



CITY UNIVERSITY  
LONDON

# Technological Applications in Aphasia Therapy

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## Overview

- Background
  - Rationales for using technology
  - Applications from the literature
- Projects at City University London
  - GReAT
  - Remote Aphasia Therapy
  - EVA
- Conclusions

## Rationales

- Efficiency savings
- Delivery of an intensive treatment dose
- Autonomy and self determination for the person with aphasia
- Opportunities for personalisation of therapy materials
- May be more acceptable to clients than paper and pencil materials
- May enable the person to compensate for their impairment
- Opportunities for social inclusion and 'authentic' uses of language
- Face saving

## Applications from the Literature: Language Remediation

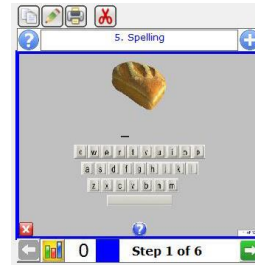
- Computerised delivery of therapy exercises
- Self administered or administered with therapist support
- Can target different aspects of processing and different language modalities
- Can be hierarchically structured and personalised
- Several reports of positive outcomes, e.g. for
  - Word finding (Adrian et al, 2011; Doesborgh et al, 2004; Fink et al, 2005; Laganaro et al 2006; Palmer et al, 2012)
  - Comprehension (Archibald et al, 2009)
  - Verb and sentence processing (Furnas & Edmonds, 2014; Thompson et al, 2010)
  - Discourse (Lee et al, 2009; Cherney, 2010)
  - Speech (Whiteside et al, 2012)

## Example: StepByStep ©

(www.aphasia-software.com)

### Graded exercises

- Repetition
- Naming
- Spelling
- Word comprehension
- Sentence production



e.g. Mortley, Wade, Hughes & Enderby, 2004; Palmer et al, 2012

## Palmer et al 2012

- 34 participants
  - Stroke at least 1 year ago
  - Predominantly mild/moderate aphasia
  - Naming impairment
  - No severe visual or cognitive impairments (screened with a simple computer game)
  - Randomised to intervention and control group

**Control group:**

Usual care

Communication support groups

**Intervention group:**

Usual care + Step by Step

Personalised progression through exercises

Supported by volunteer

Advised to practise at least 3 times a week for 20 minutes

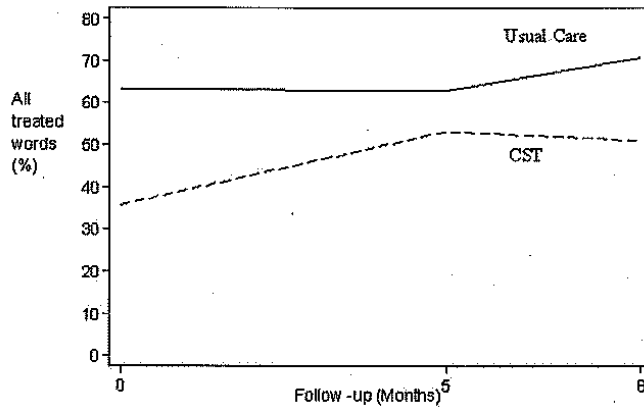
5 months

## Results

- 11 people completed the intervention with the recommended intensity
- 4 practised less intensively (of these, 3 had no volunteer support)
- 2 lost to follow up @ 5 months
- 4 lost to follow up @ 8 months

Participants undertook an average of 25 hours independent practice with 4 hours volunteer support and 4 hours 23 minutes SLT input

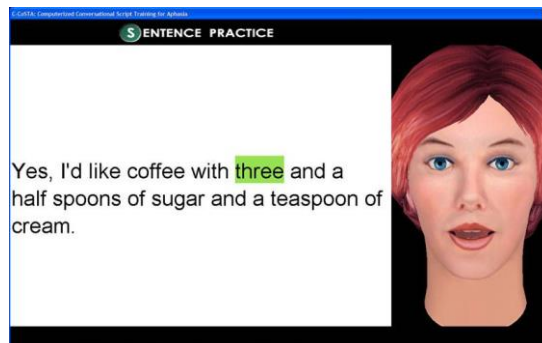
### Improved word retrieval for Intervention Group



Only participants with primary outcome data during follow up (complete cases) included

**Figure 2.** Percentage of words named correctly in intervention and control groups.

### AphasiaScripts (Cherney et al, 2012)



## AphasiaScripts (Lee et al 2009)

- Practice in personally chosen conversations, such as:
  - Ordering a coffee
  - Talking to a grandchild
- Computer Avatar acts as virtual therapist and conversational partner
- 3 Hierarchical steps
  - Listening to the whole conversation
  - Practising individual sentences (modelled by Avatar)
  - Practising whole conversation (Avatar as partner)
- Participant can manipulate levels & cues and can record/listen back to their own speech

