



Digital Mental Health Service: Lessons Learned and Recommendations

6 Lessons Learned from Dmind: Challenges and Solutions

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2200

Number of over 15-yearold Thais with depression disorder per 100,000 citizens* 9

Number of psychiatric workers (doctors+nurses+Psycholo gists) per 100,000 citizens*





DMIND Multimodal Al model for Depression

- Started in 2019 as a research project by Prof.Solapat and Prof.Peerapon
- Become part of Mohpromt service in Apr 2022
- Self-rating (adapted from HAMD-7), facial video, voice, text
- Dmind provides quick screening with accuracy and precision > 75%
- Our AI engine has been trained with > 7,000 labelled cases





Mohpromt Line OA



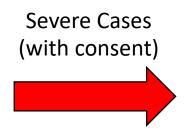
Self-Rating Questionnaire



Al Video Interview



Depression Level Classification









Usages **165,629**

Severe Cases 11,003 Successful Helps 968 + 300



Lesson #1

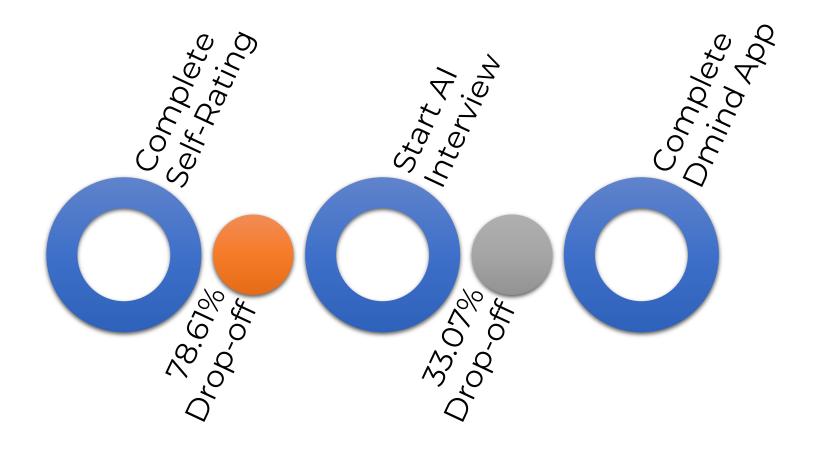
Understand customer journey with data-driven insights



Challenge: Customer Journey Design

- To design customer journey, we usually observe user behaviors in actual environment / situation
- It is quite impossible to observe people with depression using our Dmind application e.g. need to be alone,
- Solution: understand our users by finding insights from usage data

