

Appendix D UW ALACRITY Center Required Measures

Participant Demographics

Required for all study populations

ALACRITY standardized demographics form - to be collected from all participant groups in the study.

Perceptual Implementation Outcomes

All 3 required

<u>Acceptability of Intervention Measure (AIM)</u> - to be taken by Clinicians (end users) to measure how receptive they are to adopting the new intervention.

<u>Feasibility of Intervention Measure (FIM)</u> - to be taken by Clinicians (end users) to measure how possible and likely they are adopt the new intervention.

<u>Intervention Appropriateness Measure (IAM)</u> - to be taken by Clinicians (end users) to measure how suitable the intervention is for the circumstances.

Each of these measures contain 4 questions and can all be found on the UWAC website.

Patient-Reported Outcomes

Both measures required for studies with a test phase and that engage patients with specific mental health challenges.

<u>Symptom Tracker</u> - to be taken by patients to measure the severity of symptoms of specific disorders/challenges. Whichever scale is deemed most appropriate for the study. Examples are the Patient Health Questionnaire (PHQ-9)²⁷ and/or Generalized Anxiety Disorder-7 (GAD-7)²⁸. A functioning measure should also be used (e.g., Neuro-QOL Social Relations Scale²⁹⁻³¹, Top Problems Assessment³²).

Usability Metrics

One of the following 3 is required

<u>System Usability Scale (SUS)</u>³³ - This measures how easy the intervention/system is to use and learn. Used for digital interventions (e.g. apps or computer programs).

<u>Intervention Usability Scale (IUS)</u>¹⁵ - This measures how easy the intervention/system is to use and learn. Used for interventions (e.g. therapeutic modalities).

<u>Implementation Strategy User Scale (ISUS)</u>¹⁶ - This measures how easy the intervention/system is to use and learn. Used for system-level interventions.

Required for studies evaluating or testing a digital tool

<u>User Burden Scale</u>³⁴ - This measures the mental/emotional/economic challenges of using a digital tool as part of an intervention and is completed by anyone directly interacting with the tool.



Suggested for studies involving an EBPI

Heuristic Evaluation Rubric for EBPI's ²⁶- This multi-faceted evaluation of efficiency/quality/usability of EBPI's involves experts in both design and the relevant subject matter (at least 2 people) filling out the rubric independently and the comparing answers and negotiating a final score together.

Behavioral Implementation Outcomes

As appropriate/feasible

<u>Fidelity</u> - Measured through original fidelity instrument, modified fidelity instrument, or documentation of changes in how fidelity is evaluated

<u>Cost</u> - Can include overall costs before and after redesign

Time invested - hours to train/certify; hours spent on feedback/supervision

<u>Training costs</u> - total training hours x salary level

<u>Adoption</u> - Defined as the intention, initial decision, or action to try or employ an innovation or evidence-based practice (aka uptake). Include baseline adoption when possible