



Zombie Triage App

Data Visualization



Data Visualization U/X Design Team

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75% of humans Gone *ZOMBIES*

Everyone you know is dead

It is up to you to man up!



Don't be this guy

A close-up, high-contrast photograph of a man wearing a yellow hard hat. His face is smeared with blood, particularly around the mouth and nose. He is clutching a hand that is also covered in blood against his chest. His expression is one of intense shock or pain, with wide, staring eyes. In the background, another person is lying down, also appearing to be in a state of distress or injury. The overall tone is grim and visceral.

**or this
girl**



**Be a
badass
Field
Agent
like Nell**

Data Visualization Objectives

Mapping

Everything from where the field technician is geographically, to the location of samples collected, to the number and kinds of strains - you name it, we've got to plot it.

Parent/Child Relationships (read: mutations)

The virus has been mutating and is currently divided into three distinct strains. We need to visualize the strain the mutation and the specimen information.

Data Visualization Objectives

Filter Results

We will need to be able to filter this information, each new visualization brings with it new requirements. Required filters are: Location of Collection, Date of Collection, Blood Type, and Virus Strain.

Historical Data View

Comparison between data sets is necessary for data consumption.



Research Phase

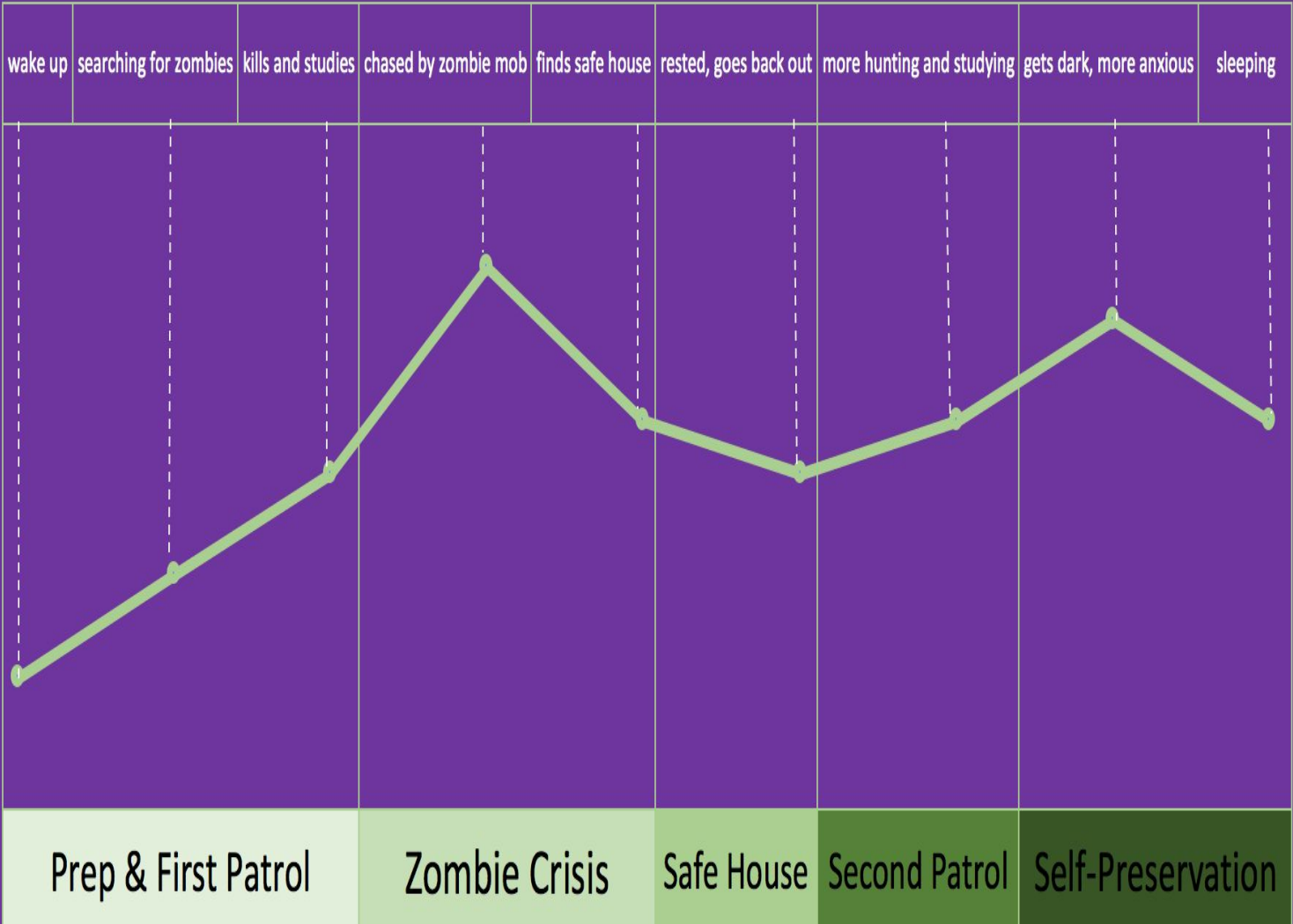


Empathy Map



Journey Map

Anxiety Level

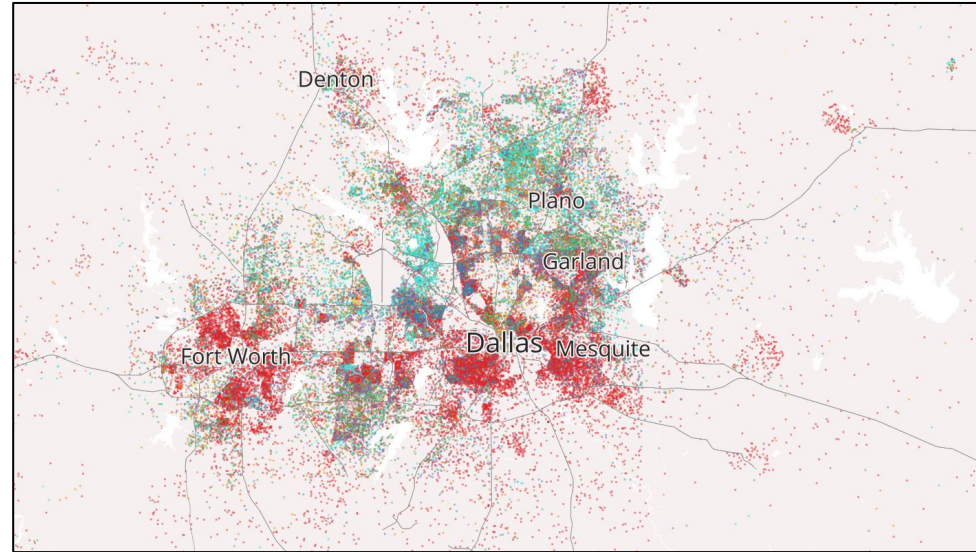
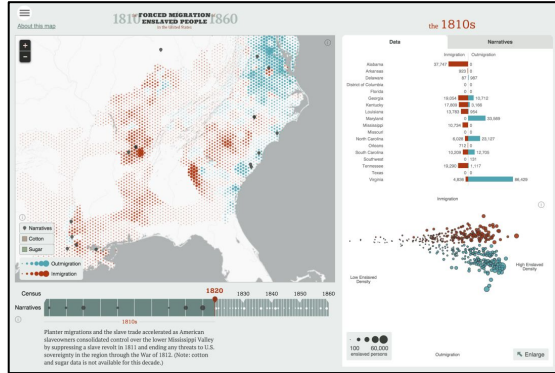


Testing Phase

User Testing and Prototyping

- 12 subjects (paid)
- Age 24-56
- Range of education (self-taught, Master's)
- Range of weaponry (shovel, ice axe, shotgun)
- 5 females and 7 males
- Day and night “real world” simulations

