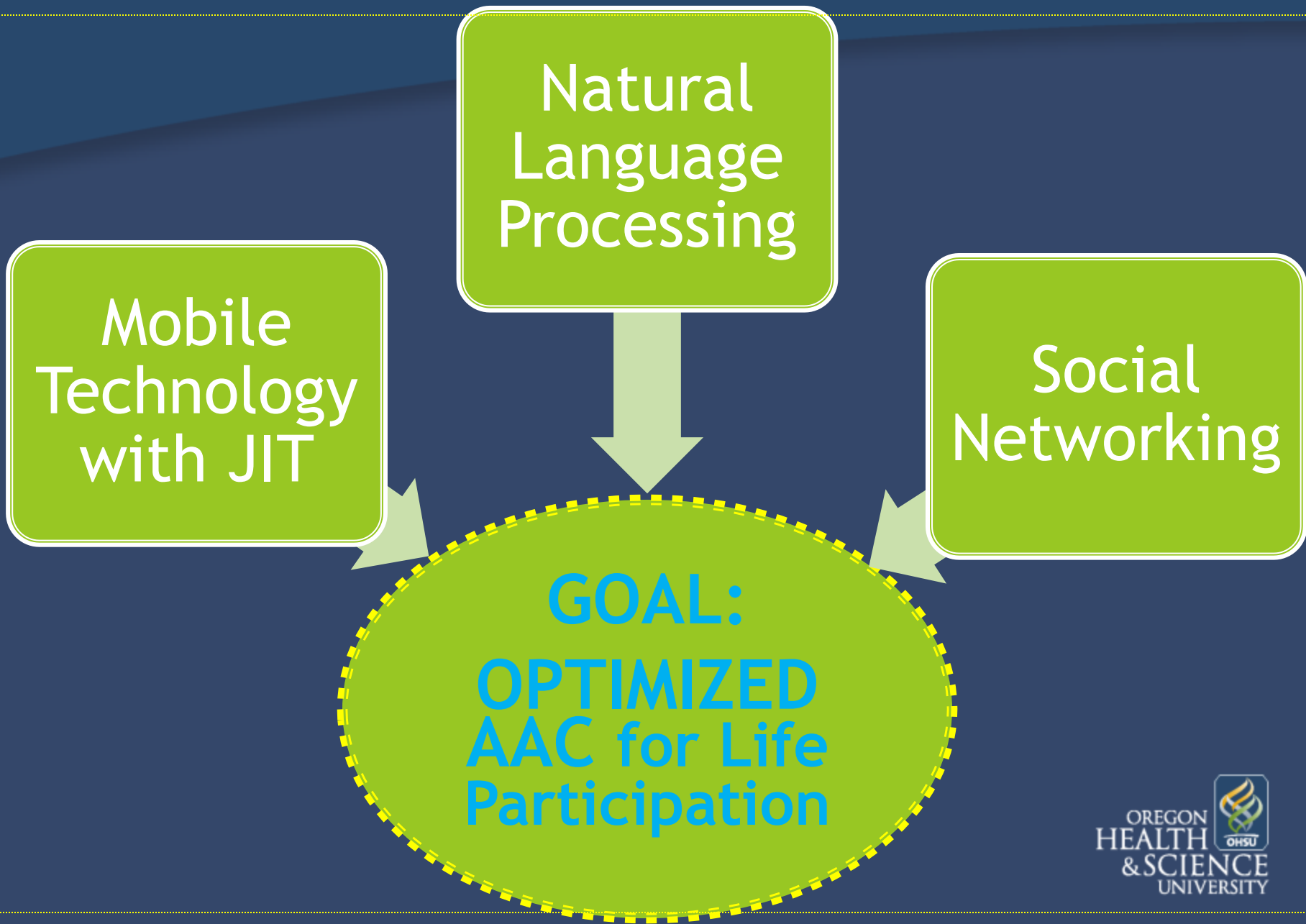
Hypothesis

Using dynamic mobile technology support, people with PPA will increase use of target words during conversation.