## AphasiaScripts (Lee et al 2009)

- 17 participants received 9 weeks of therapy
- Each worked on 3 individualised scripts
- Improvement measured in:
  - Number of words produced from the script
  - Number of words from script per minute (rate)
- Measures taken from live production of the script with a real therapist

## Outcomes

- All but one participant improved on at least one measure
- Extent of change correlated with amount of practice with the tool
- Severity of aphasia negatively correlated with amount of practice
- Severity of aphasia negatively correlated with content gain

## Applications from the Literature: Compensation

- Uses computer
  - To scaffold, rather than remediate output
  - As a communication aid
  - Examples Sentenceshaper & Touchspeak

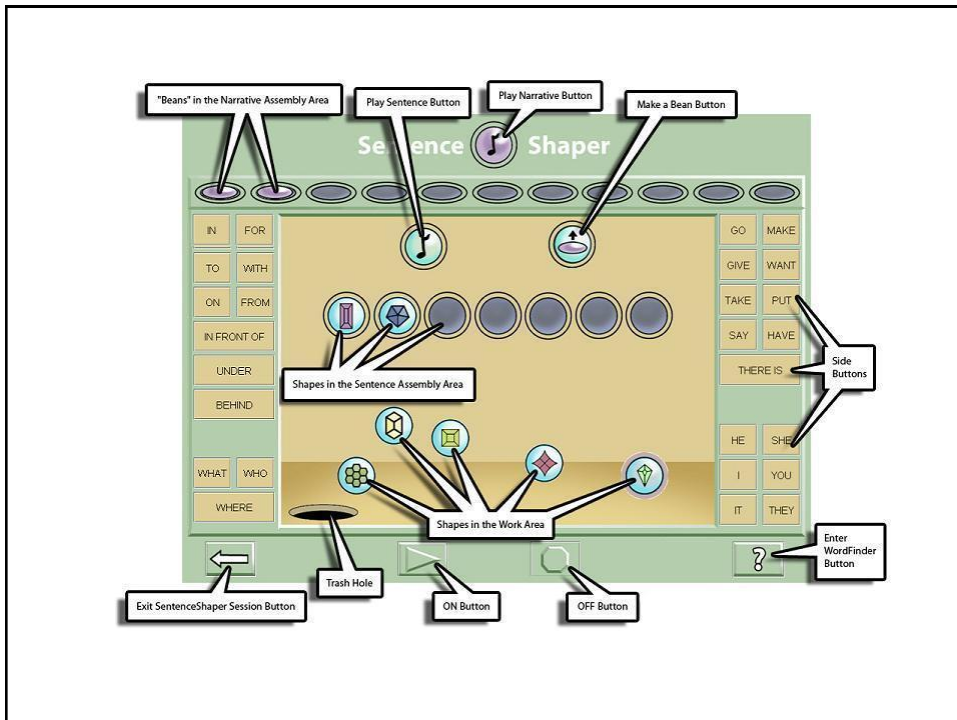
## Sentence Shaper: The Rationale

- Exploits hidden grammatical potential of people with aphasia
- Reduces the processing load of generating speech
- Provides a 'processing prosthesis'

## SentenceShaper (Linebarger et al 2000; 2004; 2007)

- Computer aid that:
  - Stores snippets of recorded speech
  - Replays snippets, when the relevant icon is pressed
  - Allows snippets to be ordered into connected speech:
    - First into sentences
    - Then into narratives
  - Provides lexical supports via side buttons; these store high frequency verbs and prepositions; when the buttons are pressed the machine produces the relevant word; side buttons can be personalised for individual users.





## Typical Therapy Programme

- The therapist trains the aphasic person to use the soft ware, e.g:
  - How to record fragments of speech
  - How to order the fragments
  - How to make use of the side buttons
- The aphasic person then practises with SentenceShaper at home
- They may have regular catch up meetings with the therapist
- Their use of the soft ware can be remotely monitored.

## Findings

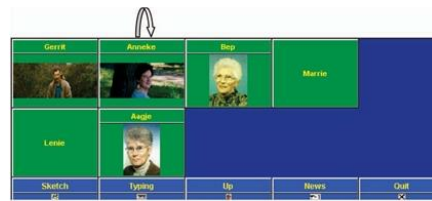
- Practice with SentenceShaper makes speech:
  - More grammatical
  - More informative
- Gains have been observed in aided and *unaided* production; i.e. after a period of practice with SentenceShaper participants produce improved narrative speech even without the aid.

