# DATA MODEL FOR A SURVIVAL INDICATOR

### Summary

Our team has created a data model that calculates a survival indicator based on three parameters: location, scenario and age.

We used different open data sources to map suburbs in NSW with variables that would influence the chance of survival.

The explanatory variables have been normalized before using them in the formulas.

#### **Data Sources**

Inland Waters Principal hydrogeology <a href="http://data.gov.au/dataset/2016-soe-inw-aus-hydrogeology">http://data.gov.au/dataset/2016-soe-inw-aus-hydrogeology</a>

Schools locations <a href="https://data.nsw.gov.au/data/dataset/nsw-government-school-locations/resource/13aca3f1-5522-436b-ab7a-d651e412f932">https://data.nsw.gov.au/data/dataset/nsw-government-school-locations/resource/13aca3f1-5522-436b-ab7a-d651e412f932</a>

Hospitals / health services <a href="http://yhs.health.nsw.gov.au/hospitals/search.asp">http://yhs.health.nsw.gov.au/hospitals/search.asp</a>

NSW Earthquakes <a href="http://www.ga.gov.au/earthquakes/exportDataController.do">http://www.ga.gov.au/earthquakes/exportDataController.do</a>

Population Extract <a href="http://stat.data.abs.gov.au">http://stat.data.abs.gov.au</a>
Income per Family per Week <a href="http://stat.data.abs.gov.au">http://stat.data.abs.gov.au</a>

### **Explanatory Variables**

Location based	Population Density	population / area km 2	
	Earthquake History	magnitude	
	Income	average income per family per week	
	Hospitals	distance to hospital	
	Water Points	number of water points	
Other	Age	user input	
	Scenario	user input	

### Correlation

Scenario	Population Density	Earthquake	Income	Age	Hospitals	Water Points	Total
Zombie Attack	-0,5	0	-0,5	1	0	0	0
Fire Break Out	-1	0	0	0,25	0	0,75	0
Earthquake	0	-0,5	0,5	-0,5	0,5	0	0

# Formula

# Survival Index

- = population\_density\_weight \* population\_density\_normalized + earthquake\_weight \* earthquake\_normalized + income\_weight \* income\_normalized + age\_weight \* age\_normalized + hospitals\_weight \* hospitals\_normalized + water\_weight \* water\_normalized