Methods: Participants

Gender	Age	S/P	PPA Type	Edu.	Profession	Residence & Conversation Partner
Female	73	2.5 years	PPA-A Agrammatic	15 yrs	Nurse	Home husband
Female	80	1 year	PPA-A Agrammatic	15 yrs	Comptroller	Home friend
Male	62	4 months	PPA-S Semantic	16 yrs	Physical Therapist	Home wife
Male	72	6 months	PPA- L Logopenic	20 yrs	Engineer	Home partner
Female	63	1 year	PPA-S Semantic	16 yrs	Accountant	Home husband
Male	58	6 months	PPA-A Agrammatic	16 yrs	Sheriff	Home wife

Methods: Materials



Co-Chat™ : Generates a display using NLP techniques, based on:

The screenshot shows a mobile application interface with a central photograph of a river scene. The interface is annotated with several text boxes and callouts:

- Top Left:** "Verizon LTE", "11:24 AM", "91%"
- Top Bar:** "< Back" (left), "See 10 Comments" (right)
- Left Column (Auto-curated list of target words):**
 - Nestucca River
 - Aimee
 - Beaver Oregon
 - Clearing
- Right Column (Comments from user's "social network"):**
 - Said
 - Design
 - Go
 - Trees
- Bottom Row (Additional target words):**
 - Backyard
 - Next
- Callouts:**
 - A green callout pointing to the photo: "photographs taken by user"
 - A green callout pointing to the right column: "comments from user's 'social network'"
 - A green callout pointing to the left column: "auto-curated list of target words"

Mobile Tech + Just In Time (JIT):

HISTORICAL PROBLEM IN AAC

- Time consuming to program current Visual Scene Displays (VSDs) with vocabulary
- Partners do not add or update frequently
- Difficult to dynamically capture new experiences and add them to AAC technologies or apps
- Lose spontaneity

POSSIBLE SOLUTIONS: JIT

- JIT allows quick and easy import of photos as VSDs
- Allows partners to dynamically respond to interests
- Partners add communicative contexts to support conversation 'on the fly' during daily interactions

Visual Scene Displays:

CAN BE USED TO:

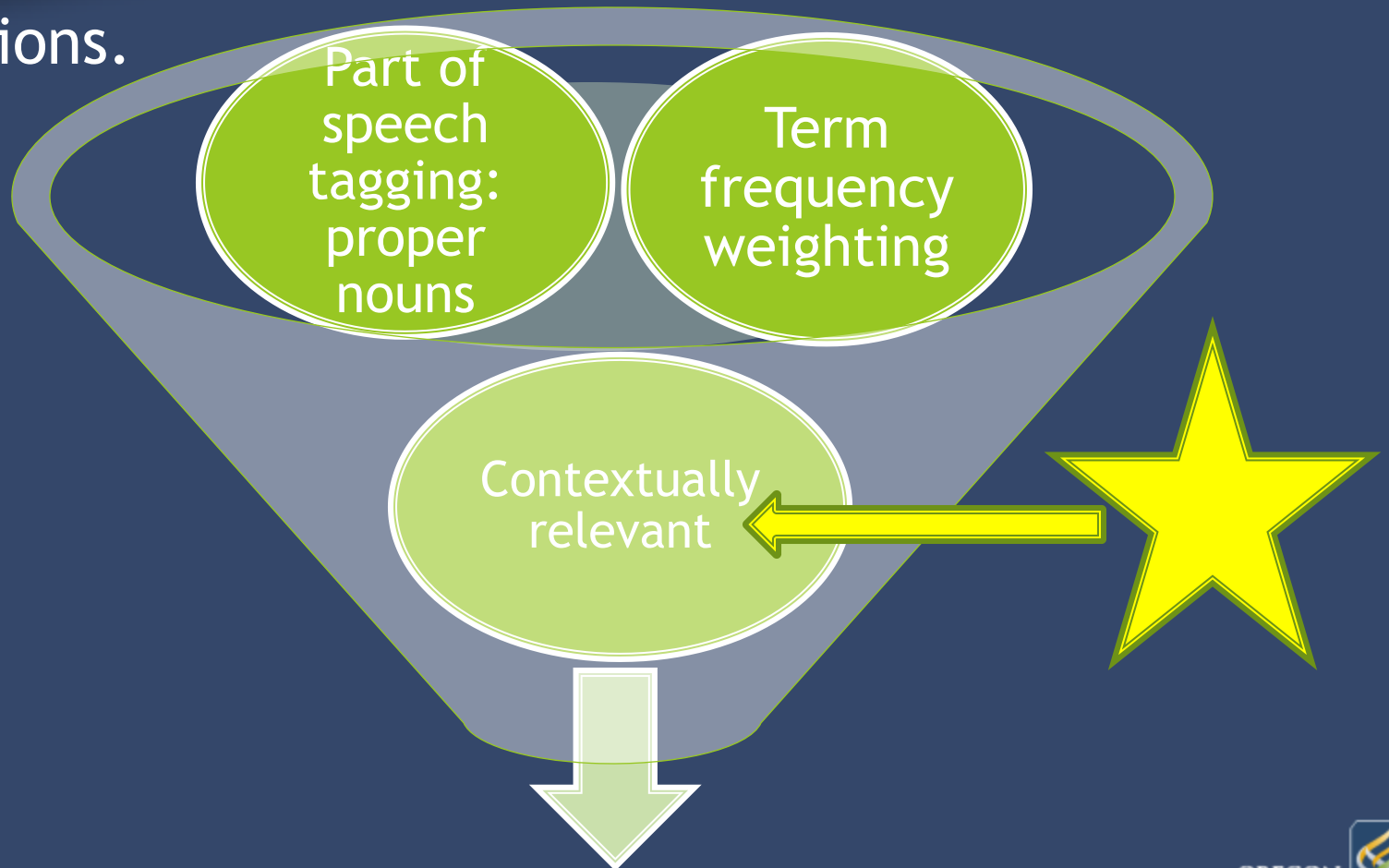
- Stimulate and support conversation: **shared context with communication partner**
- Facilitate **active participation** in spontaneous activities
- Shift focus from expression of wants/needs to **social interaction** and exchange of ideas

