

**CS 4518 Mobile and Ubiquitous
Computing**
**Lecture 17: Smartphone Sensing Apps:
StudentLife**

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StudentLife

College is hard...

Rui Wang, Fanglin Chen, Zhenyu Chen, Tianxing Li, Gabriella Harari, Stefanie Tignor, Xia Zhou, Dror Ben-Zeev, and Andrew T. Campbell. 2014. StudentLife: assessing mental health, academic performance and behavioral trends of college students using smartphones. In *Proceedings of the 2014 ACM International Joint Conference on Pervasive and Ubiquitous Computing (UbiComp '14)*



- **Lots of Stressors in College**

- Lack of sleep
- Exams/quizzes
- High workload
- Deadlines
- 7-week term
- Loneliness (e.g. freshmen, international students)

- **Consequences**

- Burnout
- Decline in psychological well-being
- Academic Performance





Students who Need Help Not Noticed

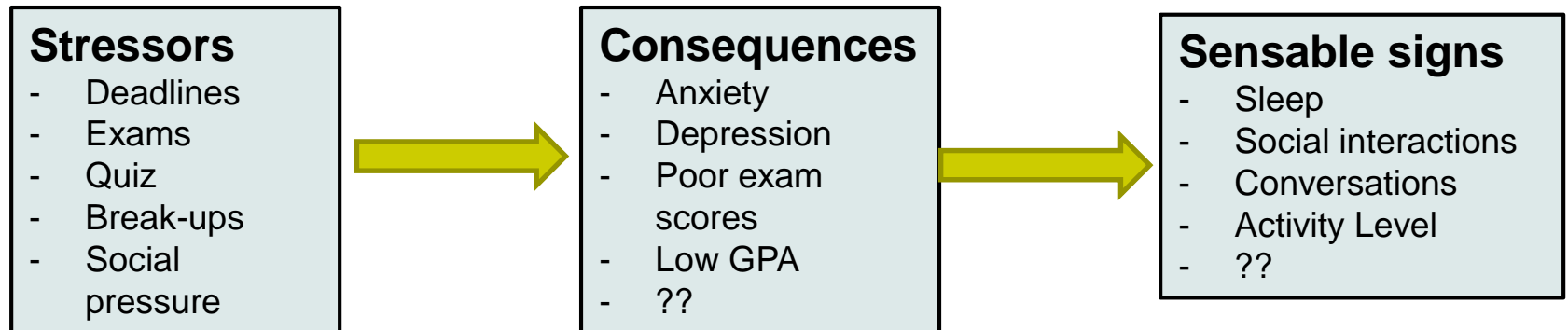
- Many stressed/overwhelmed students not noticed
 - Even worse in large classes (e.g. intro classes with 150-200 students)
 - Many do not seek help
 - E.g. < 10% of clinically depressed students seek counseling





StudentLife: Continuous Mobile Sensing

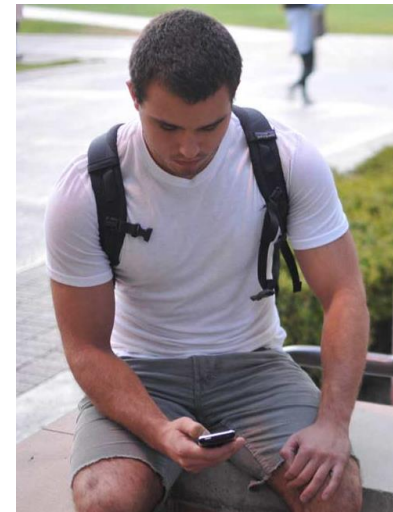
- **Research questions:** Are sensible patterns (sleep, activity, social interactions, etc) reliable indicator of suffering student (e.g. low GPA, depressed, etc)?