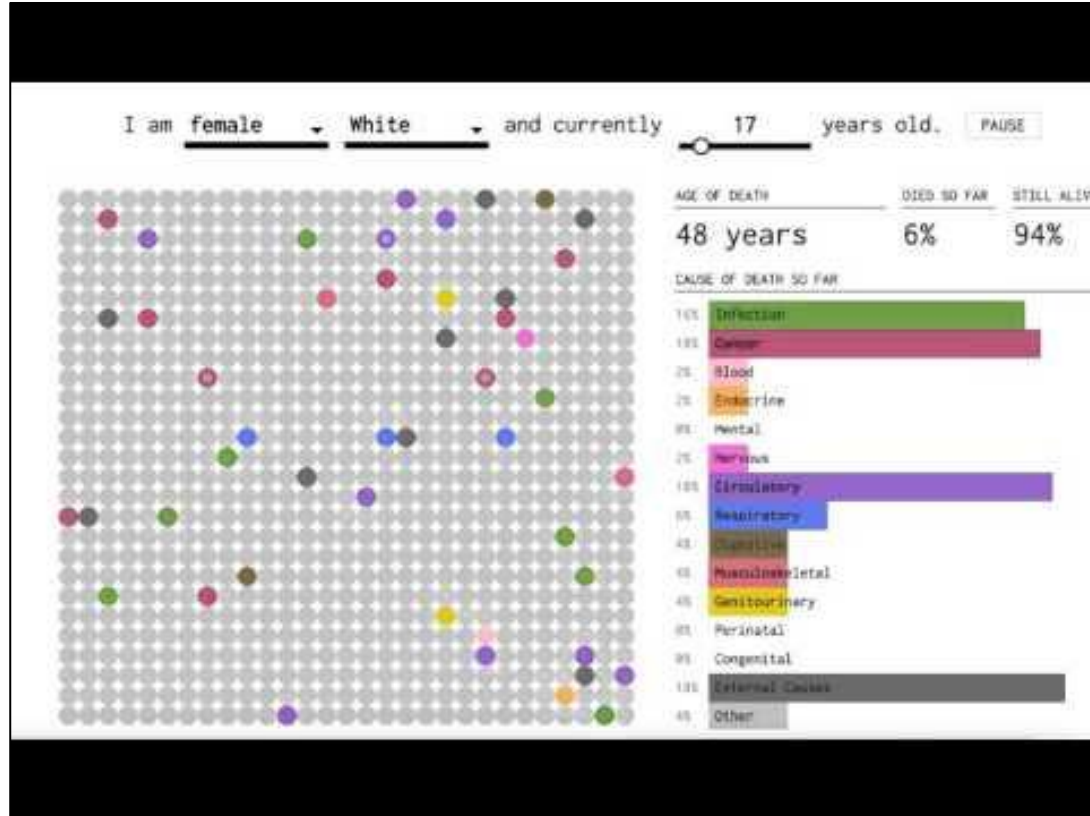
Prototype Phase



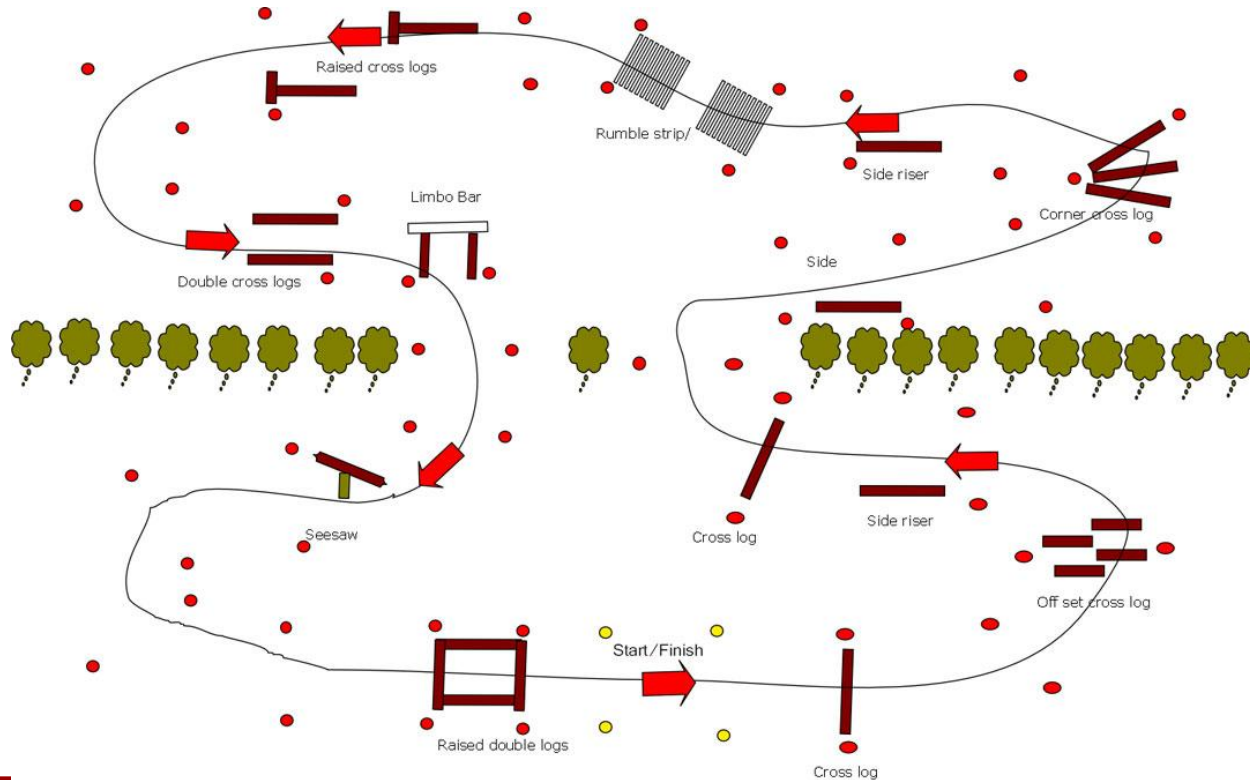
Prototype Phase



Promising Visualizations



User Testing Facility



Playground Course



Dog Agility Facility



Design the Experience



Phone Placement



Final Phone Placement



Nose Selection



User Testing Conclusions

- Limited visual information needed (Hunter Mode)
- Dark background graphics preferred 5:1
- Wrist attachment preferred location (~ unanimous)