FOR PEOPLE WITH APHASIA:

- Personally relevant
- High context photographs
- Text boxes

Natural Language Processing:

Computer processing of human language to analyze, modify, augment or generate words for machine applications.



List of Suggested Target Words

Contextually Relevant: *Similar but diverse!*

**DOG: SIMILAR,
BUT NOT VERY DIVERSE**

- doggie
- puppy
- canine
- hound

**DOG: SIMILAR YET
DIVERSE**

- bark
- leash
- pet

Social Network Comments:



Good

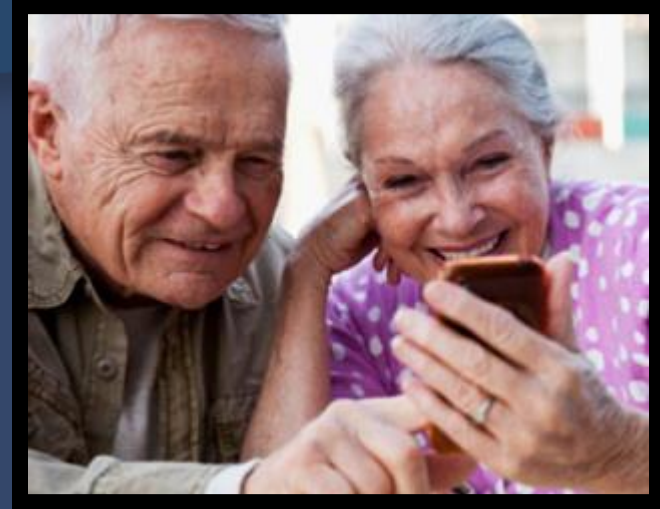
- Your Dad and Mike taking a boat ride on the lake
- They are celebrating Mike's birthday
- Mike loves driving the boat
- Dad and Mike enjoy boating together
- A perfect Michigan summer day on Lake St. Clair

Bad

- What lake are you on?
- You guys are rocking it!
- Great day
- Fun!
- Is it sunny?

Social networking: Social media use in seniors (65+)

- 56% use Facebook (up from 45% 1 year prior)
- 16% use Pinterest
- 12% use LinkedIn
- 8% use online discussion forums
- 4-6% use Twitter & Instagram



<http://www.pewinternet.org/2015/08/19/mobile-messaging-and-social-media-2015-main-findings/> (2015)

Methods: dependent variable

- Number of target words used per conversation
- 10 Target words produced from “Social Network” comments + innovative NLP

Methods: Experimental Design

- Single Subject Research
- Alternating Treatments Design (ATD)
- Compare effect of Co-Chat™, photo-only and no technology on the number of target words
- Use the What Works Clearinghouse (WWC) design standards for visual analysis

ATD (Wolery, Gast & Ledford, 2014); WWC (2014)

