Developing an app for people with aphasia: co-design, prototyping & testing

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I developed an App

• What is it?
• How I went about it
• Why clinicians and PWA should be involved in development
The app idea & rationale

• Find a smart way of eliciting a communication sample from PWA
  • representative of ability when talking to different people
  • gesture analysed alongside language
  • clinically viable
  • elicits a range of language & communication
  • ecologically valid

• Collaborative communication game between 2 players
How I developed it

- Co-design with PWA and SLTs
- Picture and grouping verification
- Prototype development with tech company
Preliminary results

• Elicit indicative dialogue data from PWA quickly (<90secs) & output facilitated analysis
• No difficulty with game play or interface
• PWA may use the ability of a non-impaired conversation partner to support their own output processing while making helpful adaptations to support the communication of an impaired conversation partner
• Game is too easy
Rough guide to working with external tech company

- Rigorous recruitment
- Clear specification and expectations
- Intellectual copyright - get the contract before you start.
- Build in support and time frames – get the contract before you start
- Creating a prototype, not to publish on the App store
- Will be cheaper to develop and maintain a web based application
- Budgeting
Conclusions

• Elicit a representative communication sample of a PWA in an interactive context where gesture is analysed alongside language

• Having an efficient way to collect data will be useful clinically and in research, apps like this may be part of the solution

• Do the groundwork when working with a tech company

• Co-design is an excellent method to ensure an application or game meets the needs of PWA and clinicians

• More clinicians and PWA should be involved in developing apps and tech for aphasia.