Evaluating Options for Presenting Health States From PROMIS® Item Banks

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Acknowledgements

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Background

The Patient Reported Outcomes Measurement Information System (PROMIS®) developed *item banks* to assess health-related quality of life.

An item bank is a large number of items calibrated on a unidimensional scale

Historically, preference-based summary scores of health were created using relatively small, discrete health state spaces.

Because item banks include a large number of items, it is unclear how to present an item bank for valuation exercises.

Methods: overview

We evaluated four different approaches to create a health state description from an item bank:

- one item (1I)
- two items presented separately (2S)
- two items presented together (2T)
- five items presented together (5T)

We evaluated these four approaches in three PROMIS® item banks:

- Depression
- Physical function
- Sleep disturbance

Methods: overview

We evaluated four different approaches to create a health state description from an item bank:

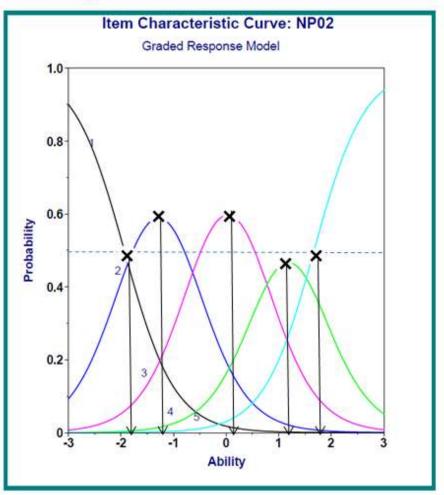
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Methods: 11

Creating Point Estimates



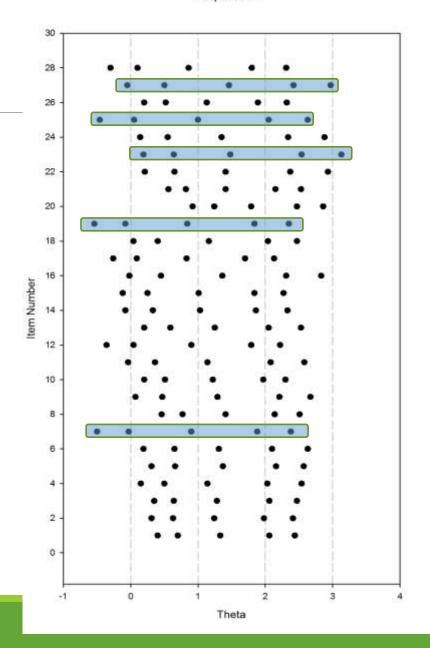
Depression

Methods: 11 Depression

Here I have highlighted the items with the widest range

These options were reviewed by experts for content validity.

A single item was selected . . .

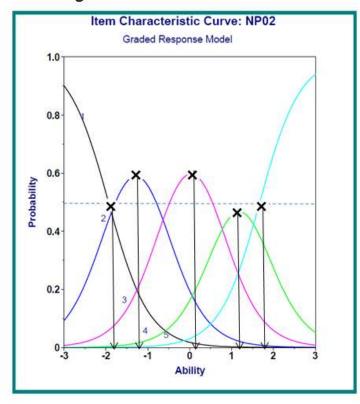


Methods: 11 Depression

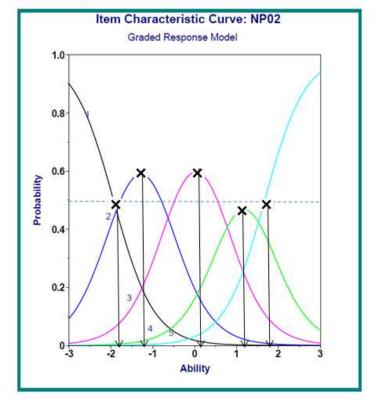
I felt sad	Never	Rarely	Sometimes	Often	Always
I felt sad	Never	Rarely	Sometimes	Often	Always
I falk and	Nove	Danak	Comptings	Office	Alvene
I felt sad	Never	Rarely	Sometimes	Often	Always
I felt sad	Never	Rarely	Sometimes	Often	Always
Tieit Sau	ivevei	nately	Sometimes	Often	Always
I felt sad	Never	Rarely	Sometimes	Often	Always