- Nose selection helpful
- Pessimistic visual information unwelcome

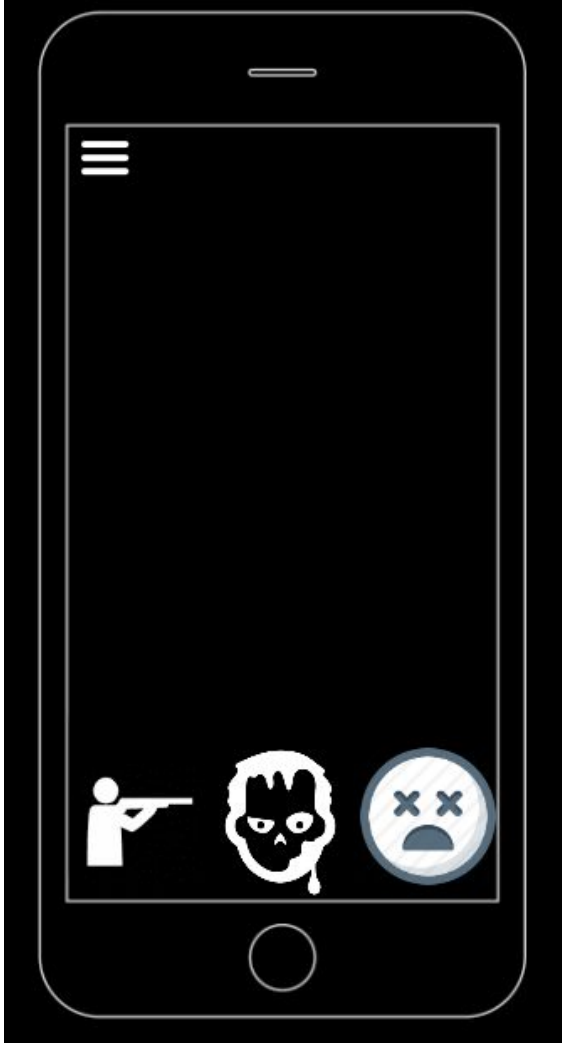
Wireframes

Hunter Mode

Our field agents are stressed and overstimulated. They do not need to be bogged down by map data. Large icons along the bottom with pertinent information to help our hunters:

- Where are your fellow Field Agents?
- Where are there zombies reported?
- Where are there dead zombies with data collected?