## TouchSpeak

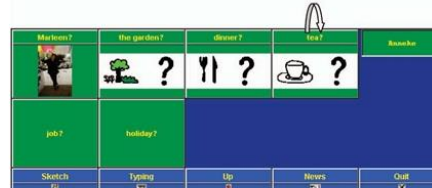
- Hand held aid to support communication
- Personalised vocabulary of words, and sentences



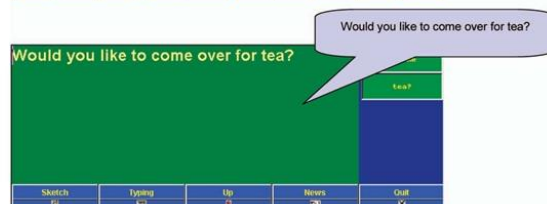
Hierarchical  
organisation of  
content



Ready made  
utterances



Represented in  
words or pictures



## Research Findings

(Van de Sandt-Konderman et al, 2007)

- 35 people with severe aphasia
- 12 hours training in the use of a hierarchical vocabulary, e.g.:
- 'please pass me the remote control' via:

Home

Living room

Television

Remote Control

## Research Findings

(Van de Sandt-Konderman et al, 2007)

- 12 hours training on functional use of TouchSpeak
- Chose two situations, e.g. Shopping and Telephoning
  - Build personalised vocabulary
  - Practice navigation
  - Use TS in role plays

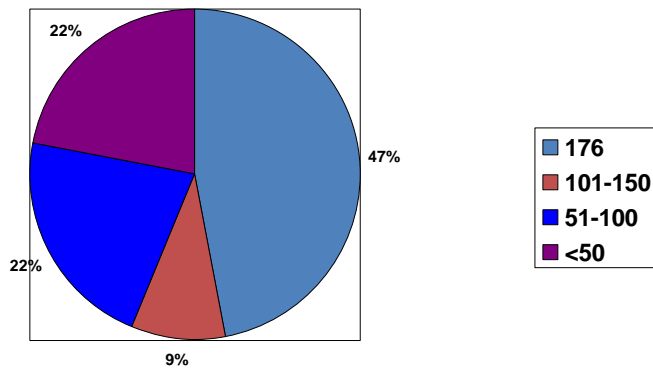
## Evaluation

- Navigation
  - The number of vocabulary items that the person can access after 6 hours training
- Communication
  - Pre/post scores on the Rijndam Scenario Test
- Quality of communication
  - Quality ratings for communication in chosen situations (by participant, SLT, caregiver)
- User satisfaction
  - Participant and caregiver rate satisfaction with TS



Figure 3. Rijndam Scenario Test, item 2. *You are in a clothes shop. You have found a nice sweater and you try it on. The sweater does not fit. Please show me how you communicate this problem.*

## Navigation: Size of Mastered Vocabulary



## Communication

- Significant gains on the Scenario Test
  - (involves scenarios that are different from those trained with TS)
- Significantly improved ratings of communication in trained situations
- High user satisfaction ratings
  - (70% of participants rated TS as good, very good or excellent)

## Conclusions

- Navigation of TS achieved by most participants
- Use of the aid improved communication in target scenarios and beyond
- Participants viewed the aid positively
- Some long term use was achieved, but most discontinued after 2 years

## Applications from the Literature: Mainstream Technologies



## Mainstream Technologies: Examples

- Copy and Recall Treatment for writing, using text feature of mobile phone (Beeson et al, 2013)
- Use of text to speech software to treat dysgraphia (Estes & Bloom, 2011; Cauter & Woolf, in press)
- Use of e readers to address reading impairments (Cauter & Woolf, in press)

## Projects at City University

- Computer therapy for non verbal modalities
  - GReAT
- Remote delivery of therapy
  - A Feasibility Study
- Virtual social networking opportunities
  - EVA

## GReAT

Gesture Recognition in Aphasia  
Therapy





## Project Aims

- To develop a computer gesture therapy tool for independent home based practice
- To pilot the tool with participants who have severe aphasia

## Phase 1: Participatory Design

Engaging end users in design process

5 Consultants with aphasia

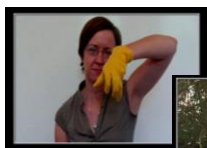
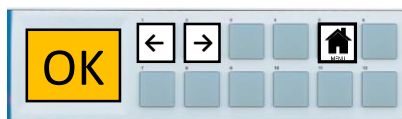
Each took part in 9 participatory design sessions exploring:

- Computer gesture recognition
- Presentation options (3D worlds)
- Navigation options