StudentLife Continuous Sensing App

- Use smartphone sensing to assess/monitor student:
 - Psychological well-being (depression, anxiety, etc)
 - Academic performance
 - Behavioral trends, stress patterns as term progresses
- Demonstrates strong correlation between sensed data and clinical measures of mental health (depression, loneliness, etc)
- **Shows smartphone sensing COULD be used to give clinically valid diagnoses?**
 - Get clinical quality diagnosis without going to clinic
- Pinpoint factors (e.g. classes, profs, frats) that increase depression/stress





Potential Uses of StudentLife

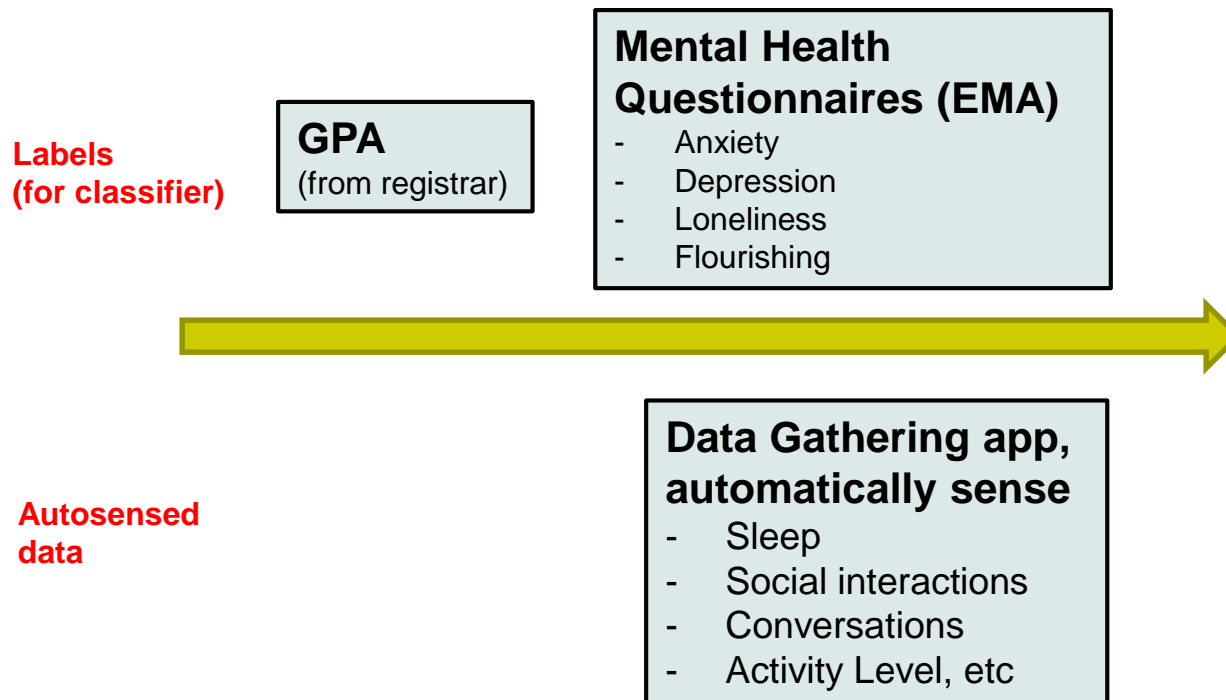
- Student planning and stress management
- Improve Professors' understanding of student stress
- Improve Administration's understanding of students' workload