By choosing to invert the screen colors, the app is easier to read and in theory helps to save battery life and detract from detection from Zombies via bright lights. All alerts set to vibrate thus to not attract attention with sudden sounds.



Hunter Mode menu items

- Return to Data Mode
- Quick chat -
- Direct phone to team members -
- Weather forecast information -
- Historical Data views -
- SOS - direct connection to the CDC -
- **FieldAgent** app information.

Hunter mode filter controls

(from left to right)

- Other FieldAgents in area
- Zombies in area
- Dead zombies in area



Hunter Mode Map View


Default Hunter Mode shows all layers:

Red = Safe Houses, always displayed

Purple = Dead Zombies

Light Blue = Live Zombies reported

Green = Fellow Field Agents / Hunters

Should a hunter forget the color key, he can click  at the top right corner of the screen.

Should he select the icons at the bottom, he will turn off that data from the map. IE only show other Field Agents / Hunters in the area. Safe houses will always be displayed.





**EMERGENCY
ALERT
SYSTEM**

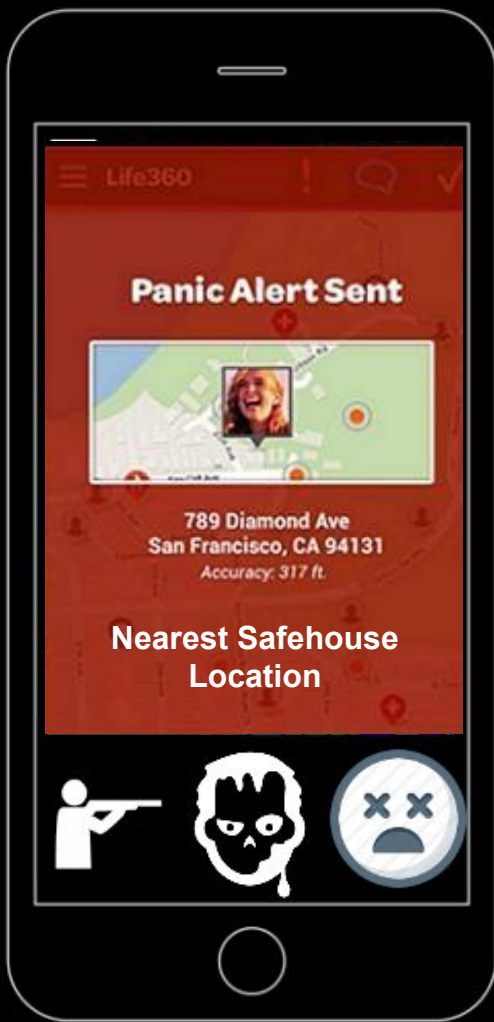
The logo features the words "EMERGENCY", "ALERT", and "SYSTEM" stacked vertically in a bold, white, sans-serif font. The text is centered on a dark red rectangular background. On either side of the text are white, stylized radio wave symbols, each consisting of three concentric arcs. The entire logo is framed by a thick grey border.

Safe House Alert


Should a hunter start running for their life we want the phone gyroscope to sense the vibration.

Once the vibration has been detected for 20 continuous seconds, an alert will take over the screen notifying the hunter of the nearest safe house.

A alert will also be sent out to fellow FieldAgents / Hunters in the area to swoop in with assistance, notifying them of the distressed agent's GPS location.



Data Mode

The CDC needs to access the information that has been gathered along the way. We have built a data mode into the app for scientist to access all additional data that is collected. Data mode is found at the top of the Hunter menu, .