Methods: Procedures

- Consent
- Assess language, cognition
- Train Co-Chat™ to mastery
- Complete Conversation Partner training



Methods: Procedures

- Conduct activity when conversation partner NOT present, photograph activity and send to “social network” for comment
- NLP analyzes comments and generates lexical display with original photo
- Participant engages in conversations over 3 conditions


Three conversation conditions

1. No tech

2. Photo only

3. Co-Chat™



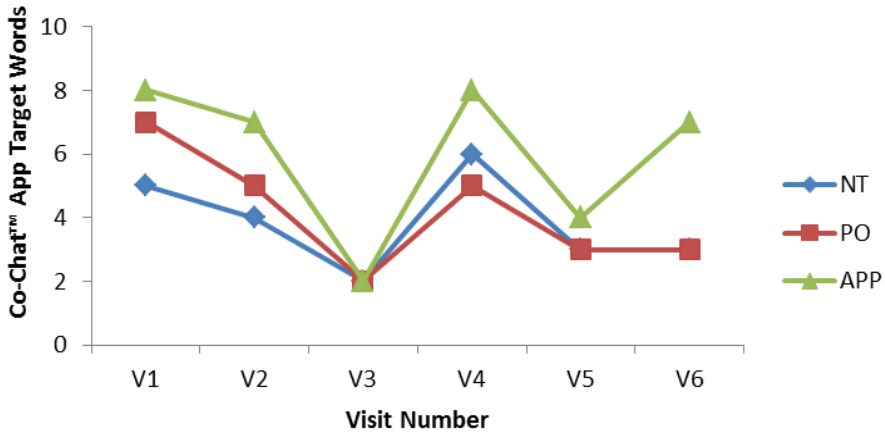
Olympic		Skier	
Brogan		Snowy	
Whistler		Skiing	
Joe	Aimee	Finn	Mooney

Results: Target Words generated

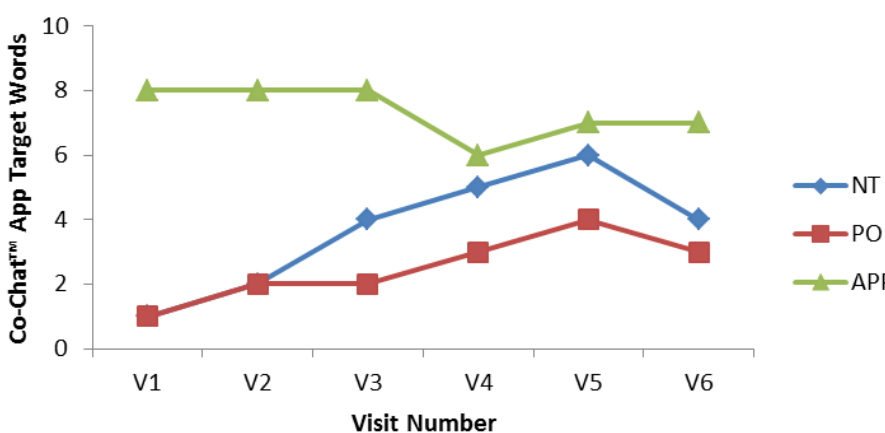
- Data evaluated using visual analysis, focusing on
 - overlap between conditions
 - changes in level
 - variability
 - trend within and across intervention conditions
- RESULTS INDICATE A HIGHER NUMBER of TARGET WORD PRODUCTION in Co-Chat™ condition for all participants.

