**Mobile Web ohmage Client**

Application for Human Sensing

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# I. Introduction

## I.1. Abstract

Advances in mobile devices and web technologies have enabled mobile users to observe, collect, and publish personal or community-related data to the cloud anytime and anywhere. At the same time the increase in diversity of mobile devices has put a high cost on developing robust and powerful mobile applications that are device-agnostic and easily accessible from any multiple devices. In this paper, we describe our web-based mobile application, Mobile Web ohmage Client (MWoC) that enables users to record in-situ data entered by the user anywhere and anytime using Mobile Web Framework (MWF) and PhoneGap integration. The data will be uploaded and published to ohmage---an open-source, mobile to web platform that records, analyzes, and visualize both human-in-the-loop, and continuous data streams passively collected from mobile devices. The final product is a lightweight, single-source and platform-independent mobile application and can be run on a broader platforms compared to the more comprehensive ohmage native Android application. MWoC utilizes the Mobile Web Framework (MWF) for a robust cross-platform presentation and PhoneGap container for accessing native device features. We will present our requirements, design and system architecture, and will conclude with general thoughts on building hybrid mobile applications as well as discuss future direction of the MWoC.

## I.2 Background

The increasing ubiquity of smartphones enable mobile devices to be used as tools to observe and understand the patterns, habits, and environments of individuals and communities [] in hopes of helping doctors and researchers to gather and analyze data. To address ohmage is an open-source, mobile to web platform that records, analyze, and visualize data from distributed mobile devices. The platform supports two data stream types: (1) prompted experience samples which are small scriptable survey forms for users to enter data in the field, i.e., in-the-moment experience; and (2) continuous streams of data passively collected from sensors or applications on-board the mobile device (e.g., location traces).

## I.3 Overview

Ohmage users can create a data campaign which is a collection of surveys to be answered by participants. Newly defined campaigns are uploaded via a web browser and automatically become available for participation. To participate, a user logs in via the ohmage client on the phone and downloads the particular campaign(s) in which they will participate. Surveys can be initiated by the user or prompted via time/location reminders. All submitted survey responses, as well as passive continuous data streams are automatically time-stamped, geocoded and uploaded to the ohmage server for further analysis and visualization. Via web browsers, users are able to access and visualize collected data and their analyses in real-time. Ohmage has been used in multiple behavioral research studies[], as a pedagogical tool in high schools[], and as a journaling mechanism to document about communities.

# II. Architecture and Design

## II.1 Client Design

The front end business logic of the application has been built using JavaScript that interconnects with the services layer with AJAX communication. The initial campaign configuration is received in XML format and later converted into JSON and stored in *localStorage*. Furthermore, for greater flexibility, reusability, and manageability, each organizational unit such as list of campaigns, individual campaign, a single survey, etc. has been modeled with a JavaScript class that provides certain abstracted functionality and allows avoiding use of raw data.

Data that requires persistent storage space across multiple pages is stored in HTML5 localStorage. When offline, the user’s responses are stored in this storage and later uploaded when Internet connectivity is available.

In order to be fully offline compatible, all JavaScript, HTML, and CSS files have been copied locally inside the PhoneGap integration. With this technology, the user will be able to fully interact with the application even if the device is completely offline.

## II.2 Presentation Layer

Mobile Web Framework’s presentation functionality has been utilized to create a device agnostic user interface, compatible with most mobile browsers. To support MWF in an offline environment, the CSS and JS files provided by the framework have been extracted for individual phones and are stored locally, on the device.

MWF release version 1.2 that was used for the development supports menu lists, buttons, double buttons, page headers and footers along with other mobile optimized UI components. Since generally, MWF entities are generated by either server-side technology such PHP or ASP.NET or are statically programmed, a JavaScript library was built modeling the decorator pattern that facilitates dynamic creation of elements. Utilizing the library, it is much easier to programmatically create DOM elements that resemble the MWF structure and hence, allows more flexible models for rendering prompts, list of surveys, and other views required for the user interface.

## II.3 Back End Exposed Services

## II.4 PhoneGap Integration

# III. Conclusion