Methods: 2S

Creating Point Estimates



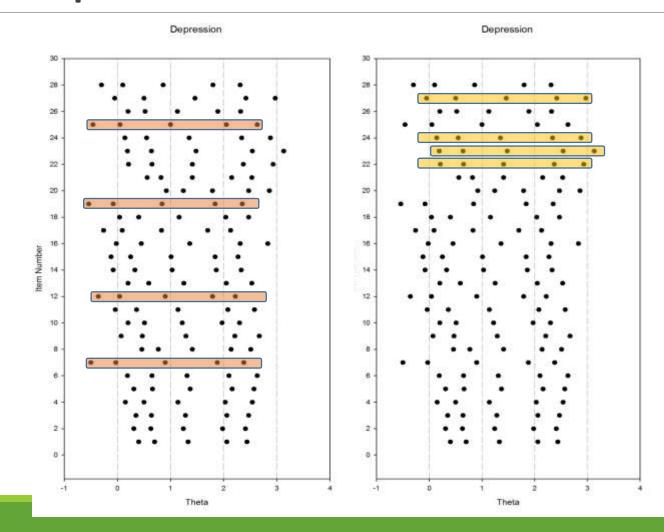
Creating Point Estimates



Methods: 2S Depression

Items selected with the highest and lowest points

Experts evaluated for content validity



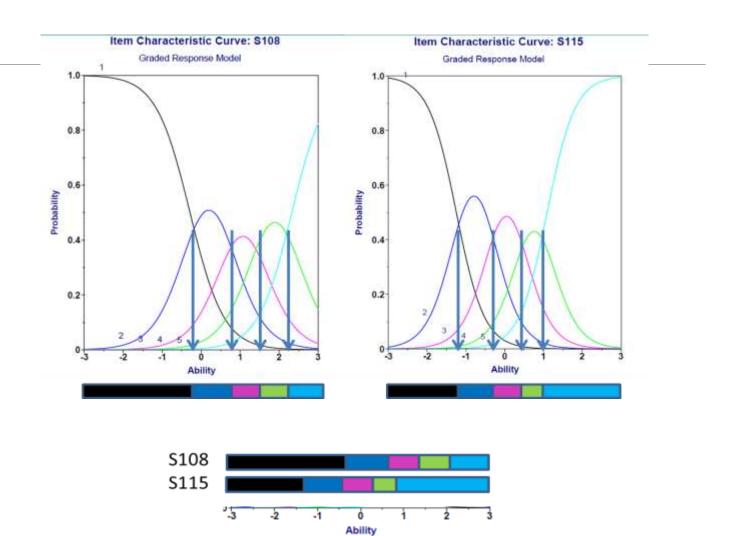
Methods: 2S Depression

I felt unhappy	Never	Rarely	Sometimes	Often	Always
I felt unhappy	Never	Rarely	Sometimes	Often	Always
I felt unhappy	Never	Rarely	Sometimes	Often	Always
I felt unhappy	Never	Rarely	Sometimes	Often	Always
I felt unhappy	Never	Rarely	Sometimes	Often	Always

Methods: 2S Depression

I felt that nothing was interesting	Never	Rarely	Sometimes	Often	Always
I felt that nothing was interesting	Never	Rarely	Sometimes	Often	Always
I felt that nothing was interesting	Never	Rarely	Sometimes	Often	Always
I felt that nothing was interesting	Never	Rarely	Sometimes	Often	Always
I felt that nothing was interesting	Never	Rarely	Sometimes	Often	Always