Results: Target words

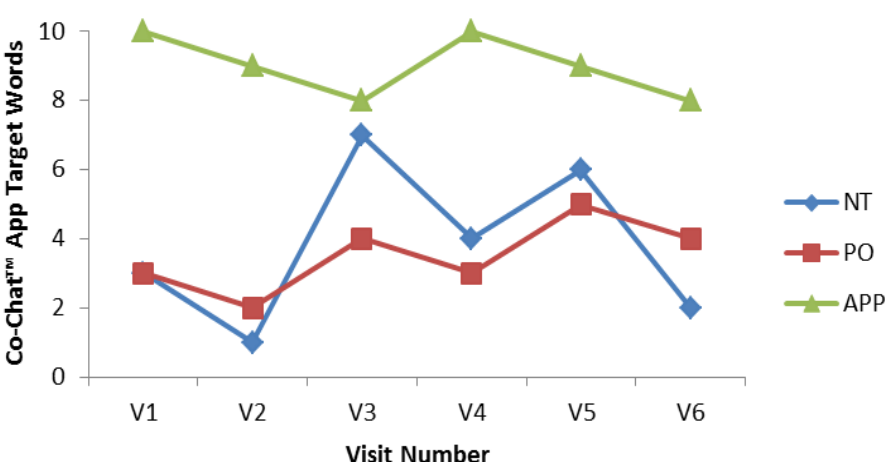
001 AH Target Words / Conversation



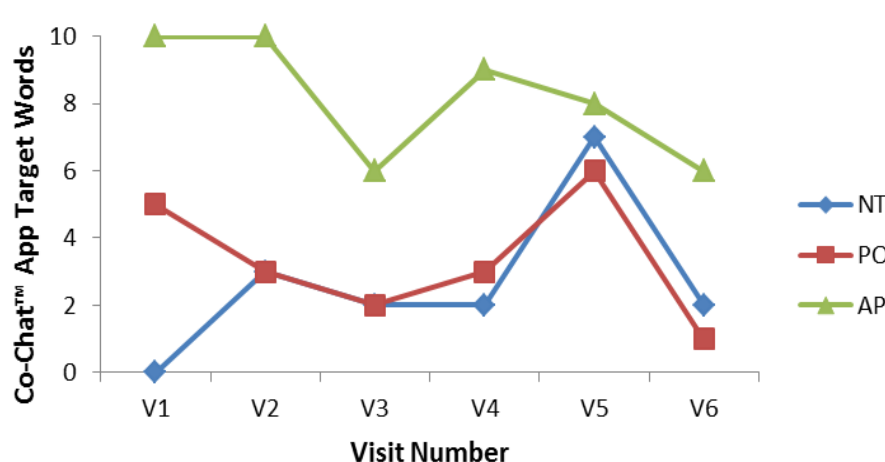
002 EB Target Words / Conversation



004DW Target Words / Conversation

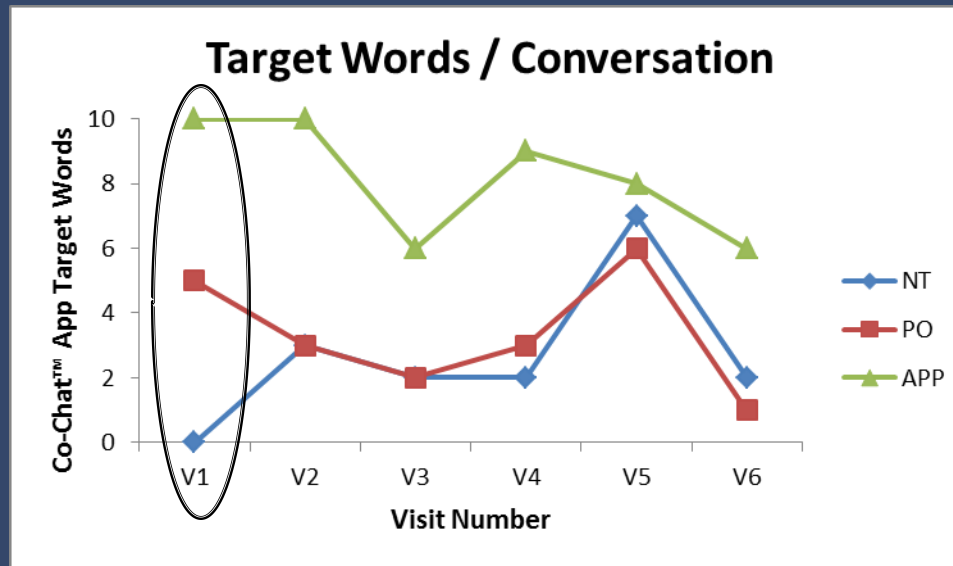


005WH Target Words / Conversation



005 WH Results: Target words

100% non-overlapping data between Co-Chat™ and other two conditions.



Condition	TW Range	TW Average
No Technology	0-7	3.5
Photo-only	1-6	3.0
Co-Chat™	6-10	7.5

005WH: Making Risotto

Social Network Comments:



- “I would love to eat **risotto** with **shrimp** and **shitake** for **dinner**.”
- “**Risotto** on a **rainy** night is a perfect **dinner**.”
- “A **dinner** alone at home with **shrimp** and **shitake** mushrooms sounds yummy.”
- “Have a bottle of wine with your **shrimp risotto** on this **cold** night.”
- “This is a delicious **dinner** for a **rainy** fall night.”
- “Tonight is perfect night to eat at home.”
- “You are a wonderful chef for your family.”