Upon specimen collection, the following data points will be uploaded for each requirement:

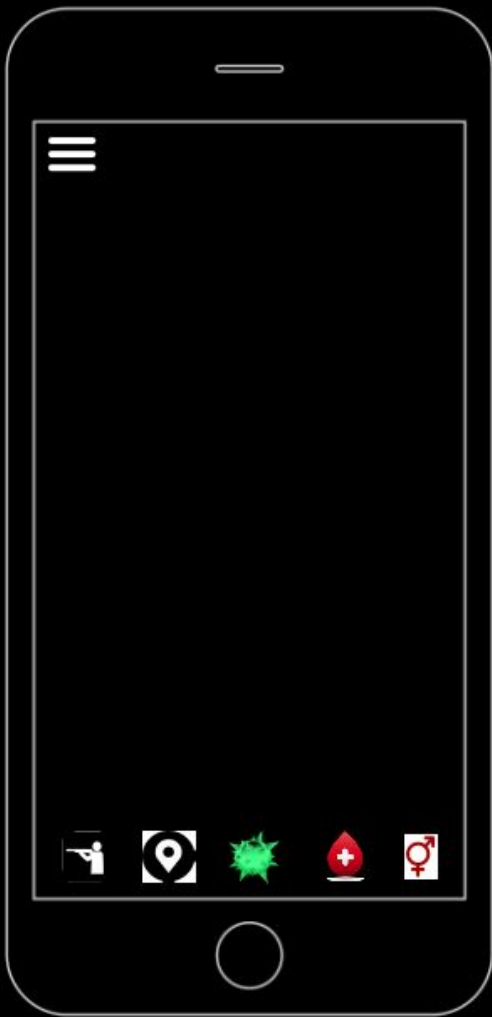
- Date of Collection

- GPS location of where sample is collected

- Gender of the carrier

- Blood Type

- Virus Strain Type



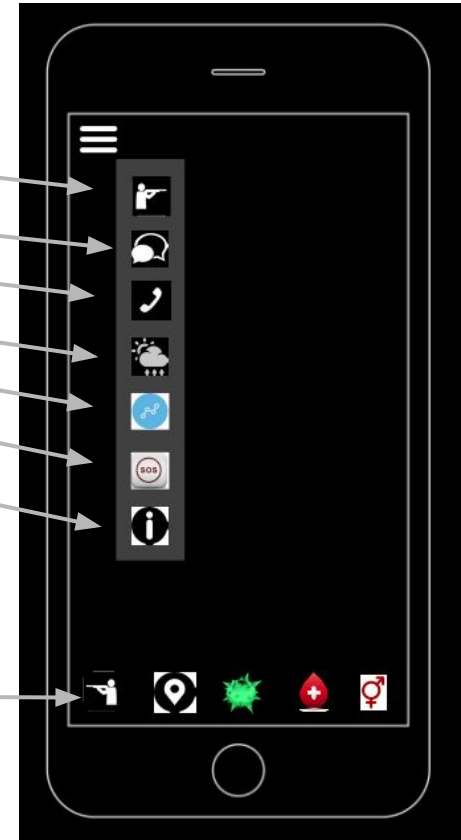
Data Mode menu items

- Return to Hunter Mode
- Quick chat -
- Direct phone to team members -
- Weather forecast information -
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Data mode filter controls

(from left to right)

- Return to hunter mode -
- Collection location plots -
- Virus strain plots -
- Blood type plots -
- Gender plots -




Weather Overlay & forecast screen filter

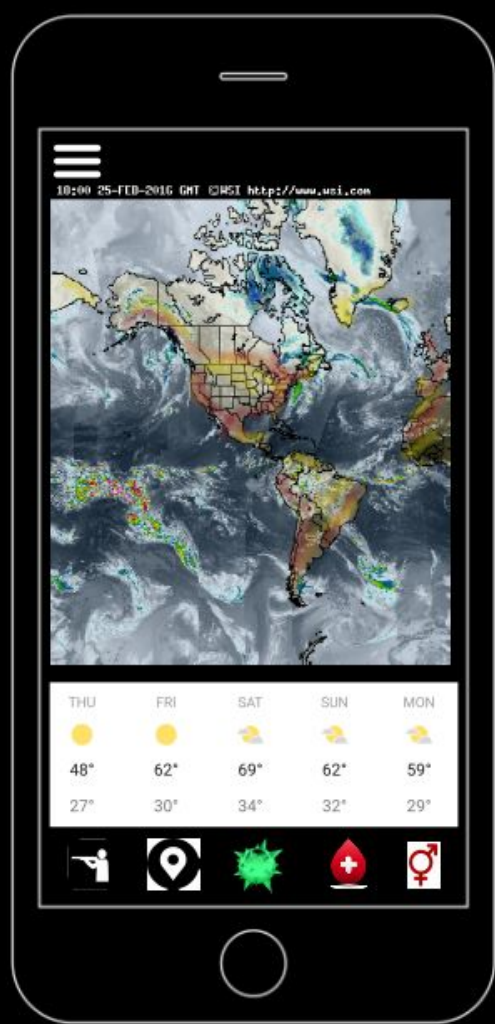
This filter combines and compares normal weather information with the other metrics we are capturing:

- Date and location of collection
- Blood type
- Virus strains

***Not fully baked yet (beta), still undergoing extensive testing and development.


***Will be fully available for second phase rollout.

By selecting  from the menu, the Field Agent will have current weather and forecast info with the option to see the other collection metrics overlaid.



Emergency CDC Chat

Things happen. Field Agents get terminated, new habits and behaviors may be observed, and a whole other slew of things that need to be verbally reported.

By selecting  from the menu, the FieldAgent will be directly connected to the CDC.



Call a FieldAgent

Field Agents need to stay in touch. We have kept this simple.

From Menu, select



Call goes directly to team leader.



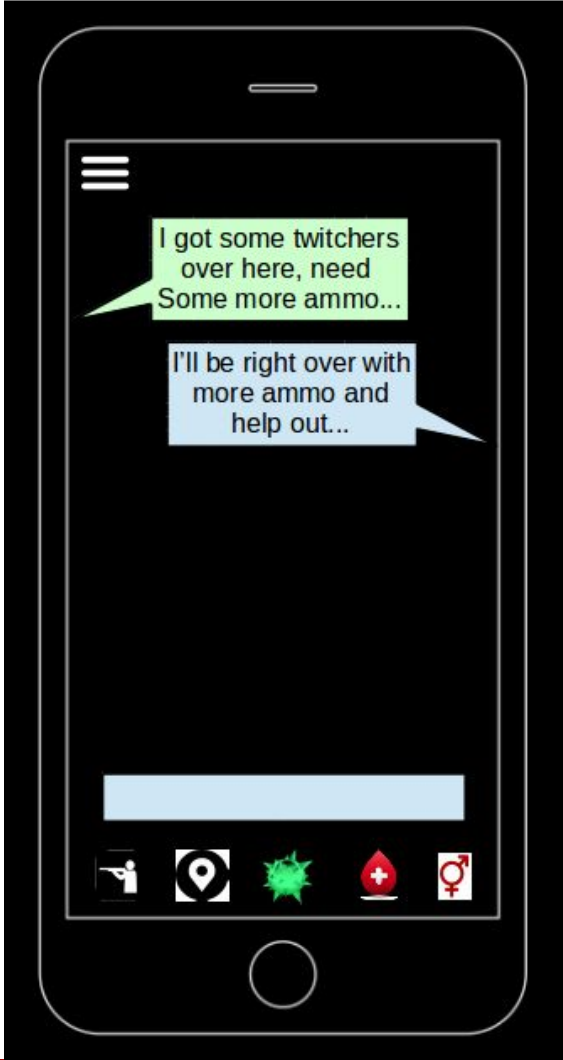
Chat with a FieldAgent

Chatting on the phone is nice, but sometimes our agents need to send fast messages. And they can't be making noise talking!

From menu, select




Takes you into a group chat with your other team members





Field Agent App info

In case an agent needs app or version information , this is available to them.