Methods: 2T



Methods: 2T Depression (9 states)

Description #	Item 36	Item 50	I felt unhappy	I felt that nothing was interesting
1	1	1	Never	Never
2	2	1	Rarely	Never
3	2	2	Rarely	Rarely
4	3	2	Sometimes	Rarely
5	3	3	Sometimes	Sometimes
6	4	3	Often	Sometimes
7	4	4	Often	Often
8	5	4	Always	Often
9	5	5	Always	Always

Methods: 2T Depression

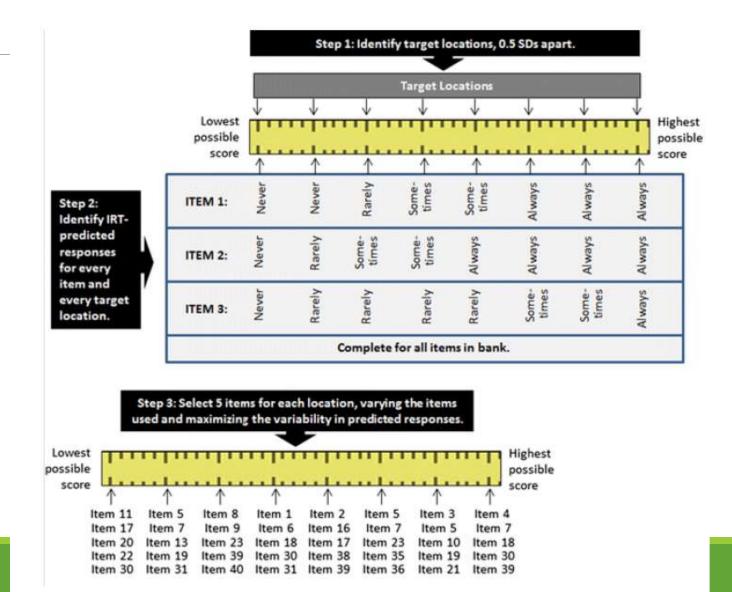
I felt unhappy	Never	Rarely	Sometimes	Often	Always
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I felt unhappy	Never	Rarely	Sometimes	Often	Always
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Methods: 5T

Method developed by Cook et al, QOLR 2015



- 1. Within a column, choose items which change response when you move over a column
- 2. Some variability in response within the column
- 3. Each item is only used two or three times

item	30	35	40	45	50	55	60	65	70	75	80	85
DEP04	1	1	1	1	1	2	3	3	4	5	5	5
DEP05	1	1	1	1	1	2	3	3	4	5	5	5
DEP06	1	1	1	1	1	2	3	3	4	5	5	5
DEP07	1	1	1	1	1	2	3	3	4	5	5	5
DEP09	1	1	1	1	1	2	3	3	4	4	5	5
DEP14	1	1	1	1	1	2	3	3	4	4	5	5
DEP17	1	1	1	1	2	3	3	4	4	5	5	5
DEP19	1	1	1	1	1	1	3	3	4	5	5	5
DEP21	1	1	1	1	1	2	3	3	4	4	5	5
DEP22	1	1	1	1	1	2	3	3	4	5	5	5
DEP23	1	1	1	1	1	2	3	3	4	4	5	5
DEP26	1	1	1	1	2	3	3	4	4	5	5	5
DEP27	1	1	1	1	1	2	3	3	4	5	5	5
DEP28	1	1	1	1	1	2	3	4	4	5	5	5
DEP29	1	1	1	1	2	2	3	4	4	5	5	5
DEP30	1	1	1	1	1	2	3	3	4	4	5	5
DEP31	1	1	1	1	2	3	3	4	4	5	5	5
DEP35	1	1	1	1	1	2	3	3	4	5	5	5
DEP36	1	1	1	2	2	3	3	4	4	5	5	5
DEP39	1	1	1	1	1	1	1	3	3	4	5	5
DEP41	1	1	1	1	1	1	2	3	4	4	5	5
DEP42	1	1	1	1	1	2	3	3	4	4	5	5
DEP44	1	1	1	1	1	2	3	3	4	4	4	5
DEP45	1	1	1	1	1	2	3	3	4	4	5	5