005WH Photo only



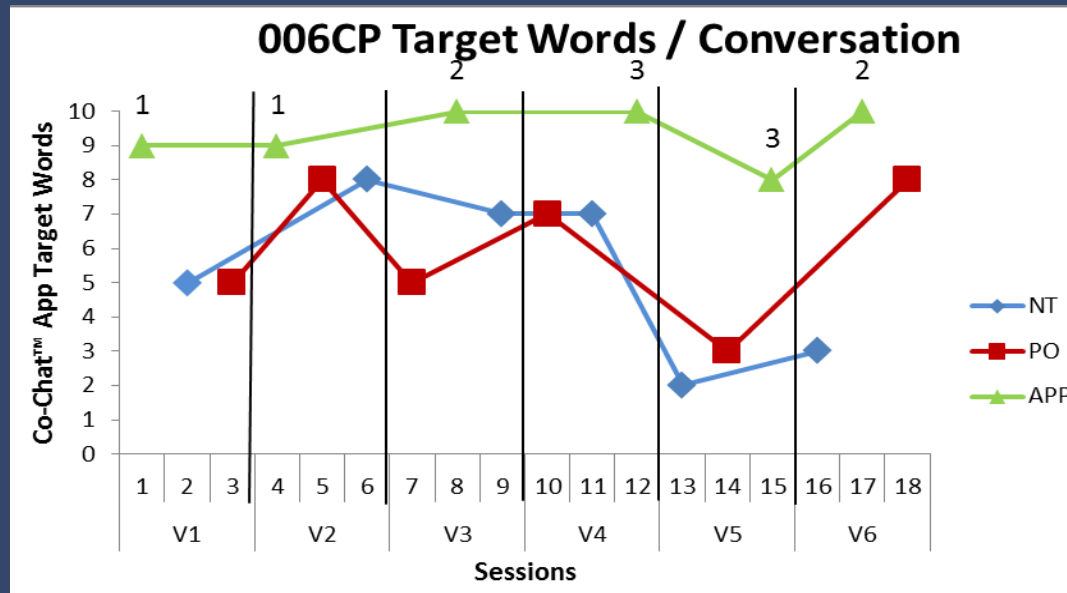
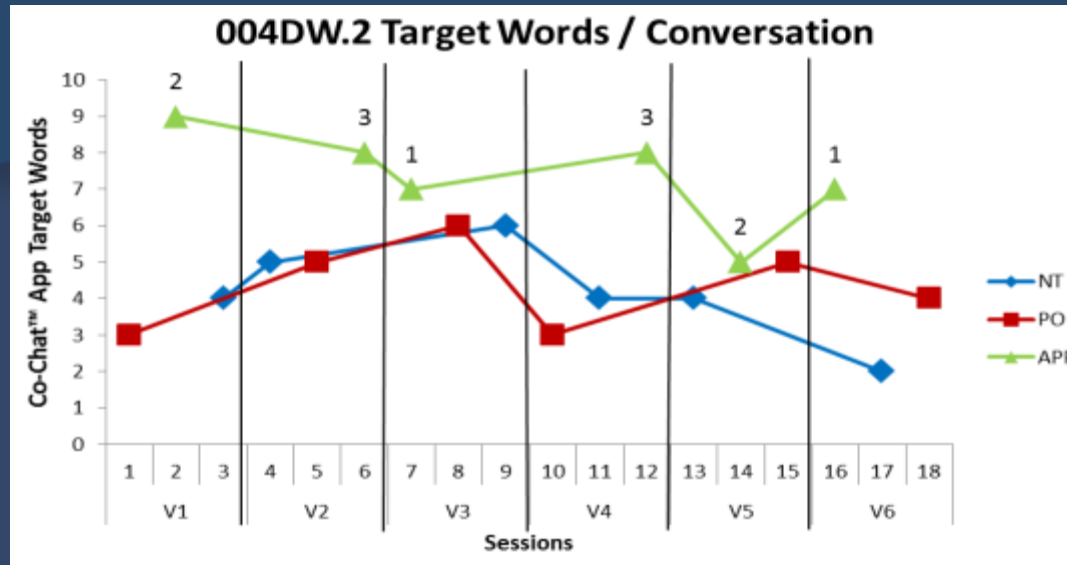
005WH app