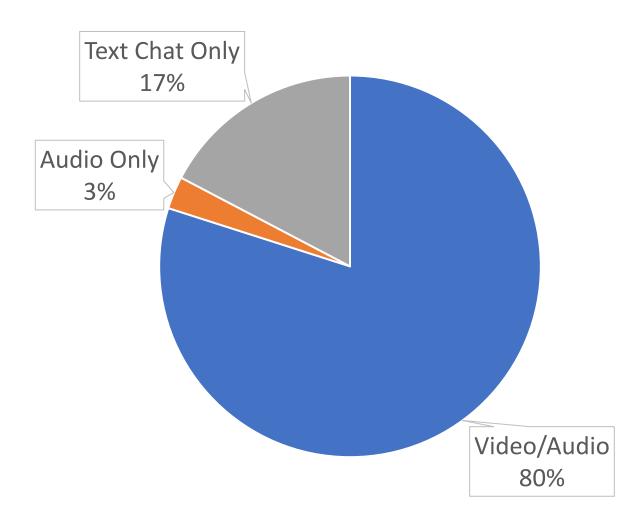


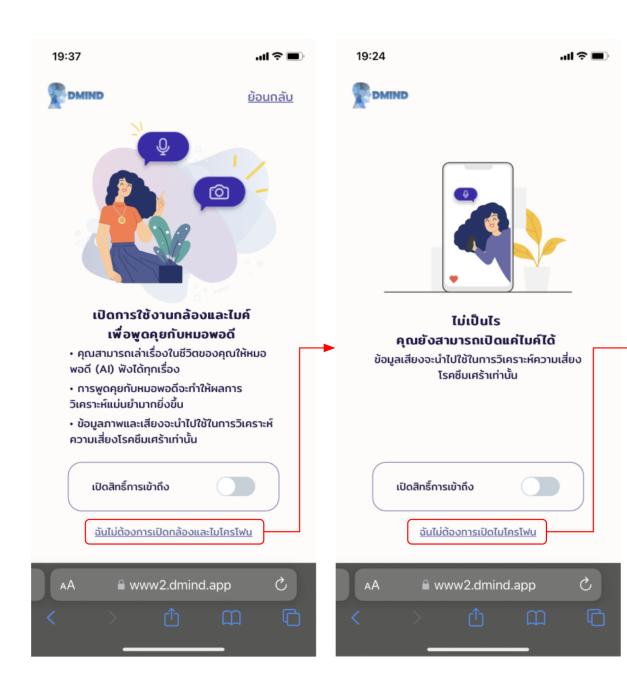


23,712 out of 165,629 cases complete Dmind app (14.32% completion rate)



Al Interview Completion









In original UX design, we ask permission from the user along with the mode of interview





พูดคุยด้วยแชท พูดคุยด้วยกล้องวิดีโอ

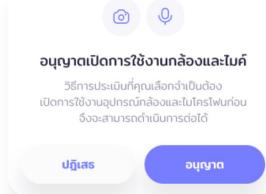
ประเมินภาวะซึมเศร้าผ่านกล้อง คุณหมอจะสามารถวิเคราะห์ ได้ทั้งจากสีหน้าและน้ำเสียง ช่วยให้ผลมีความแม่นยำมากขึ้น





พูดคุยด้วยไมโครโฟน

ประเมินภาวะซึมเศร้าผ่านเสียงสนทนา คุณหมอจะวิเคราะห์จากน้ำเสียงของคุณ ความแม่นยำขึ้นกับคุณภาพน้ำเสียง



ประเมินภาวะซึมเศร้าผ่านข้อความ

คุณหมอจะวิเคราะห์จากเนื้อหา

ความแม่นยำขึ้นกับความชัดเจน

และรายละเอียดของข้อความ



อนุญาตเปิดการใช้งานไมค์

วิธีการประเมินที่คุณเลือกจำเป็นต้อง เปิดการใช้งานอุปกรณ์ไมโครโฟนก่อน จึงจะสามารถดำเนินการต่อได้

ปฏิเสธ

อนุญาต

Insight from data analytic led to new UX design.

In new UX design, we let user choose method of interview first, then asking for permission



Lesson #2

Data quality and data labeling is always hard



Challenges: Input Data Quality

- Al Performance depends on input data quality
- In pilot tests, we can control testing environment
- In reality,
 - Video: Camera resolution, lighting, sharpness, head position
 - Audio: Background noise, sobbing, talking with others

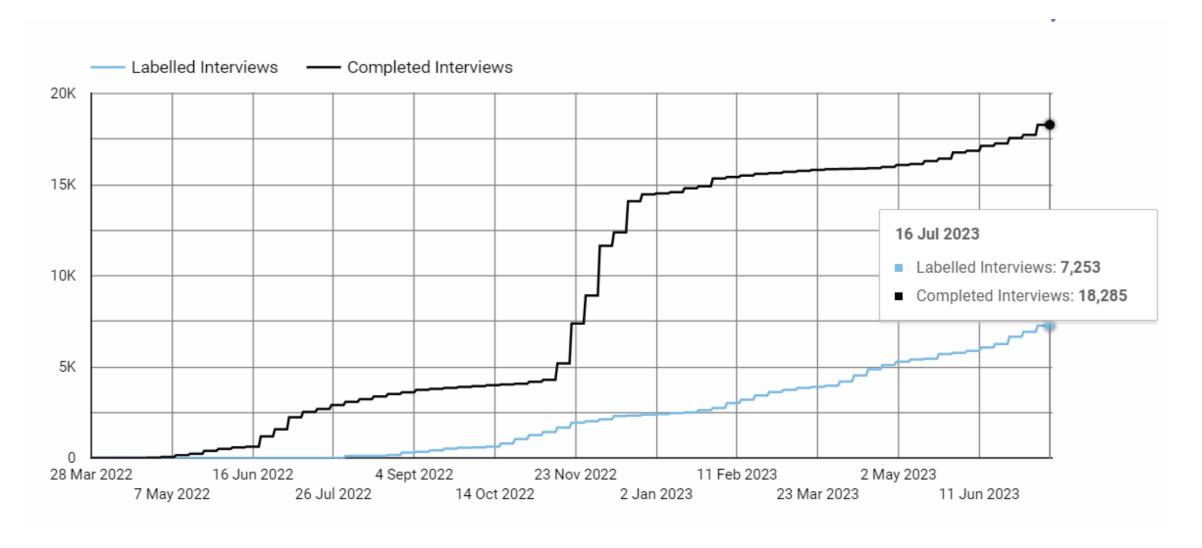


Solutions: Data Cleansing

- Video:
 - Preprocessing
 - Facial detection
- Audio:
 - Noise cancellation
 - Loudness detection
 - Tonal mood classification (sad, happy, other)

