

Decision Support and Business Intelligence

Information Technologies for Business Intelligence

Master Thesis

Okky PURWANTININGSIH

Visual Analytics on Human Body Movement Data Applied on Healthcare

prepared at Laboratoire d'Informatique, de Robotique et de
Microélectronique de Montpellier

Defended on September ?, 2015

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Abstract: The main objective of this Master thesis is to ...
To achieve this goal, we use ...

All this research work has been implemented in ...
Keywords: Keyword1, 2, ...

Acknowledgments

Last thing to do :-)

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Introduction

The advancement of gaming device technology such as Kinect, Wii Balance Board, Wii Remote, PlayStation Move, etc. has enabled players to control and interact with the game console through body movement. In healthcare, such technology are used in serious game which can help the users (doctors, patients, researchers, etc.) perform health related activity such as patients' rehabilitation, training, relaxation, etc. One example of such game is Hammer and Planks which was designed to train the equilibrium of patient with balance disorders (specifically for hemiplegic people)[1]. A person with hemiplegic is paralyzed on one side of the body. Therefore, the gameplay is designed so that the player has to move their body to right, left, front and back in order to train their affected side of the body. To support the purpose of rehabilitation, the healthcare professionals need to analyse the movement to make a correct diagnostic of patients' progress and to adjust the difficulty level for the next rehabilitation session. In this thesis, I discuss the design of an interface to help healthcare professional to understand the data generated from the game.

1.1 Motivation

Hammer and Planks tells the story of a pirate named John K. One day a meteor fell down on John's ship and ruin it. There is a little left from his boat but it is still enough to build a new basic boat with what's left. While navigating his ship to collect driftwood/plank to upgrade it (hence the name Hammer and Planks), he also wants to find the ship which showered meteor and destroyed his ship. The game itself is a vertical shooter game. The game world is in a 2D environment vertically scrolling from top to bottom in which the player navigate a ship from left to right and top to bottom. The player has to defeat all enemies which come on his way and he has to avoid being destroyed by bullets, reefs and other obstacles. Throughout the game the player has to collect bonuses to improve the ship. The game is usually played in short and intense phase and thus requires a lot of concentration[1].

Currently, the game provides some charts which visualize player's body movement with respect to the horizontal axis and vertical axis. However, the information that can be gathered from the visualization is not enough for the healthcare professional to be able to establish an informed diagnostic. It's hard to know how often the player move to right or left. It's also not possible to know to which type of events (ie. avoiding an enemy, catching the bonuses) the movement is related to. The existing visualization also provides chart to show the evolution of player's performance and total movement for all game sessions. However, the evolution of player's body movement (horizontally or vertically) is not depicted.

The purpose of this thesis is to address the problem mentioned by proposing four types of visualization:(i)a visualization which provides information related to a certain type of



Figure 1.1: Hammer and Planks Screenshot

event and body movement for each one game session (ii) a visualization which represents a certain type of event, body movement, and the speed in which the event is occurring in one game session (iii) a visualization where healthcare professionals can analyse the evolution of player's body movement in throughout all sessions. For the third visualization, there are two options in which the user can analyse the movement: by area of movement or by the number of movement in an area.

1.2 Thesis Outline

The remainder of this thesis is organized as follows. Chapter 2 discuss the domain problem characterization. Chapter 3 explores related work. The data abstraction is presented in Chapter 4. The Visual Mapping and Interactive Functionality of the proposed visualization are discuss in details in Chapter 5. Chapter 6 provides some case studies to evaluate the approach and finally, chapter 7 concludes the thesis.

Domain Problem Characterization

2.1 Target User Questions

do motivation well. really convince that this task is very useful for the therapist. list question asked by user here ex: - visualize a number of positive events on an area (high level tasks) - for a given section we want to see the evolution and we want to see the sections where the evolution is the same (high level task)

2.2 Visualization Requirements

define tasks for the application after looking at high level question of user, define requirement for the tools (define task).

Related Works

3.1 Serious Game in Healthcare

explain how serious game is used in healthcare. discuss some example.

3.2 Visualization of serious game result

discuss how the result of serious game are usually presented (couldn't find any specific paper discussing about this, but there are some paper about serious game which has some visualization to analyze the result of the game) Discuss about state of the art game visualization

3.3 Visualization of Time Series Data

discuss visualization paradigm usually use to visualize time series data

3.4 Visualization of Movement Data

discuss paper about movement data visualization, ex: MotionExplorer, Andrienko's paper and book

3.5 Stream Graph

discuss examples of stream graph implementation, how it is used and for which kind of data

3.6 Data Visualization Tool

3.6.1 D3.js

general explanation of d3js and some example of how it is used to visualize time series and movement data.

3.6.2 Three.js

general explanation of three.js and some example.

Data Abstraction

The data we explore... Our targeted data type is .. collected over... Typically, they contain... Discuss about the input (log file) of the application.

4.1 Game Events Structure

take raw data and then define high level structure we use to deal with enemies, obstacles, obstacles. For each event, we assign a value () \Rightarrow to characterize the event

4.2 Clustering Algorithm

clustering model is also in this part to see what common evolution of section of the game

Visual Mappings And Interactive Functionality

define the slice(triplets) here. choices to make the visualization, why stream graph, why there is no second slider, all the interface. when create your structure and visual mapping, write: this part for this requirement. we can put several requirement for one thing. the goal is to show to the reviewer that each time you make a choice in your visual design, it is to answer certain requirement. To show that nothing is random and everything is made to respond to the requirement.

5.1 Theme River

5.2 Heat Map

5.3 Summary Theme River

Case Studies

write a kind of stories. Looking at this visualization, I see this and that. This correspond to this task and this task. find at least one example for all the task we've defined before. We can say: here, there is a difference between people with pathology and without pathology. for ex: the movement are only in the middle for the people with pathology, while for normal people, there are movement on the side as well. for ex: there are a lot of green in this part. there are less event at the beginning, when there are more event, then there are more red area.

6.1 Normal Player

6.2 Patient

Conclusion

Appendix Example

A.1 Appendix Example section

And I cite myself to show by bibtex style file (two authors).

This for other bibtex stye file : only one author [1] and many authors [1].

Bibliography

- [1] Ines Di Loreto, Benoit Lange, Antoine Seilles, William Dyce, and Sebastien Andary. Game design for all: The example of hammer and planks. *Serious Games Development and Applications*, 8101:70–75, 2013. (Cited on pages [1](#) and [15](#).)