Lessons Learned in Modeling Complex Dialog for Productive Encounters

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Robert Hubal

- Research interests center on the intelligent use of technology (e.g., simulation, natural language, sensors) to better teach and assess complex knowledge and evolving skills
 - Developing increasingly realistic virtual patients
 - Studying cost-effective methods for teaching and assessment of technical as well as sociocognitive skills
 - Studying cost-effective methods for improving technical and sociocognitive skills within clinical practice



- o Presenter
- o Project
- (topic 1)
- o {topic 2}
- {topic 3}
- o Future work

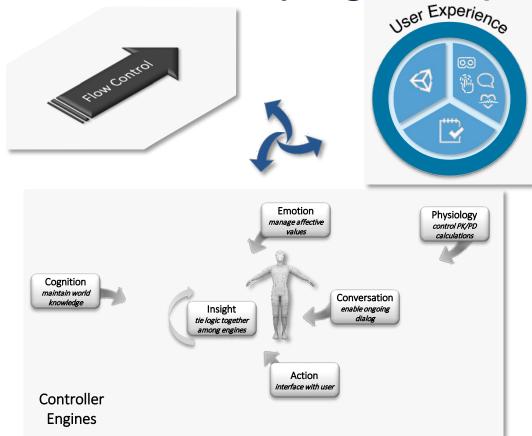
nXhuman Project Purpose

- Repeated practice in clinical decision making
- Prepare students prior to seeing first patients
- Exercise 'process of care'



- o Purpose
- Objectives
- Activities
- UserExperience
- o Character
- o Components

nXhuman Underlying Components



- o Purpose
- Objectives
- Activities
- UserExperience
- Character
- Components

CENTER FOR INNOVATION IN PHARMACY SIMULATION

Ethan Burch

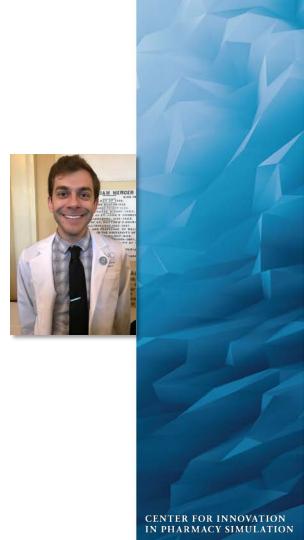
- Background in game design
- Simulation fellow at VA
 - Health care knowledge
- Games for change





Kevin Lanzo

- Pharmacy student –
 UNC Eshelman School of Pharmacy
- Simulation in CIPS
- Future industry pharmacist



Video of Simone



Design, Testing

- How we didn't think of most responses
 - Even the SME went off script
- Refining the script to better fit dialogue and vice versa



Who is this for?

Pharmacy Year	Skill level
Year 1	Inexperienced
Year 2	Aware of shortcomings
Year 3	Patient care experts

 Pharmacy practical exams: a standard model for learning



Perpetual battle



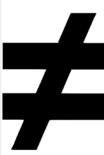
Either broccoli
flavored ice cream
-orWell balanced meal +
dessert



Problem

Average pharmacy student









Focus group



UI & Feedback

- Tailored to users
- Difficulty and degree of feedback between skill levels in users
- What types of feedbacks focus groups





The Challenge

 Natural, unscripted, complete clinicianpatient conversation

The Reality

- NLP still experimental as game mechanic
- Recent tools make the job easier



Watson







Watson

- Verbs and nouns intents and entities
- (James has lovely images we can pilfer)



Watson pt. 2

- Challenge Watson is a smart chat app
- Our usage: novel purpose



Scenarios

Adapting written dialog to Watson



Scenarios

 Differences between implementing scenarios 1, 2, 7 & preceptor



Dialog complexity

 Dialog meant for much more complexity



Building off each other's work

- Game design approach:
 - Intents/entities/ language
- Pharmacy approach:
 - Pharmacy terminology
 - Flow of conversation