## The Prototype



## Key Features of GeST



## Phase 2: Pilot Study

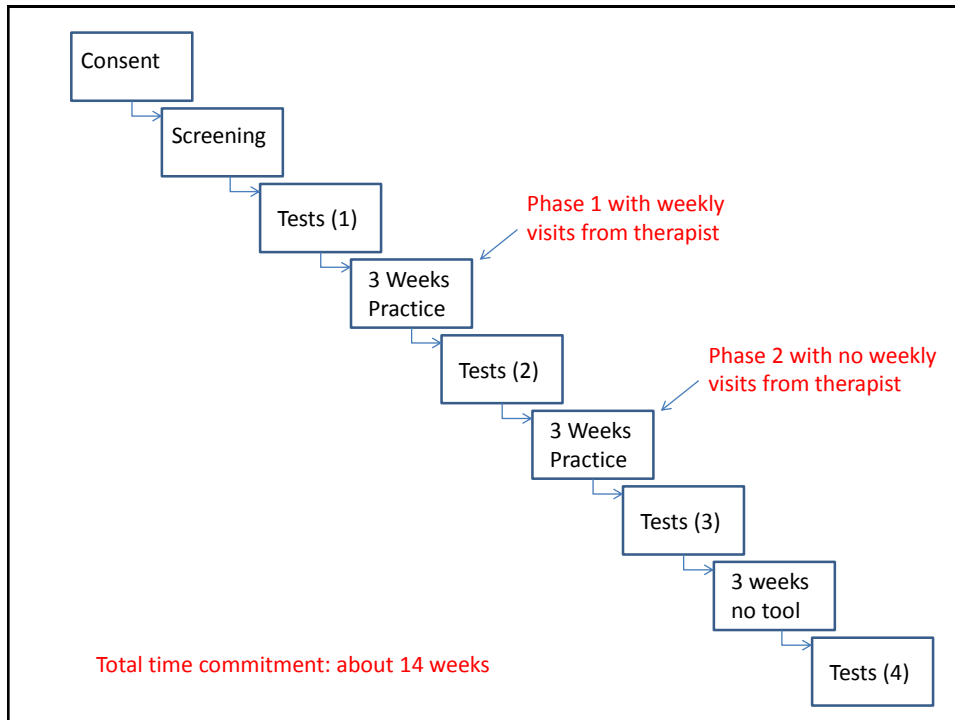
### Questions

- Will practice with GeST improve participants' production of gestures &/or spoken words?
- Will improvements be specific to items that feature in the programme?
- Will gains occur when GeST is used without ongoing therapist support?
- Will gains be maintained after GeST is withdrawn?
- What are participants' views about GeST?
- Is GeST easy and enjoyable to use?



## Participants

- 9 people with severe aphasia
  - Consent to take part
  - Fluent pre-stroke users of English
  - Naming score <20%
  - Able to recognise pictures
  - No known dementia or other cognitive impairment



## Tests

- 60 items
  - Gesture from picture
  - Name from picture

Items:

30 practised with GeST  
30 Unpractised

How would you gesture this?

What is the name of this?



Gestures evaluated by 'blind' assessors

## Results

- Significant improvement in gesture scores
- Gains maintained after GeST withdrawn (T4)
- BUT
  - Gains were small & only occurred with therapist support
  - There was no generalisation to unpractised gestures
  - Naming did not improve

## Usage Observations

- All show total or partial mastery of
  - Turning GeST on and off
  - Entering levels
  - Navigating between items
  - Gesturing when recognition active
- Less mastery over
  - Changing levels

## Participant Views

- High ratings for
  - Enjoyment (8)
  - Positive feedback provided by GeST (7)
  - Mastery of programme (6)
- Mixed preferences for levels

## Partner Views: Independence of Use

- *'She uses it all on her own, I don't know how to operate it'*
- *'The first session I stayed with L, after that I've helped only if she's found something particularly frustrating'*
- All comment that the participant initiated use of Gest

## Conclusions re GeST

- Using GeST improved practised gestures but only with therapist support
- Gains were maintained after GeST was withdrawn
- Gains were small and did not generalise to unpractised items
- There were no benefits for spoken naming
- Most users undertook intensive practice
- Views about GeST were positive and GeST was easily mastered
- More Testing underway

(Marshall et al, 2013)



Charles Wolfson  
Charitable Trust

BupaFoundation  
The Medical Research Charity

## Remote Aphasia Therapy: A Feasibility Study



## Background and Rationale

- Inadequate aphasia therapy services
  - (Code & Petherham, 2011)
- Patchy community and domiciliary services
  - (Care Quality Commission, 2011)
- Need to serve those who cannot travel to clinics



- Remote delivery via Internet Video Conferencing Technology (IVCT) achieves efficiency while retaining therapist contact

## Background and Rationale

- Positive outcomes from remote therapy with other clinical groups:
  - (e.g. Constantinescu et al, 2011)
- Some positive findings for remote aphasia assessment
  - (e.g. Georgeadis et al 2004; Hill et al, 2009)
- Only two preliminary studies of remote aphasia therapy using IVCT
  - (Dechene et al, 2011; Fridler et al, 2012)
  - see Cherney & van Vuuren (2012) for review