General StudentLife Approach



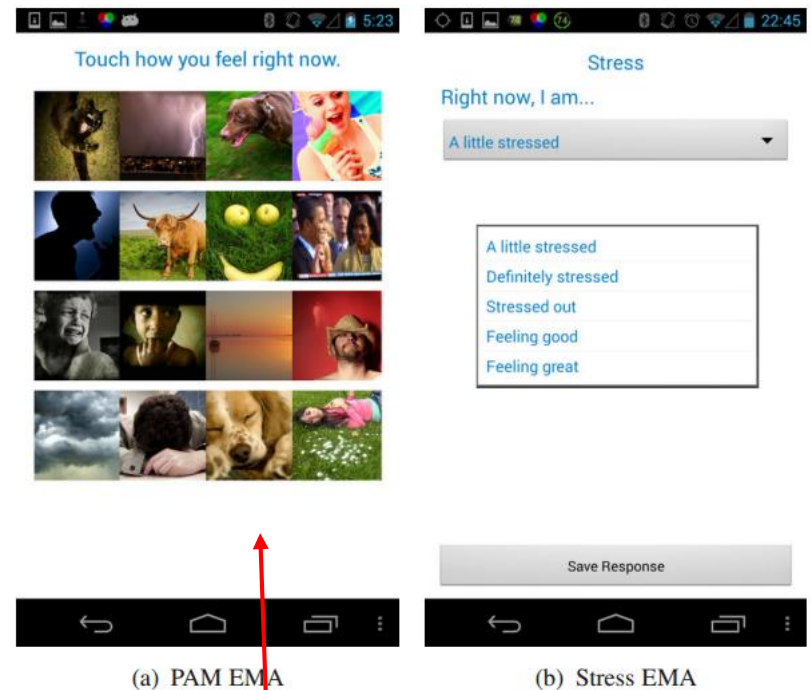
- Semester-long Study of 49 Dartmouth College Students
 - Continuously gather sensible signs (sleep, activity level, etc)
 - Administer mental health questionnaires periodically as pop-ups (called EMA)
 - Also retrieve GPA, academic performance from registrar
- **Labeling:** what activity, sleep, conversation level = high depression



Specifics: Data Gathering Study



- **Entry and exit surveys at Semester start/end**
 - on Survey Monkey
 - E.g. PHQ-9 depression scale
- **8 MobileEMA and PAM quizzes per day**
 - Stress
 - Mood (PAM)
- **Automatic Sensed data**
 - **Activity Detection:** activity type, WiFi's seen
 - **Conversation Detection:**
 - **Sleep Detection:** duration