Challenge: Data Labeling is a huge task





Pair-wise Accuracy 0.3 0.6 0.5 0.5 0.6 0.5 0.75 0.62 0.75 0.7 0.4 2 - 0.6 0.7 0.8 0.8 0.7 0.75 0.75 0.65 0.55 0.65 0.85 0.7 0.85 0.5 0.62 0.75 0.5 0.38 0.88 0.75 0.38 0.88 0.62 0.75 0.65 0.55 0.65 0.5 0.55 0.55 0.38 0.5 0.88 0.55 0.55 0.65 0.7 0.5 0.35 0.7 0.85 0.75 0.65 0.6 0.5 0.7 0.8 0.35 0.6 0.6 0.55 0.5 9 - 0.6 0.38 0.6 0.7 0.6 0.45 0.5 0.85 0.88 0.55 0.5 0.7 0.8 0.6 0.45 11 - 0.5 0.62 0.5 0.45 0.35 0.35 0.45 0.45 0.5

8

9

10

11



Challenge: Labeling consistency

Inter-ratings are performed regularly



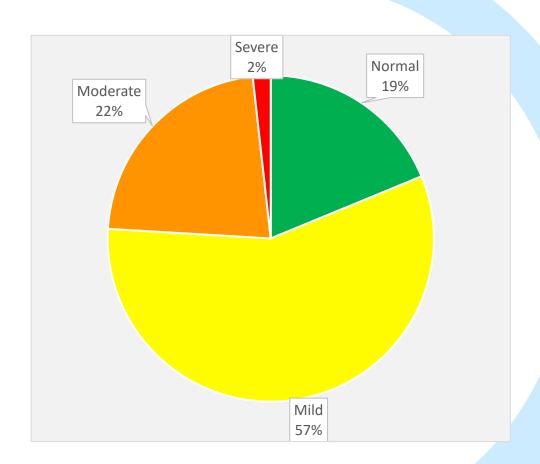
Lesson #3

Balancing theory with practice



Challenge: Class Imbalance

- Class imbalance can degrade performance of rare classes prediction
- If our AI model ignores rare classes, rare classes' sensitivity will be bad, but overall accuracy is still good
- Solution: we utilize rule-based method to help improve sensitivity
 - If users indicate tendency to suicide, we assign them with severe class