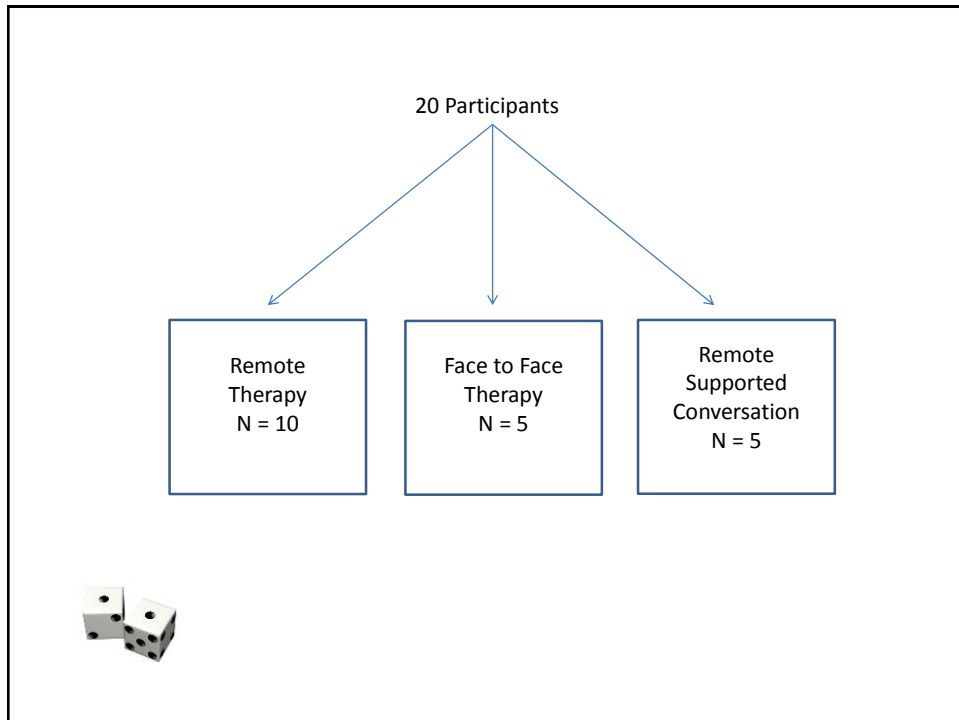


## Study Questions

- Can the same protocol of word finding therapy be delivered face-to-face and remotely?
  - What are the views of participants?
  - What are the technological challenges ?
  - Is fidelity good?
- Does therapy improve word production in
  - picture naming?
  - conversation?
- Do gains vary across delivery modes?

## Method

- 20 participants with aphasia
  - 6 women, 14 men
  - Fluent pre stroke users of English
  - Mean age 57.7 (range: 32 – 76 years)
  - All post left hemisphere stroke
  - Mean 33.2 months post stroke (range 6 – 78 months)
  - Moderate word finding difficulties
  - No significant co-morbidity
  - Not receiving Speech and Language Therapy elsewhere



## Therapy

- Aims to improve word retrieval
- Practice on 50 words, each targeted once per session
- Tasks specified in a manual, and adapted from the anomia therapy literature
- 8 one hour sessions
- Twice a week
- Supplemented by homework

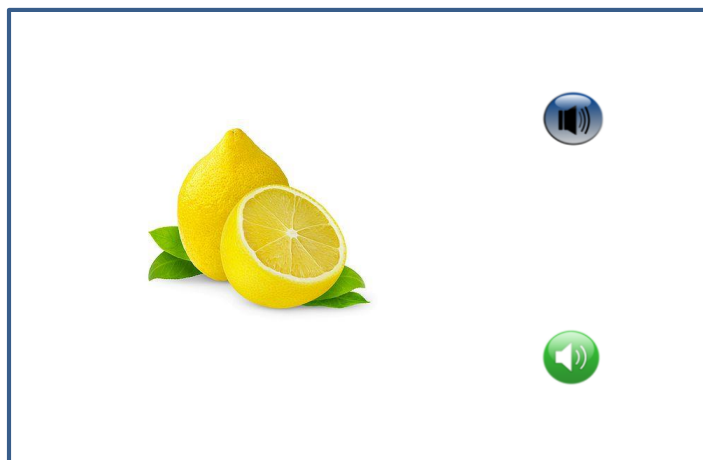





## Therapy Example

1	Semantic verification questions	Can you squeeze it? (yes) Is it sweet? (no)
2	Ask participant to name picture	What is this a picture of?
3	Semantic cue	We eat it with sugar on pancakes
4	Sentence completion cue	Sour as a ...
5	First phoneme	It begins with /l/
6	First syllable	It begins with /le/
7	Repetition	Ask participant to repeat x3 If participant is unable SLT repeat x3




## PowerPoint homework task





All 50 words, several times per week



/le/



'lemon'



## Therapy Delivery

- Face To Face
  - Participants travel to University clinic
- Remote
  - Participants at home with iPad
  - Therapist in the University or hospital clinic
  - Communication via Facetime

Platform chosen in consultation with people with aphasia  
Aphasia friendly instructions developed