Verizon LTE 4:04 PM 76%

[Back](#) [See 10 Comments](#)

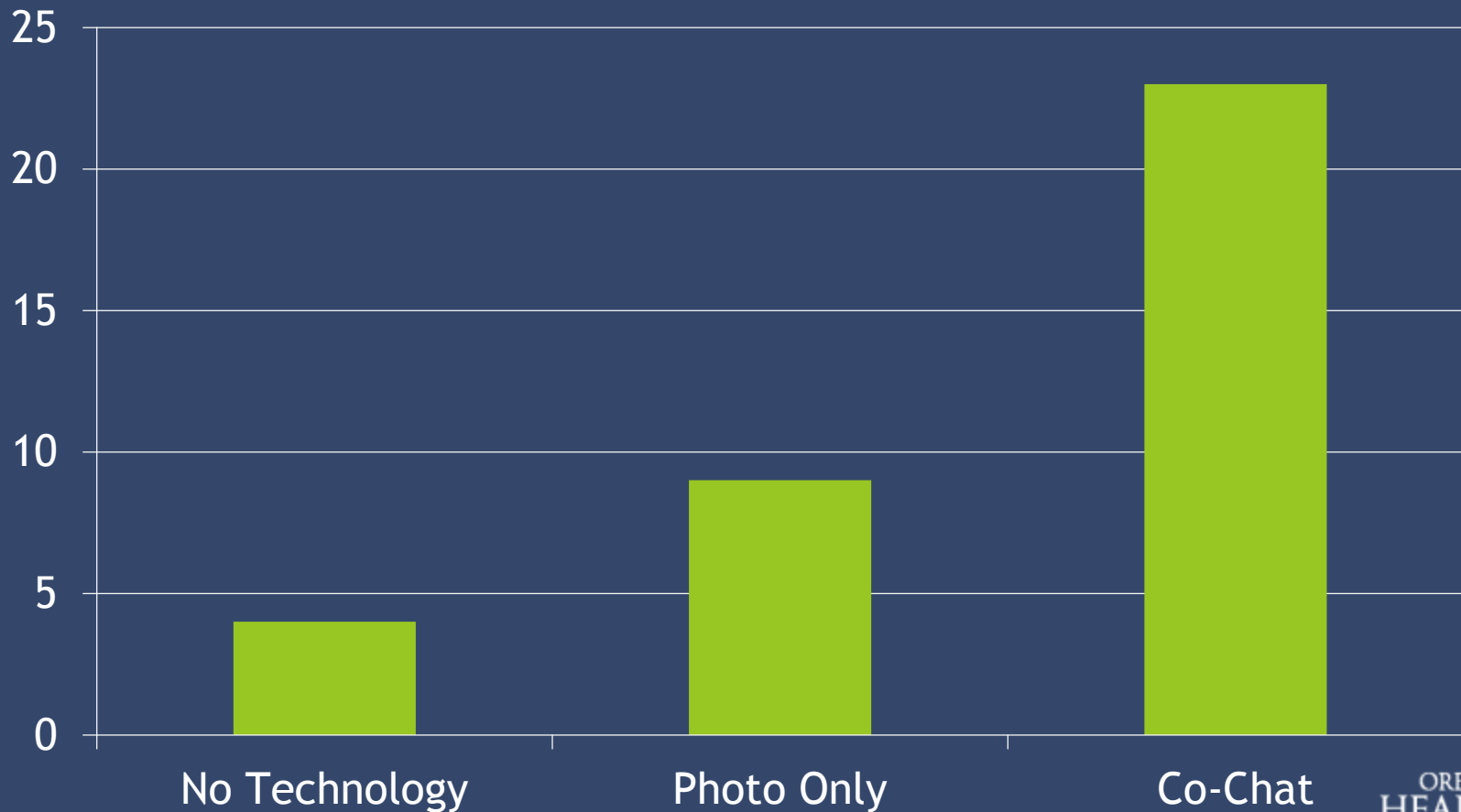
Cold		Autumn	
Risotto		Us	
Shitake		Ate	
Dinner	Shrimp	Rainy	Taste