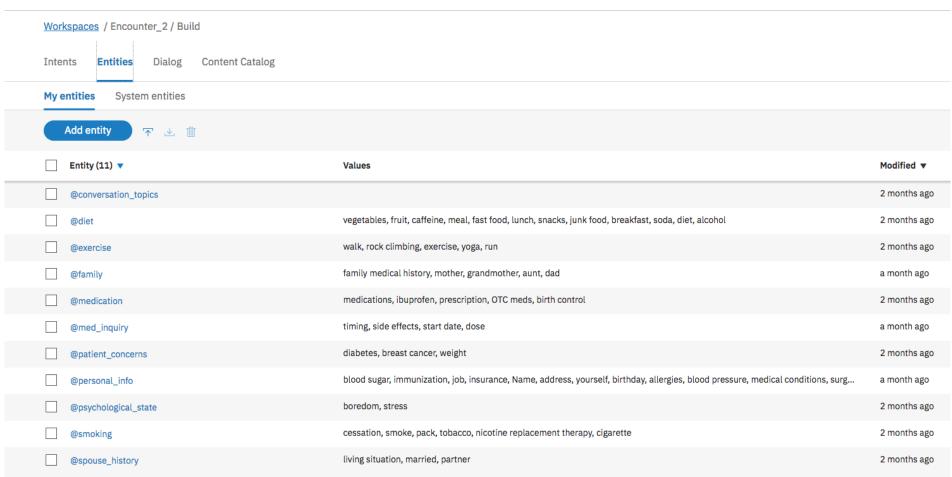


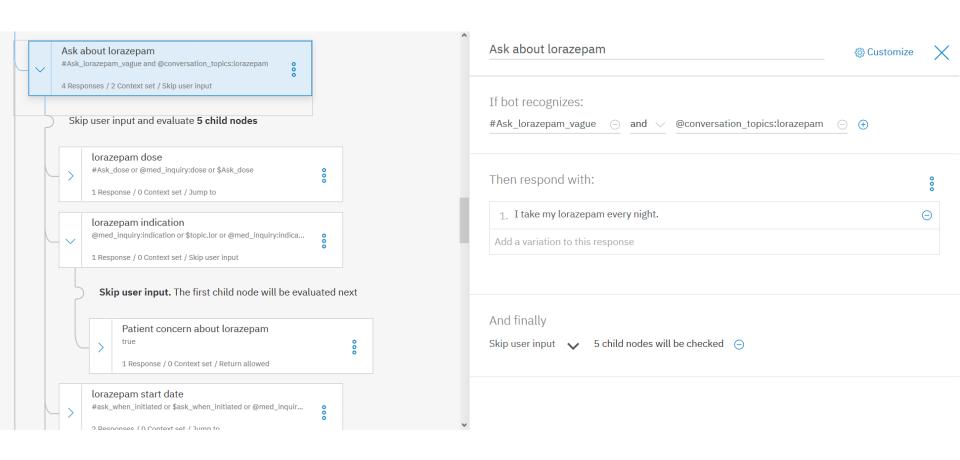
Building off each other's work





IBM Watson Assistant





Playtests

- Challenge with being vague
- Thinking of every possible way to say the same thing
- Author deviated from script



Iterate!



NLP Approach

- 4 stages
 - STT (Watson)
 - NLU (Inky)
 - Generation (SocCog)
 - TTS (Polly)



Lessons Learned

- Intents can be used in more defined...definitions
 - Allows system to identify certain phrases in script more easily
 - BUT users then need to follow script
- Entities should be the differentiator in dialogue
 - In future generic intents, precise entities
- Watson has several limitations
- Had to simplify due to delay in speech recognition



Plan Forward

- Talk about Ink for time being
- Writing branching narrative
- Reincorporating back into NLP
- Playtesting more & greater frequency



Questions?

