Technological Mediation of Strategies in Coping with Mental Health Challenges: A Case Study with People with Bipolar Disorder

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Technology plays a critical and complex role in people's daily lives and, undoubtedly, in the day-to-day lives of people with mental health challenges. In academia, the technology use of people with mental health challenges has been studied for years (e.g., [7, 8, 10]). Examining the technology use of these individuals can better inform the design and development of technologies to support mental wellness and potentially enable early detection and prediction of significant episodes (e.g., [5, 8]). Technology can play an important role in mental wellness since it potentially makes the treatment of mental illness more accessible, increases patient engagement, and results in more effective and affordable outcomes [6]. However, technology may also trigger or be detrimental to individuals' mental health conditions. Previous studies conveyed different—even disparate—technology use in the context of mental health treatment. Therefore, we lack comprehensive or nuanced understandings of 1) to what extent people with mental illnesses use various technologies as part of their self-treatment, 2) what the characteristics of these technologies are in terms of the roles that they play in everyday mental health management; and 3) how technology use changes over time for individuals managing chronic mental illnesses.

Bipolar disorder (BD), also called manic depression, is considered a serious mental illness (SMI). Globally, BD impacts approximately 46 million people [15]. In the U.S., roughly 7 million adults have been diagnosed with BD [11]. According to the National Institute of Mental Health, in bipolar disorder, an individual's mood, energy, and activity levels shift dramatically [13]. People with bipolar disorder experience "high self-esteem, irritability and sleeplessness, and devastating depressions" [9]. BD often appears during adolescence (aged 10–18 years), during a critical developmental stage [14] as well as in young adults (aged 18–25 years). It is reported that the number of children, adolescents, and young adults diagnosed with BD has significantly increased over the last three decades (roughly 40 times from 1994 to 2003), and the number is rising [3, 4]. Finally, people with BD live with the condition indefinitely, since the mental illness cannot be cured [10].

When managing serious mental illnesses like bipolar disorder, people's dependencies on technologies are complex and highly context-dependent. For example, social media can be both beneficial and detrimental to mental health

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conditions—that is, a "double-edged sword" [8]. In this case, individuals managing mental illness are often interested in finding social support from a community of peers on social media [12]. However, outside of the community, disclosing information about one's mental illness on social media can result in feelings of stigma, shame, and isolation [8]. Prior studies revealed a high overall level of acceptance for using personal health informatics technologies specifically for condition management. Beard et al. found, for example, that 71% of their participants with serious mental illnesses (N = 322) were willing to use mental health apps to do mindfulness/meditation [2]. Other studies found similar levels of support for technologies with a stronger focus on mood and trigger tracking [1, 9].

1 CURRENT RESEARCH

These findings led us to our primary research question: how can designers construct a holistic and nuanced understanding of the technology use of people with serious mental illnesses? Without this kind of holistic and nuanced understanding, we may lose valuable information about people's complex needs and lived experiences—information that can inform novel technology or system design to support condition management. Therefore, our current study aims to fill the research gap through the lens of bipolar disorder communities on Reddit.

We have collected four years of data from BD-related subreddits to investigate 1) what technologies are being used to manage bipolar disorder, 2) in what capacity these technologies are currently used, and 3) how these technology usage patterns are changing over time. Although our topical and semantic analysis of these corpora is ongoing, we have begun to build evidence that various technologies are being appropriated to serve as *community*, *episode*, and *information mediators*, impacting individuals' everyday bipolar disorder management.

In this workshop, we are excited to discuss:

- how to design contextual awareness technologies to support people to capture in situ internal and external changes to manage mental health, and
- methods for leveraging online communities to understand the technology use of people with chronic mental health illnesses on a large scale.

2 AUTHORS' BACKGROUND

Tian Xu is a Ph.D. student in the Department of Information Science at the University of Colorado Boulder, advised by Dr. Stephen Voida. Her research interests primarily lie in HCI and CSCW with a focus on mental health informatics. **Stephen Voida** is an Assistant Professor and founding faculty of the Department of Information Science at the University of Colorado Boulder. He directs the Too Much Information (TMI) research laboratory, where he and his multidisciplinary team of students conduct empirical, design, and systems research in personal informatics supporting physical, mental, and professional wellness.

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