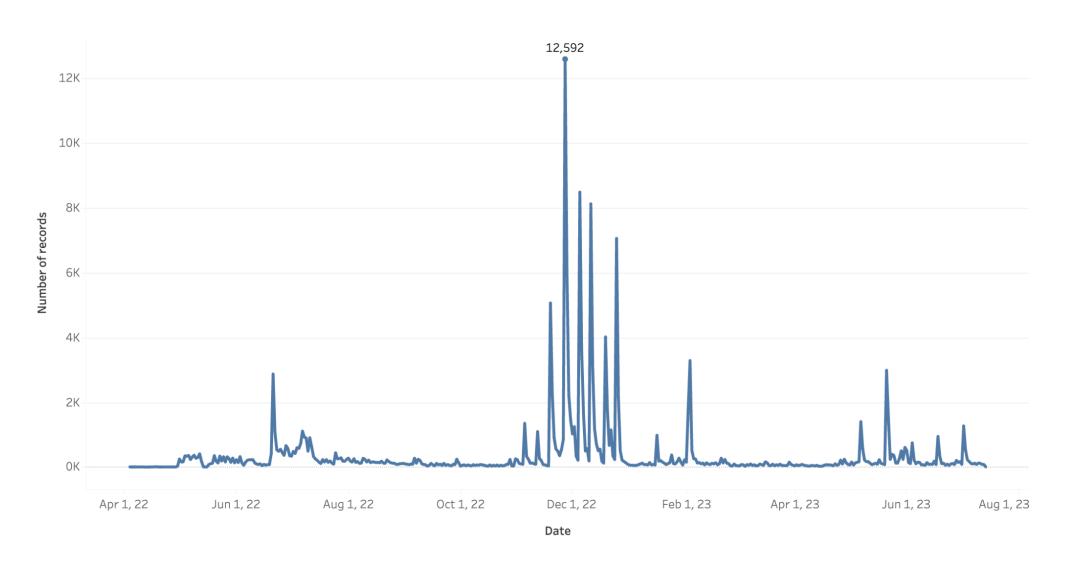


Lesson #4

Simple (but right timing) promotions can go a long way

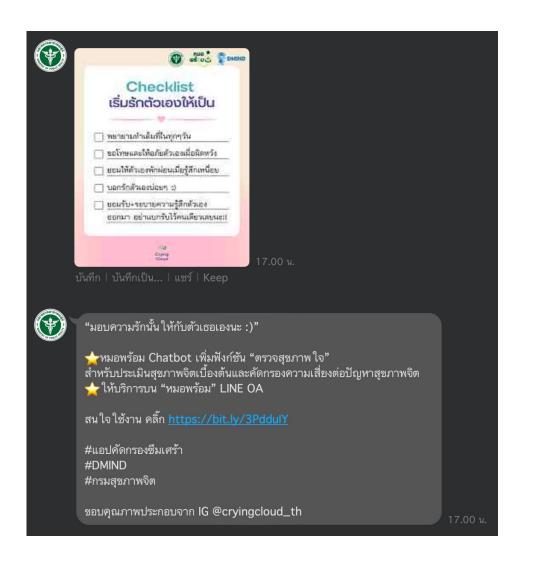
Challenge: Traffics fluctuated over time





Solution: Increase Traffic with Promotion in Mohpromt Line OA

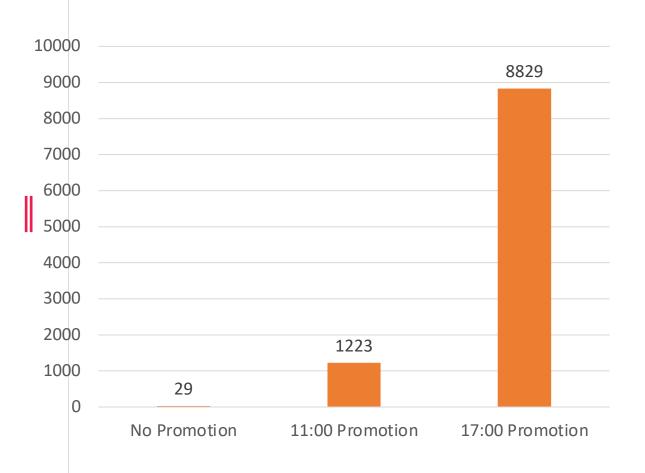








Effective Promotions require Right Timings

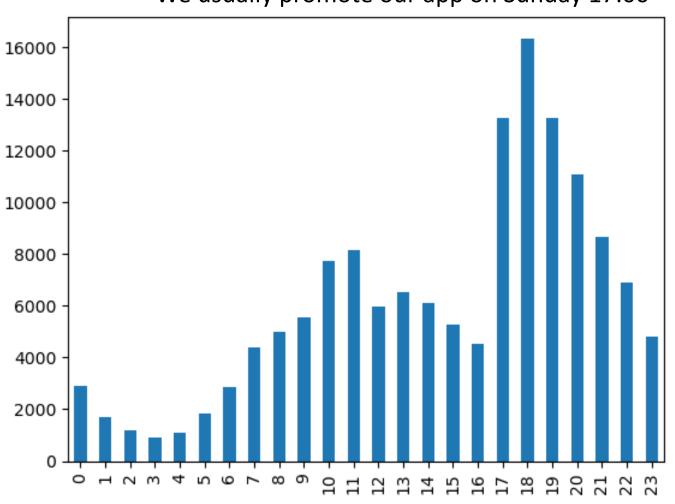


- Average daily users without promotion and with promotion at different time
 - No promotion: 22 and 29 Oct 2022
 - 11:00 promotion: 5 and 12 Nov 2022
 - 17:00 promotion: 19 and 27 Nov 2022
- Daily users increase for 42 and 304 times
- Note that we have not studied interaction from other effects



Number of Users by Hours

We usually promote our app on Sunday 17:00



Usage Peak Time

18:00-18:59 16,361 17:00-17:59 13,276 19:00-19:59 13,262 20:00-20:59 11,067 21:00-21:59 8,649