From the menu, select 

Collection and Strain Information

Left:

Access via



View of the three different virus strains

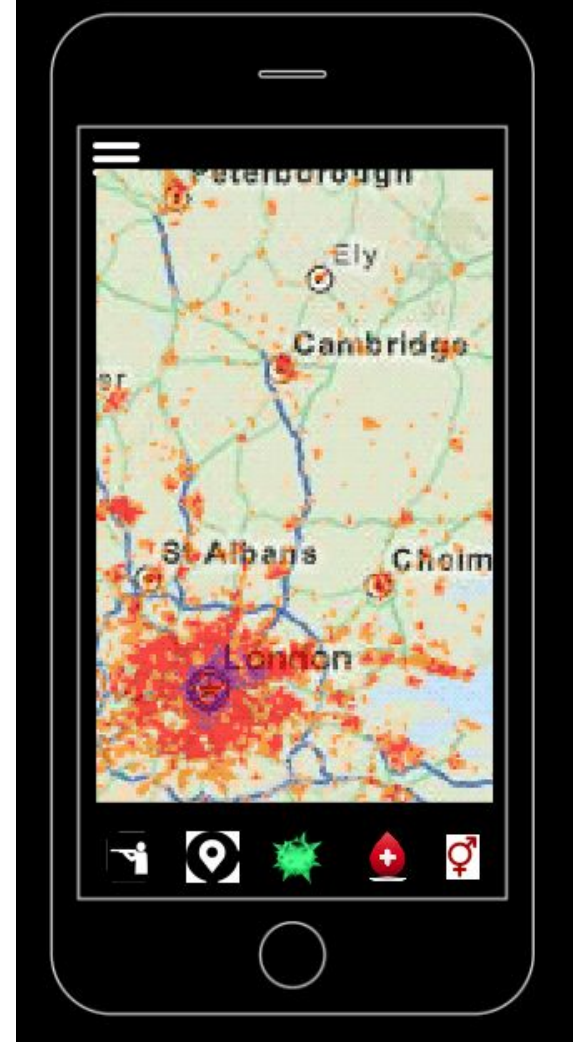
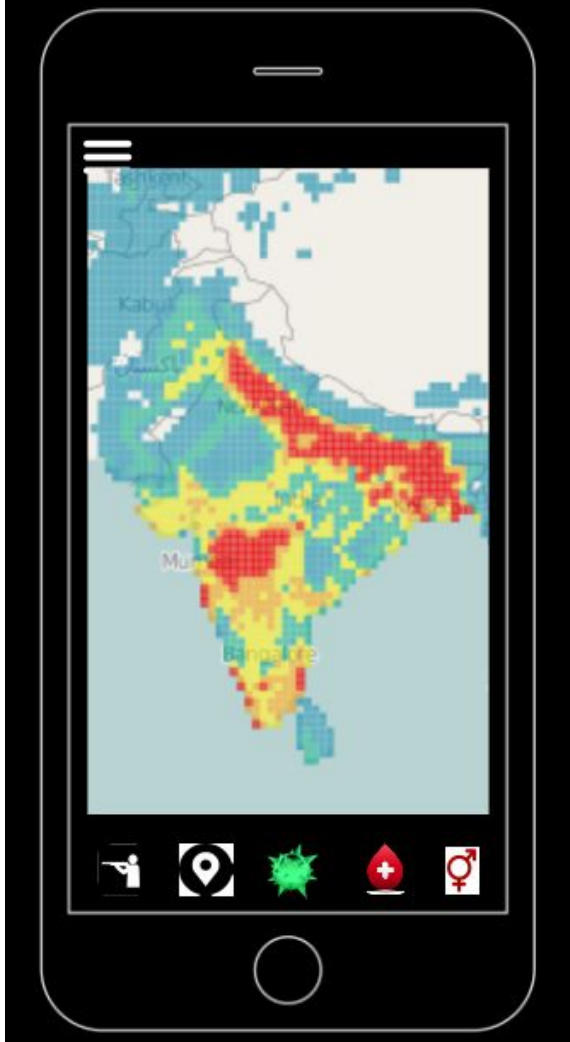
Strain 1 = red

Strain 2 = orange

Strain 3 = yellow

Right:

Example as you zoom in to location, data starts to show "hot spots"



Historical Data

Left:

Accessed via data icon in menu. Filter through data points via specimen collection date ranges.



Right:

Historical Data
Tint and shade of base color in categories changes based on age of data.

Vibrant = new data
Pale = older data



Stay Alive

Contact us:

Zombie Triage

Center for Disease Control

1600 Clifton Road

Atlanta, Georgia

800 . 232 . 4636

