

# ANJA THIEME

Social Paper



## ABOUT ME

Hi, I am an HCI Researcher at Microsoft Research in Cambridge (UK). My research interests centre on healthcare: specifically, the design of novel mental health technology and ways in which machine learning (ML) systems can meaningfully augment human capabilities.

Day-to-day, I create and study technological innovations that can positively transform people's social and emotional lives – independent of socio-economic background, personal ability or age. My work predominantly takes an experience-centred, qualitative and highly collaborative approach that places user participation and real-world technology deployments at its core.

## COMMUNITY INVOLVEMENT

In the last 7 years, I led and co-organized six mental health and wellbeing workshops at DIS 2012 and CHI (2013-19); and served as a guest editor for IJHCS 2014 Special Issue: 'Designing for emotional wellbeing'.



## INTERESTED IN MACHINE LEARNING FOR MENTAL HEALTH

Recent advances in machine learning (ML) have led to ambitious visions of how new systems could assist in the detection, diagnosis and treatment of mental health problems. ML promises to offer new routes for improving the identification of health risk factors; the prediction of disease progression; and the development of personalised health interventions. However, despite great potential, **the realization of effective and ethical ML applications for mental health** remains a hugely challenging area for research and development. Among the very many challenges are the need for a stronger focus on real-world applications and user-centred design processes to aid the identification of real healthcare needs that can sensibly be supported through ML; and accordingly, careful choices in data collection and the design of reliable and fair algorithmic models. Especially in mental health, where data and ML-supported decisions can have far reaching personal, social and economic impact, we need to be very critical of what reasonable inferences can be drawn from specific data; **design interfaces that help people to appropriately interpret system inferences**; and ensure that, ultimately, humans remain in control over, and accountable for, important ML-informed decisions.

## PAPERS: M-HEALTH & ETHICS

Thieme, A., Belgrave, D., Doherty, G. (in review). Towards Ethical and Effective Real-World Applications of Machine Learning in Mental Health. Challenge Paper, submitted to *ACM HEALTH*.

Nathan, L., Thieme, A., Tatar, D., & Branham, S. (2016). Disruptions, Dilemmas & Paradoxes: Ethical Matter(s) in Design Research. *Interacting with Computers*, 29(1), 1-9. [\[PDF\]](#)

Thieme, A., et al. (2016). Challenges in Designing new Technology for Health and Wellbeing in a Complex Mental Healthcare Context. *Proc. CHI 2016*, 2136-2149. [\[PDF\]](#)

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