Low Volume of Usages

01:00-01:59 1,680 02:00-02:59 1,166 04:00-04:59 1,072 03:00-03:59 900

Impacts of Promotions



hour	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
dayofweek_name																								
Sunday	362	218	200	120	129	188	337	457	527	542	723	611	533	499	483	537	400	9149	9267	6379	5035	3604	2468	1475
Monday	833	458	272	223	313	661	1094	1354	1761	1893	1977	1752	1309	1471	1475	1225	1020	2127	4684	4035	3166	2274	1484	841
Tuesday	451	296	258	180	253	425	688	958	1083	1327	1548	1234	950	1699	1606	1223	891	889	901	1016	1117	1080	774	514
Wednesday	332	234	159	113	107	166	246	747	833	915	1219	1218	953	1025	755	695	925	677	721	816	816	864	736	433
Thursday	255	179	113	99	103	166	237	442	517	717	901	1249	823	977	768	749	629	538	650	636	764	700	1314	1313
Friday	643	264	191	139	172	266	367	632	662	597	1237	1570	1063	935	981	825	694	578	521	633	655	646	625	502
Saturday	378	308	147	141	98	148	181	258	330	391	1137	1336	843	705	658	577	483	2243	1519	1272	1098	982	678	470

We usually promote our app on Sunday 17:00



Lesson #5

End-to-end deeptech innovation lifecycle management



Challenge: Deeptech Innovation Lifecycle

- Deeptech innovation usually starts from deeptech research
 - Prototypes are usually good enough for publishing papers
 - Innovations require more development and refinement, especially with feedbacks and insights from actual usages
- Solution: end-to-end innovation lifecycle management with responsible teams

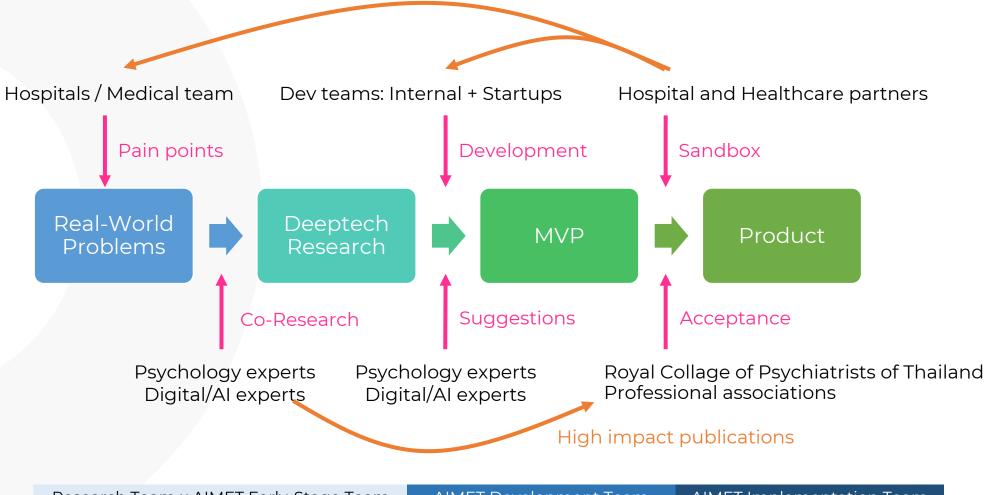


Introducing AIMET

- 4-year government-funded innovation development program
- Develop innovations using digital and AI technology to enhance efficiency of mental health and psychiatric care
- 2 Executives and 21 Full-time staffs
 (4 PMs, 7 developers, 4 data scientists, and 6 support staffs)
- Collaboration
 - 14 Professors and 15 students from 4 Faculties and 2 Universities involve in several sub-projects
 - 11 Medical staffs perform data labeling
 - External partners: department of mental health, hospitals (government / university / private), research teams, tech startups, and international organizations



Our Innovation Development Process



Opportunities of Digital and Al for Mental Health











- Screening
- Prioritization
- Monitoring
- Behavioral and alternative data-driven analytics
- Virtual Therapist











Lesson #6

Working together, we create bigger impacts











Key Takeaway – 6 Lessons Learned



- Understand customer journey with data-driven insights
- Data quality and data labeling is always hard
- O3 Balancing theory with practice
- O4 Simple (but right timing) promotions can go a long way
- O5 End-to-end deeptech innovation lifecycle management
- Working together, we create bigger impacts

We welcome collaboration



Better Mental Health For Society