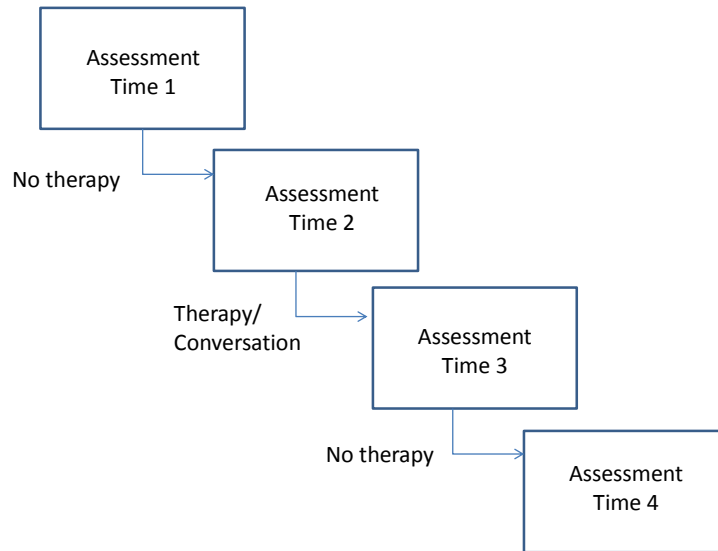
All treatment sessions were videoed

## Remote Supported Conversation

- Attention control condition
- 8 sessions of conversation, twice a week
- Delivered by SLT students working in pairs
- Students trained in
  - Conversation techniques
  - Technology
- Supported by manual



## Design



## Outcome Measures

Picture naming assessment conducted at each time point

- 100 items that are difficult to name at baseline
- Words divided into two matched sets:
  - 50 treated (for those receiving therapy)
  - 50 untreated

Administered by non treating therapist

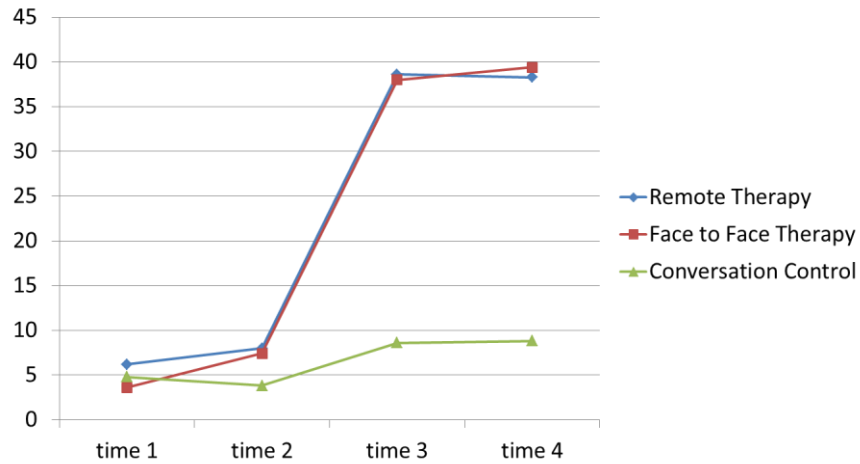
## Outcome Measures

### Conversation

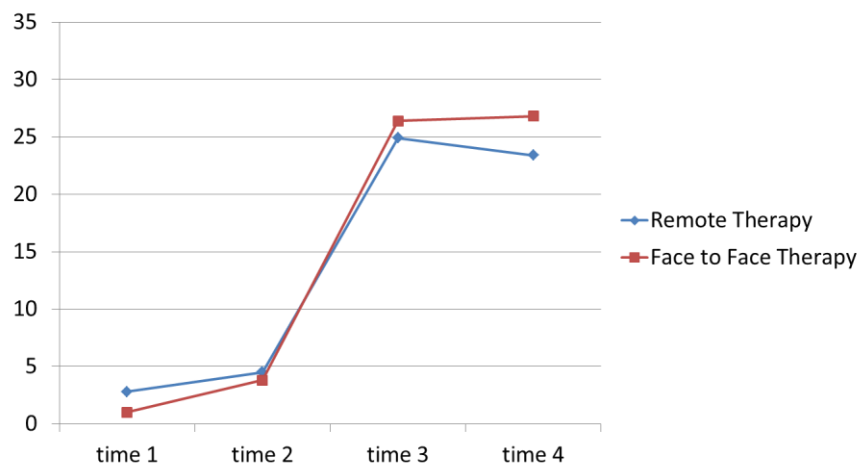
- 10 minute conversation with a familiar partner at each time point
- Topic unconstrained
- Middle 5 minutes analysed using POWERS procedure (Herbert et al, 2013)

