Developing computable knowledge about clinical performance feedback

Towards a learning health



 Table 1. Example user stories (i.e.

system for contraception care: **Representing knowledge for** tailored clinical practice feedback

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Background

Learning health systems possess advanced knowledge management capabilities that refine knowledge, often in computable forms, through learning cycles¹. A key step of the learning cycle is the transition from knowledge to practice (K2P), in which refined knowledge is used to generate interventions to influence healthcare professional practice. Clinical practice feedback, delivered via quality dashboards and reports, is a widely used strategy to change practice with a growing evidence base. Using the learning cycle as a conceptual framework, we explore the development of computable knowledge² for learning about clinical practice feedback interventions, applied to the implementation of a new practice of offering immediate postpartum long-acting reversible contraception (IPLARC) to



patients (Figure 1). Clinical practice feedback about IPLARC includes hospital-level performance measures based on percentages of eligible women who are a) offered contraception, and b) provided with IPLARC at time of childbirth.

We draw from two domains to explore a foundation for computable knowledge in tailored practice feedback: user stories and behavior change interventions. In a prior study we explored the affordances in adopting user stories to manage requirements for the design of 11 tailored performance feedback messages with a collection of 9 user stories for IPLARC (Table 1). User stories associate a specific software function (what) with a specific user (who) and a rationale (why). Behavior change interventions are "policies," activities, services, or products designed to induce or support people to act differently from how they would have acted otherwise"². Components of behavior change interventions are specified in the Behavior Change Intervention Ontology (BCIO)² (Figure 2). A message tailoring system could identify performance information and generate candidate messages with metadata from user stories and BCIO (Figure 3) to evaluate and rank feedback messages (Figure 4).

Objective

To understand the potential of user stories and BCIO for developing and managing computable knowledge about tailored feedback messages.

Methods

We conducted a preliminary mapping exercise that related IPLARC user stories with BCIO constructs.

Figure 2. Specifying performance feedback requirements from user stories using the upper level of the Behavior Change Intervention Ontology² (BCIO)



Figure 3. Performance data, information content and email template for a candidate performance feedback message

Results

User stories were associated with the following BCIO constructs: Content (n=9); Population (n=7); Engagement (n=2) and Delivery (n=2). BCIO constructs were useful for organizing requirements and recognizing opportunities to create knowledge objects for tailoring feedback messages, based on professional role and performance difference characteristics captured in the user stories.

Conclusion

User stories and BCIO may be useful as a foundation for computable knowledge about tailored performance feedback reports in learning health systems. Future work will apply this knowledge in a message tailoring system for clinical performance feedback.

Acknowledgements

Funding for this study was provided by the National Library of Medicine (NLM) through 1K01LM012528

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Figure 4. Computable knowledge², architecture and reasoning steps in a knowledge-based message tailoring system



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