Game Based UI for Health Modeling

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Problem space & Project description

- Cold chain is key to success of vaccination programs. Vaccines a major focus of world health efforts.
- CCEM database used to model today not intuitive or user-friendly
- HCD challenge: abstract the data into easily understandable and manipulable visualization
- Users: National-level health officials, public-health NGOs
- Solution will help national health ministries' logistics and planning staff
- Solution makes modeling more visual, easy to understand

Related Work

- What other projects relate to this one?
 - Path CCEM
 - Vaccine Modeling Initiative
 - Palantir modeling software
- What ideas does it draw on and who has worked on them?



Civilization—Connections Between Locations

Fieldwork Findings

- Learned scope of project through conversation with field experts
 - Demonstration of transformative UI
 - Manipulating several parameters for modeling purposes
- Researched different game interfaces to identify strengths and weaknesses
 - Simplistic interfaces are easier to understand
 - Different plans for layout and patterns of interaction
 - Effective use of screen real estate
- What did you learn from your fieldwork?
 - We need to be really careful with what is displayed on the screen
- What further fieldwork is needed?
 - Make mock-up UI designs and test them with expert and regular people
 - Identify best UI aspects in use in other projects









Next Steps (for solution sketch/prototype presentation scheduled for next week)

- Prototype Stages:
 - Low fidelity paper mockups
 - High fidelity Axure/PowerPoint mockups
- Review Process
 - Review design with experts for high-level feed back
 - Review with normal people for usability
 - Look to implement suggested changes to UI
- Planning for architecture
 - Windows based desktop applications
 - Need to identify file format/data input for new or existing data
 - Need to identify underlying database structure
 - Need to identify algorithms for balanced modeling based on input parameters