

Audience



Students

How is everyday life structured? Are there well-established routines? How to induce positive change?

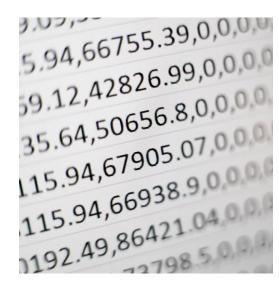




Behavioural Patterns

We want to understand correlations between our behaviour and wellbeing.





Explorative Analysis

We want to explore the data in **search of hypotheses** about the relationship between individual attributes.

Objective

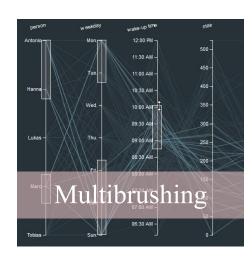


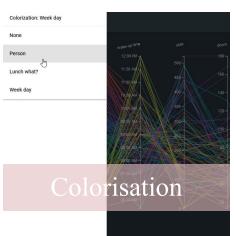
Affirmative Analysis

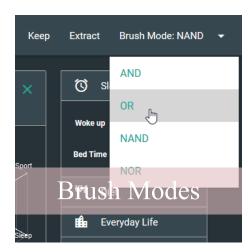
We want to be able to use the application to verify or refute our existing hypotheses.

Project Concept – Shneiderman's 7 Rules for Interaction Design











Tech Stack & Web Demo

- Web-based application using
 - HTML
 - JS
 - CSS
- Development supported by frameworks:
 - D3.js
 - jQuery
 - materialize.css

Codebase & Demo available online