Cohort 2: Counterbalanced



“Which conversation was the easiest?” $n = 36$

Easiest Conversation



User Experience of Co-Chat™

PARTICIPANT WITH PPA

- *“More informational.”*
- *“I really like this.”*
- *“It helps, especially with the right words.”*
- *“I like the words {on the app}; if nothing else it refreshes my memory on the names and words.”*
- *“I think the words around the picture really help.”*
- *“The words really help to direct and focus my storytelling.”*
- *“When I don’t have enough time to talk it helps.”*

CONVERSATION PARTNER

- *“He talked more than ever!”*
- *“He talked longer and started to add more detail.”*

	-3	-2	-1	0	1	2	3		
annoying	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	enjoyable	3
not understandable	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	understandable	4
creative	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	dull	5
easy to learn	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	difficult to learn	6
valuable	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	inferior	7
boring	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	exciting	8
not interesting	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	interesting	9
unpredictable	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	predictable	10
fast	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	slow	11
inventive	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	conventional	12
obstructive	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	supportive	13
good	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	bad	14
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	easy	15
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	pleasing	16
unpleasant	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	leading edge	17
secure	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	pleasant	18
motivating	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	not secure	19
meets expectations	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	demotivating	20
inefficient	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	does not meet expectations	21
clear	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	efficient	22
impractical	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	confusing	23
organized	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	practical	24
attractive	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	cluttered	25
friendly	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	unattractive	26
conservative	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	unfriendly	27
								innovative	28

learnability

User Experience Questionnaire (UEQ)

Measure the User Experience of your product fast, easy and flexible

support

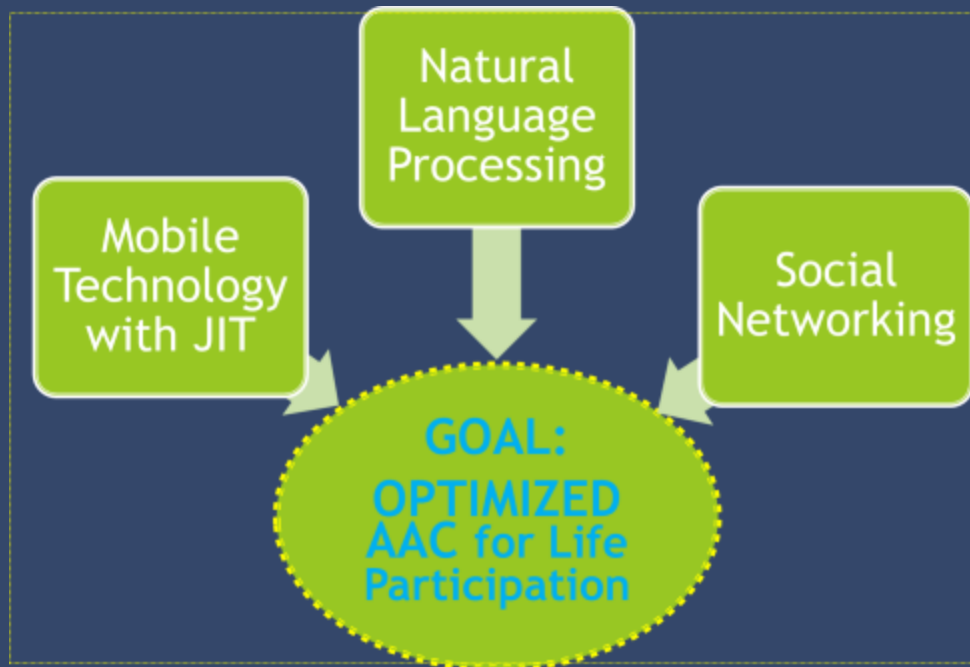
N = 36	Range	Mean
learnability	0 to 3	2.67
support	-1 to 2	2.61

Discussion:

- We conducted a rigorous single subject experimental design study including 6 people with PPA
- Trends indicate that the intervention increases production of Target Words; showing a **STRONG** experimental effect
- Users find conversations to be easier when using this technology
- Users find the intervention both easy to learn and supportive during unstructured conversation

Take aways

Our data indicate that the use of Mobile Technology (incorporating Just In Time photo capturing, innovative Natural Language Processing and Visual Scene Display) paired with Social Networking is useful as an AAC compensatory strategy to support language loss in PPA



Thank you

We humbly thank all of our research participants and their conversation partners.