

Applied Argument Mining: Supporting Behaviour Change

Simon Wells

simon.wells@abdn.ac.uk

University of Aberdeen

Solving Problems

- ♦ Want to solve (or at least tackle) some tough, large-scale, real-world problems
- ♦ Behaviour Change
 - ♦ Ethical/Informed
 - ♦ Lasting/Motivated

Elements of a Solution

- ◆ Behaviour Change Models:
 - ◆ e.g. $C+O+M = B$
 - ◆ Motivation is important
 - ◆ Relatively poor in practise
 - ◆ *Ad Hoc* - Lacking in formal foundations & implementational detail

Arguments?

- ◆ Increase Motivation by
 - ◆ Giving good reasons
 - ◆ Arguing constructively
 - ◆ Engaging (in dialogue)
 - ◆ through existing & new channels

Scale

- ♦ Rich engagement with people on a societal scale is hard
- ♦ Just gathering data & personalising it is hard
- ♦ Need some (semi-)automated support tools
- ♦ ARGUMENT MINING?

Broad Concept

- ◆ How do we get the information we need, in a form we can use, from a plethora of un/ill-structured resources
 - ◆ Parallels with GOF Data Mining & FOTM Big Data
- ◆ Multiple approaches
 - ◆ Tools, Formats, Algorithms, Interactions

References 1

- ♦ *Behaviour Change e3 Persuasion Models:*
 - ♦ Fogg, B. J. (2003) “Persuasive Technology”
 - ♦ Michie, S. & van Stralen, M. M. & West, R. (2011) “The Behaviour Change Wheel”

References 2

- ♦ *Problem Context:*
 - ♦ “Type 2 Diabetes a UK Health Emergency”, Nursing Times, July 7th 2014
 - ♦ European Commission (Climate Action Policies) http://ec.europa.eu/clima/policies/transport/index_en.htm

References 3

- ♦ *Representation & Description of Argument & Dialogue:*
 - ♦ Wells, S. (2012) "A Domain Specific Language for Describing Diverse Systems of Dialogue", *Journal of Applied Logic* vol. 10 (4)
 - ♦ Wells, S. (2014), "Supporting Argumentation Schemes in Argumentative Dialogue Games", *Studies in Logic, Grammar and Rhetoric (SLGR)*, vol. 36 (1)
 - ♦ Wells, S. (2012), "Collation of Formal Dialectical Games from the Literature", University of Dundee Technical Report. - *Intro contains an overview of ways the DGDL has been deployed*
 - ♦ Wells, S. (2007), "Formal Dialectical Games in Multiagent Argumentation", PhD thesis, University of Dundee, 2007.

References 4

- ♦ *Applications of DGDL tools e3 platforms:*
 - ♦ D.Kalofonos, N.R.Karunatilake, T.J.Jennings, C.Reed, and S.Wells. "Building agents that plan and argue in a social context", COMMA, 2006.
 - ♦ S. Wells C. Gourlay, and C. Reed. "Argument blogging", Proceedings of CMNA9, 2009.