## Results

## Picture Naming: 100 words

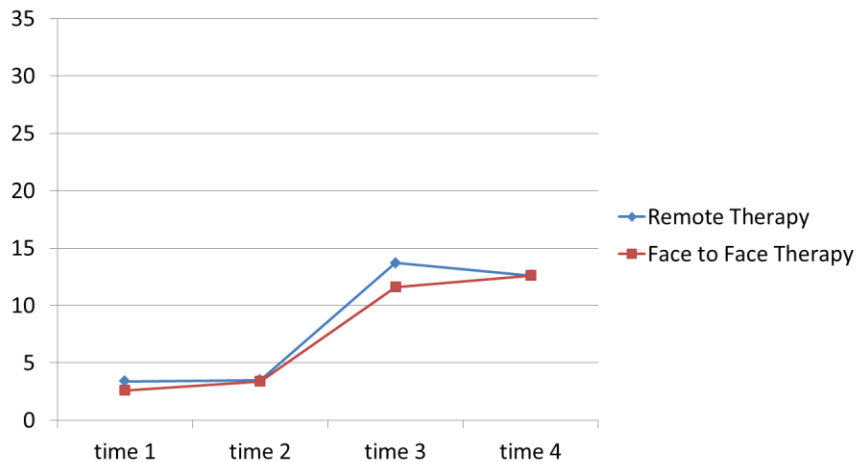


## Picture Naming: Treated Words





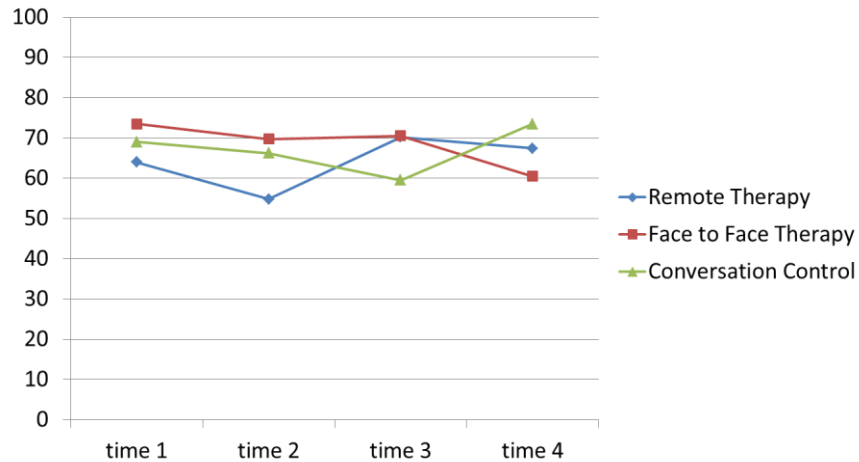
## Picture Naming: Untreated Words



## Conversation

- Data analysed for:
  - Number of nouns per turn
  - Number of content words per turn
  - Percentage of turns containing at least one content word (Substantive turns)
  - Number of errors
- No change over time
- No interaction between group and time

## Percentage of Substantive Turns



## Self Rating Scores at End of Therapy (1 = 'easy'; 5 = 'hard')

Function	Mean Rating
Starting the iPad	1
Starting Facetime	1.6
Answering the call	1
Ending the call	2.3
Charging the iPad	1
Connectivity	1
Sound quality	1.4
Visual quality	1

## Conclusions

### The Good news

- Remote delivery of word finding therapy is feasible
- It can delivered in non-lab conditions, using mainstream technology
- Participant views are positive and participants easily mastered the technological challenges
- Outcomes are no different from face to face delivery with highly significant benefits for treated words

## Conclusions

### The Less Good News

Opposition to some internet technologies need to be overcome, e.g. in health service managers

### Treatment benefits were constrained:

- Modest (although significant) benefits for untreated words
- No benefits for word finding in conversation

But this was probably due to the low therapy dose and/or the nature of therapy. It was not due to delivery.

## Evaluating the effects of a virtual communication environment for people with aphasia



## Study Questions

Can we build a virtual communication environment for people with aphasia

Will involvement in the environment:

- Benefit the communication skills of 20 people with aphasia?
- Reduce feelings of social isolation?

Is the environment easy to access?

What are participants views about it?

## EVA Park

- An enclosed island for people with aphasia (uses Open Sim)
- Developed through participative design sessions with consultants who have aphasia
- Participants represented by avatars
- Communication is speech based, with optional text support

## EVA Park

- Contains distinct regions, e.g.:
  - Houses
  - A Cafe
  - A Tropical Bar
  - A Versatile Counter (e.g. for booking a holiday)
  - A Health Centre
  - A Hair Dressers





EVA Park Mayoral Elections



**Boggis Beefeater**

"Read my lips: no new taxes"

EVA Park Mayoral Elections



**Cybil Wrights**

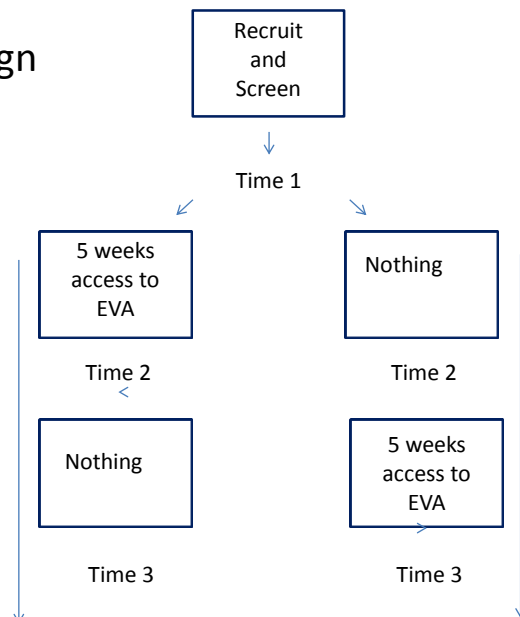
"Equal opportunities for all"