PAM: Pick picture depicting your current mood



StudentLife Data Gathering Study Overview

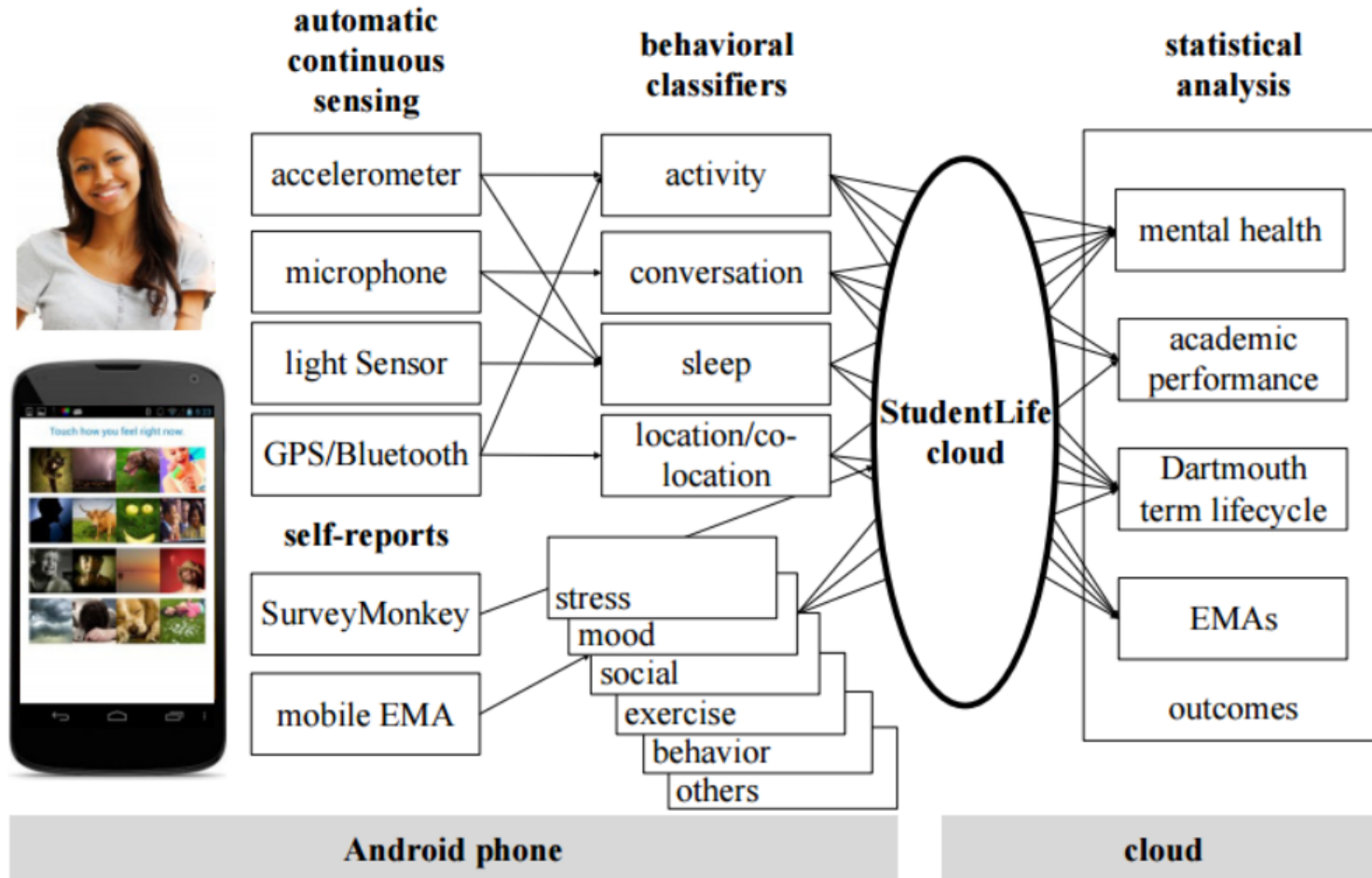


Figure 2. StudentLife app, sensing and analytics system architecture.

Clinical Mental Health Questionnaires



- MobileEMA popped up mental health questionnaires (widely used by psychologists, therapists, etc)
 - **Patient Health Questionnaire (PHQ-9)**
 - Measures depression level
 - **Perceived Stress Scale**
 - Measures Stress level
 - **Flourishing Scale**
 - Measures self-perceived success in relationships, self-esteem, etc
 - **UCLA loneliness survey**
 - Measures loneliness (common in freshmen, int'l students)

A screenshot of a mobile EMA survey interface. At the top, the status bar shows the time as 22:45. The survey title is "Stress". Below the title, the question is "Right now, I am...". A dropdown menu is open, showing the selected option "A little stressed". Below the dropdown, a list of options is displayed: "A little stressed", "Definitely stressed", "Stressed out", "Feeling good", and "Feeling great". At the bottom of the survey, there is a "Save Response" button. The Android navigation bar is visible at the very bottom.

(b) Stress EMA



Study Details

- 60 Students started study
 - All enrolled in CS65 Smartphone Programming class
 - 12 students lost during study (NR'd class?)
 - 30 undergrad/18 graduate level
 - 38 male/10 female
- Incentives given to study participants
 - StudentLife T-shirt (all students)
 - **Week 3 & 6:** 5 Jawbone UPs (like fitbit) to 5 in raffle
 - **End of study:** 10 Google Nexus phones in raffle
- 10 weeks of data collection



Some Findings

- Fewer conversations or co-locations correlate with
 - Higher chance of depression
- Higher stressed correlated with
 - Higher chance of depression
- More social interactions correlated with
 - Higher flourishing, GPA scores
 - Lower stress
- More sleep correlates with
 - Lower stress

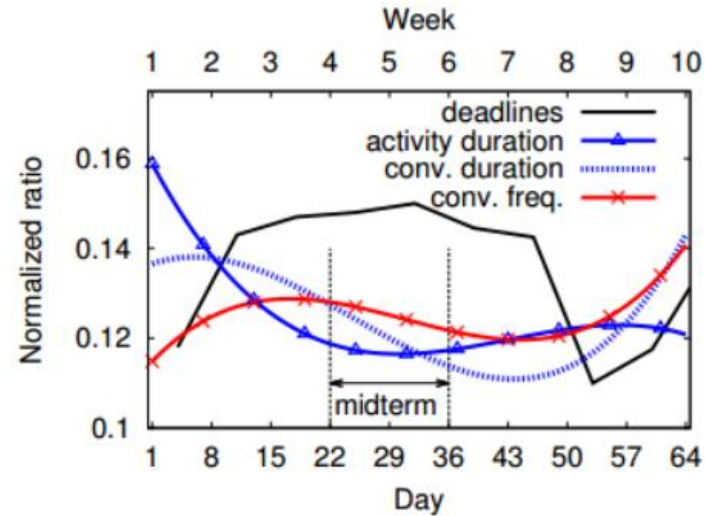


Findings (cont'd)

