

Liquid Galaxy Use Case For E-Health

December 29, 2017

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Technology has greatly influenced and changed the way we live. It has changed the way we communicate, relax, learn, our health, and much more. Technology will forever play a part in our life. Due to the influence of Technology, we have been

able to increase our life expectancy. Technology has truly revolutionized the technology field. It is clear - With better technology, better everything. However, it seems like most technologies hit a ceiling, most computers rarely get a



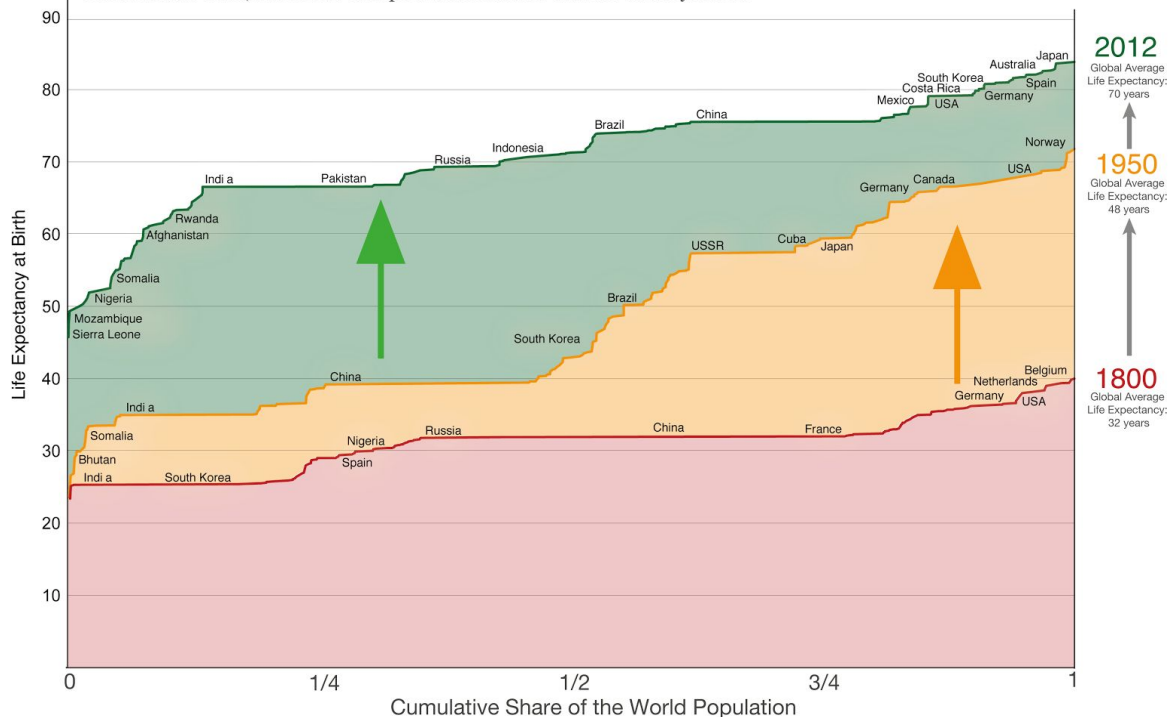
“revolutionary” change, instead, they go with simple basic constant changing. This change is extremely slow, and many hospitals don’t bother to keep upgrading, due to minor new features. However, that has all changed. End Point has devised a revolutionary contraption - Liquid Galaxy. Liquid Galaxy redesigns the typical desktop and is a major leap into the world of tomorrow. Liquid Galaxy, in essence, reimagines the way desktops look, and how they are interacted with. They create a virtual like, panoramic display set which stretches beyond our peripheral vision. They do this, by combining multiple displays together as can be seen in the image above. Liquid Galaxy has a wide variety of features - like viewing rich satellite imagery from Google Earth. For health care, Liquid Galaxy can

positively affects electronic health, by being able to help doctors, and by helping scientists create new cures.

Becoming a doctor and nurse takes years of hard work. Traditionally, schools use big books, full with miniature images of the body. These images were only two dimensional, and could never show the entire picture, however with Liquid Galaxy that all could change. Teachers could load in hundreds of interactive diagrams, where the students can have full control of how they learn. They can truly look into the images, being able to see parts of the diagram which could never be seen before from books. Using Liquid Galaxy, these diagrams will be sharp and ginormous! Students could learn much faster, faster than ever. After they finished learning, they can easily move on to other parts. Now due to this faster learning - students can quickly become doctors. Now as a doctor, it is crucial to get the correct readings from the patient. Traditionally, small objects placed on the patient will transfer data to the computer, where doctors can view the information. This system works well, but its the display that messes it all up. Like most hospital computer displays - the displays are small. They rely on zooming the image just to see the information. However, with Liquid Galaxy, there would be no reason to zoom. The doctor will be virtually transported into their data, they will be able to help the patient a new way. After they get their results. However its usually really hard to explain their findings to their patients, as most patients don't understand the complex detail. However, with Liquid Galaxy, doctors could "Show" the patients instead of just lecturing them. This will allow for patients to finally understand, whats going on. Liquid Galaxy will greatly influence the health industry.

Life Expectancy of the World Population in 1800, 1950 and 2012

Countries are ordered along the x-axis ascending by the life expectancy of the population. Data for almost all countries is shown in this chart, but not all data points are labelled with the country name.



Data source: The data on life expectancy by country and population by country are taken from Gapminder.org.

The interactive data visualisation is available at [OurWorldinData.org](https://ourworldindata.org). There you find the raw data and more visualisations on this topic.

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It's no secret that technology has greatly impacted our lives, in many ways. In a health standpoint, technology is a “Rosetta stone” for medicines and cures. It has unlocked a wide variety of new cures and has increased our chances of the war against death. As seen from the graph, technology has allowed more cures to be made, which has increased our life expectancy, by more than two dozen years. As seen above, the graph has three lines, which represent the life expectancies from the 1800s to 2012. The rates have increased a lot from the 1800s to 1950. This graph does a phenomenal job, as it picked the great time intervals. Before the 1800s “science” could be a synonym to mythology. However, in the 1900s, the Human Body was almost fully understood and known, due to microscopes which lead to new medicines. Even the body’s microscopic structure was understood. This was the “renaissance period” of science. Now more than

ever, science was understood. And with the help of technology in the 2000s, life expectancy increased. However, the line has started to slow down. Now death is catching up. Diseases are getting resistant to cures. We need a new revolutionary product... Liquid Galaxy! Its innovative virtual panoramic display technology allows the researchers to be part of their research. The bigger room will allow the researcher to do more, quicker than ever. More cures will be able to get made. This would save millions of lives around the world. Overall, with Liquid Galaxy, we could get the line to go right back up!

Technology is one of the greatest innovations of our time, but it's not as "revolutionary" as it was in the past. Only with Liquid Galaxy, can technology become great again! Liquid Galaxy will change electronic health because it will help teach students to become doctors faster, it will allow doctors to show the patient their results and it will help aid us in the war against death.