## Evaluation Design

- 20 people with aphasia have access to Eva Park
  - 5 weeks intervention (in 4 'live' periods)
  - Daily sessions with support workers
  - Personal goals/programme of activities
  - Unlimited independent access
  - Pre and post intervention testing

### The Design



# Assessments

Administered T1, T2, T3

## Assessments: Communication

- Word retrieval
  - Fluency test (Supermarket, Airport, Health Centre, Restaurant, School, Cinema, Park, Kitchen, Hair Salon, Sports Stadium)
- Narrative
  - Retell a familiar story:
    - Number of words/narrative words
    - Words/narrative words per minute

## Assessments: Communication

- Conversation:
  - Randomly partnered with SLT student (different student each time)
  - 10 minute sample analysed with POWERS (Herbert et al, 2013)
- Functional Communication:
  - CADL-2 (Holland et al, 1999)
- Confidence:
  - Communication Confidence Rating Scale for Aphasia (Cherney & Babbitt, 2011)

## Assessments: Social Isolation

- The Friendship Scale (Hawthorne 2006)
  - 6 item measure re feelings of loneliness and social connection
- The Social Network Analysis (Antonucci & Akiyama 1987)
  - Number, range and frequency of social contacts

## Views of Participants

- Qualitative interviews pre and post EVA
  - Experiences of communication
  - Social activities
  - Use of technology
  - Views of EVA

## Access to EVA

- HCI Assessments during access to EVA
  - Week 1
  - Week 5
- Electronic monitoring of access to EVA

## Participants: Inclusion Criteria

- Used English prior to stroke
- at least 4 months post stroke
- Good vision and hearing
- Moderate aphasia:
  - 20 – 75% correct in spoken picture naming
  - >80% correct in word to picture matching
  - >70% correct in sentence to picture matching

(Comprehensive Aphasia Test, Swinburn et al 2002):

## Examples of Goals

- Breaking messages down into manageable segments
- Improving 'fluency' in target situations, such as:
  - A doctor's appointment
  - Speaking to a receptionist
- Speaking in groups
- Giving a speech

## Examples of Activities

- Role plays
  - Ordering a drink
  - Getting a hair do
  - Dealing with an incompetent waitress
  - Reporting a suspicious character to the police
  - Holding a board meeting to discuss a new sports centre in Eva Park
  - Interviewing an election candidate about his policies

## Examples of Activities

- Conversation
  - Education and career history
  - Plans for the weekend
  - Past experiences of travel
  - Wife's trip to hospital
  - Latest events in the Eva Park elections
  - Experiences in Eva Park

- 'I'd already voted and then there was news on so I changed my vote. Was with Pebble Beach, now changed to second guy. Can't remember his name. Boggis has had an affair with Pebble's sister.'

## Examples of Activities

- Group topics
  - News:
    - Mandela funeral
    - Nigella drug scandal
    - Floods
  - Music
  - The Royal Family
  - Gossip
  - 'News good .. Music one rubbish, all pop'

## Examples of Activities

- Eva Actions:
  - Dancing
  - Swimming
  - Visiting the tree houses, boats, light house
  - Fun day

## Views of Participants

- 'Its been very good. I'm still finding new places to go'
- 'Tried them all. Sat on elephant. Swam on turtle. Dancing in Tardis and disco.'
- 'Cut and dyed A's hair. Drunk. Played on the diving board. Had pizza. Had band.'
- 'Fantastic. Chatting.'



## Views of Family Members

- When we go to church, he's more confident in having conversations with people, whereas before he would hold back more. Now he's been more spontaneous. Talking about sports etc and I know he's been talking about the same topics in EVA Park. He's had a practice so he's extending what he's talking about outside.

## Views of Family Members

- He enjoys social contact – talking to another person who's very good at listening to him. And the silliness – like the diving board. (He was) disappointed when the mermaid didn't talk back
- Its lovely hearing J laugh. Its lovely to hear J talk

## Final Conclusions

- Technology can
  - Support language remediation
  - Provide communication aids
  - Develop strategic skills
  - Support alternative modes of therapy delivery
  - Enrich communication
  - Generate novel opportunities for social uses of language
- User views are positive
- Feasibility is demonstrated for a range of technologies

## Final Conclusions

- Projects at City
  - have involved people with aphasia in developing new tools and evaluating existing technologies
  - have exploited the gaming potential of technology
  - Have exploited mainstream Internet Video Conferencing Technology to deliver remote therapy
  - are exploring the therapeutic potential of virtual reality

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