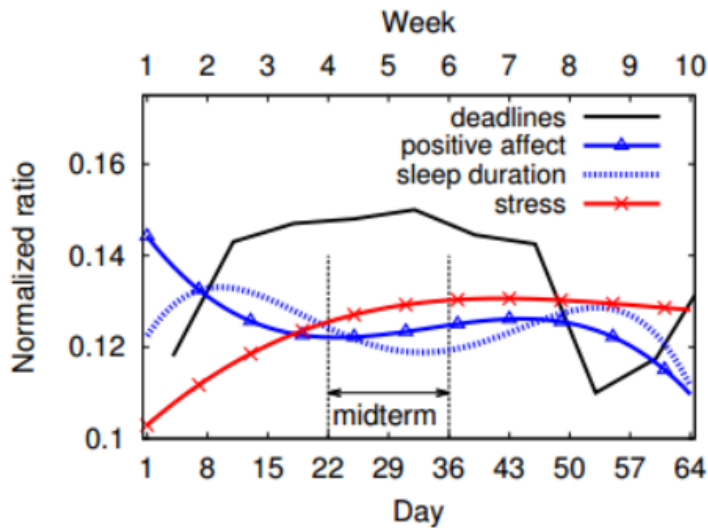
- Less sleep?
 - Higher chance of depression
- Less activity?
 - More likely to be lonely, lower GPAs
- No correlation between class attendance and academic performance (Hmm...)
- As term progressed:
 - Positive affect and activity duration plummeted

Findings (cont'd)

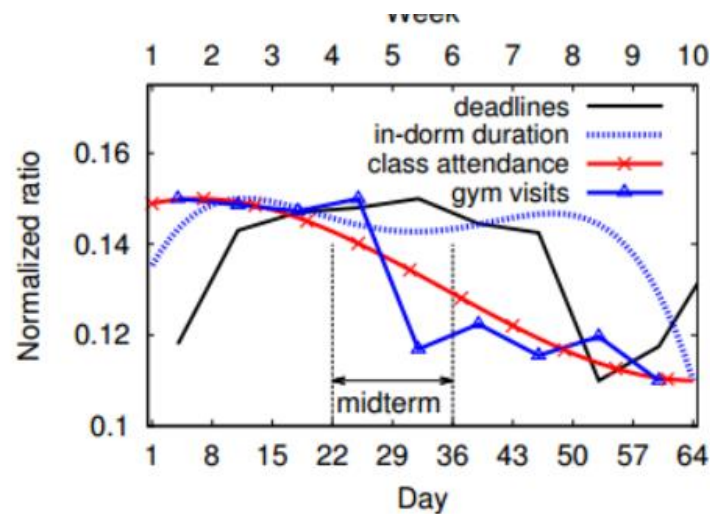
- Plotted total values of sensed data, EMA etc for all subjects through the term



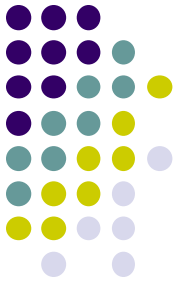
(b) Automatic sensing data



(a) EMA and sleep data



(c) Location-based data





Study Limitations/Trade Offs

- Sample Selection
 - Voluntary - CS65 Smartphone Programming class (similar to CS 4518)
- User participation
 - **Burden:** Surveys, carrying phone
 - Disinterest (Longitudinal study, EMA annoyance)
- Lost participants
- Sleep measurement inaccuracy
 - Naps



Discussion

- Expand to other colleges
 - Semester vs 10 week vs 7 week term
 - Similar results?
- Privacy concerns