I felt depressed	Never	Rarely	Sometimes	Often	Always
I felt that I was not as good as other people	Never	Rarely	Sometimes	Often	Always
I felt that I had nothing to look forward to	Never	Rarely	Sometimes	Often	Always
I felt emotionally exhausted	Never	Rarely	Sometimes	Often	Always
I felt unhappy	Never	Rarely	Sometimes	Often	Always
I felt hopeless	Never	Rarely	Sometimes	Often	Always
I felt that I was to blame for things	Never	Rarely	Sometimes	Often	Always
I felt disappointed in myself	Never	Rarely	Sometimes	Often	Always
I felt unhappy	Never	Rarely	Sometimes	Often	Always
I felt upset for no reason	Never	Rarely	Sometimes	Often	Always

Methods: interview

We recruited adult community members for in-person interviews

Participants valued the health state descriptions from all four approaches

- VAS
- SG

We compared the approaches by:

- the item bank theta scores captured
- participant assessments of difficulty by Likert-type scale (1 = very easy to 7 = very hard)
- perceptions from qualitative exit interviews

Results: Sample Characteristics

The 118-person sample

- age ranged from 18 to 71
- 63% were female
- 54% white, 34% black, 10% other

Self Rated Health

- 30% Excellent
- 48% Very good
- 19% Good
- 3% Fair
- 0% Poor

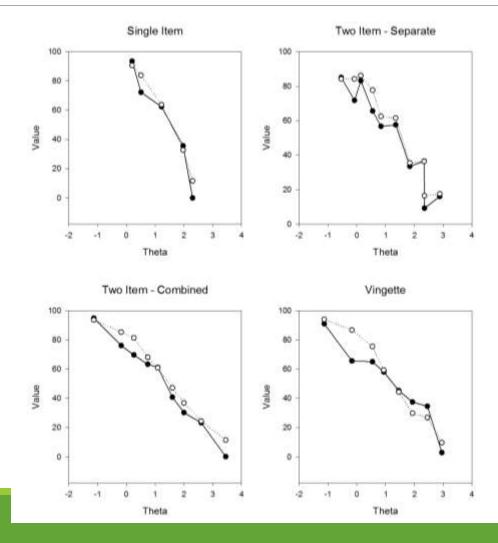
Results: Range of Theta

The 1S approach captured a smallest range

The 2T approach captured the widest range

	Depression	Physical Function	Sleep Disturbance
11	0.2 - 2.3	-3.35 – 0.30	-2.13 – 2.44
25	-0.54 – 2.88	-3.44 - 0.38	-2.13 – 3.19
2T	-1.13 – 3.45	-3.55 – 0.97	-2.49 – 3.45
5T	-1.13 – 2.96	-2.99 – 0.95	-1.68 – 2.83

Results: Monotonic relationships?



Results: Difficulty

Across all three item banks,

- 74% of respondents found 1S to be easiest and
- 71% found 5T to be hardest.

Mean difficulty assessments were

- · 2.35 (1I)
- 2.69 (2T)
- 2.78 (5T)
- 2.80 (2S)

Results: Qualitative

In general, people report that:

- The vignettes to be an overwhelming amount of information
- Single item is easiest
- The two item combined tasks are manageable

Respondents generally found all four approaches to be similarly meaningful and realistic

- They understand the valuation task
- They think the valuation task makes sense

Conclusions

Creating health-descriptions by presenting two items together:

- Captures a wide range of item bank theta scores
- Creates monotonic functions over theta
- Is acceptable to community members

We recommend this approach for valuation of IRT-based descriptive systems such as PROMIS®.

Thank you

I look forward to your comments and questions

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