

# Ambient Visualisation of my data

In 2002 we saw an early example of ambient visualization in the form of the Ambient Orb, which displayed any range of data, from sports to weather prediction by changing in colour. The problem at that point was that our sight is so sensitive that any minor change in hue is a distraction from activities that we're already performing, so why bother to display these sorts of data in public places when it's unrequested?

Previous implementations of ambient visualization such as a project by Swedish researchers which represented a wide variety of data in a Piet Mondrian style digital 'painting' have encountered the problem that they are simply confusing and oblique to the average viewer.

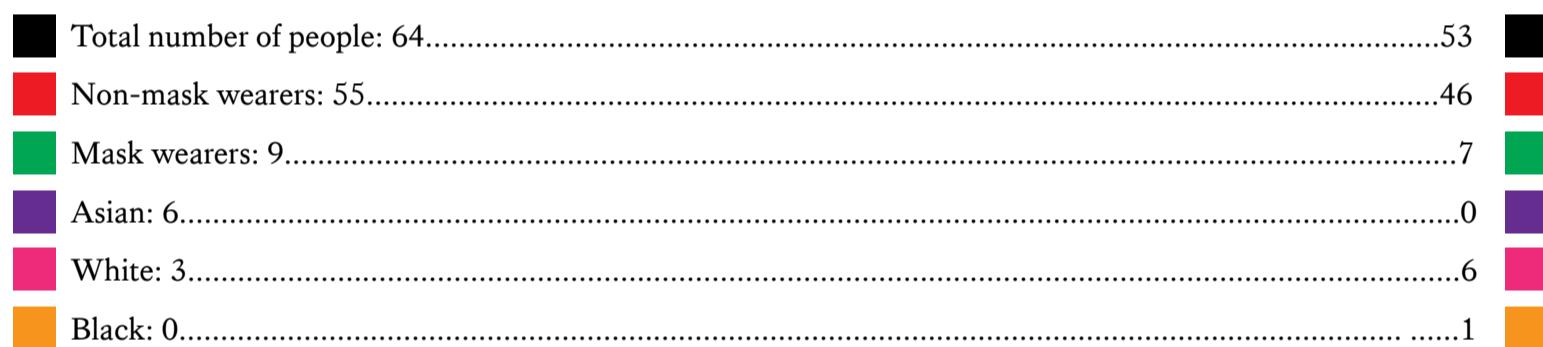
I think that our change in circumstances warrants an exploration of the scope for ambient visualization as a tool for decision making by the public based on the sensitivity of our

sight. In my case I would like to propose visualisations of the ratio of non-mask wearers to mask wearers in public spaces.

I believe this is a valid way to judge your safety in a space because we so often use our sight to judge our safety without the use of any numerical or textual data. When we cross the road we don't measure the speed  $\times$  distance of the nearest traffic and then subtract own speed  $\times$  distance to the opposite kerb to see if we can make it. We use subconscious judgement and it serves us well. So why not provide that opportunity to the public in a new context?

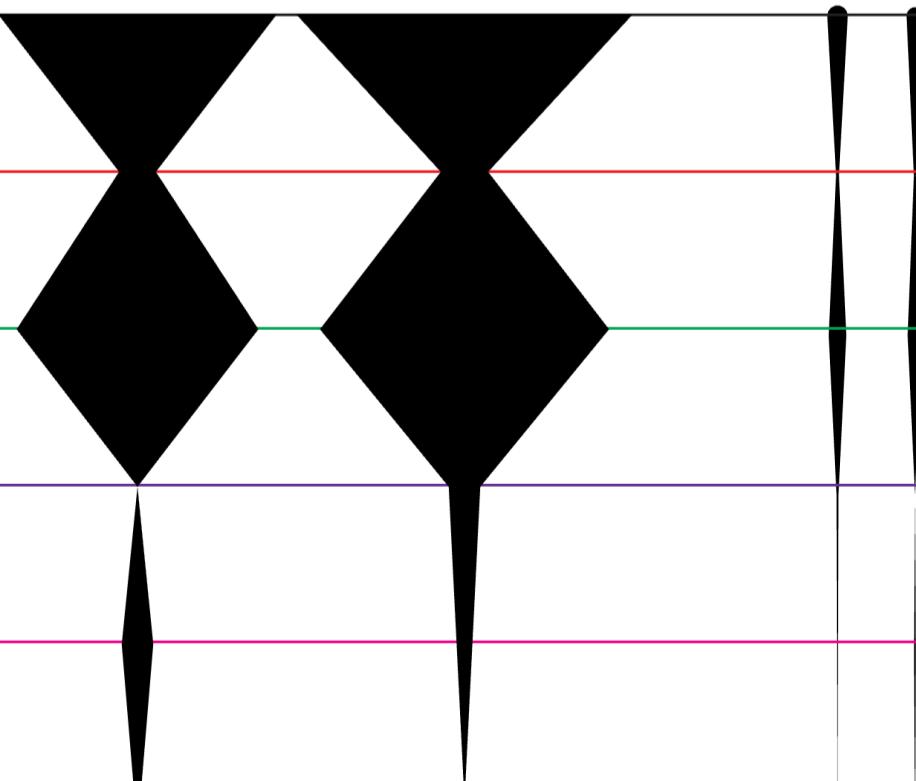
Below are some of my proposed visualizations based on data I collected from two shopping centres.

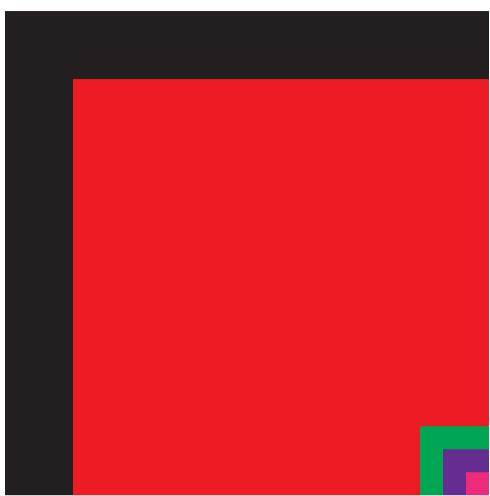
## James Quarter

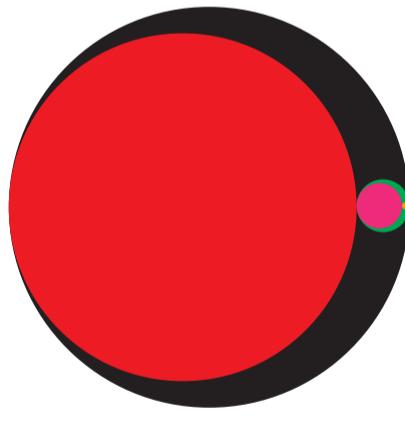
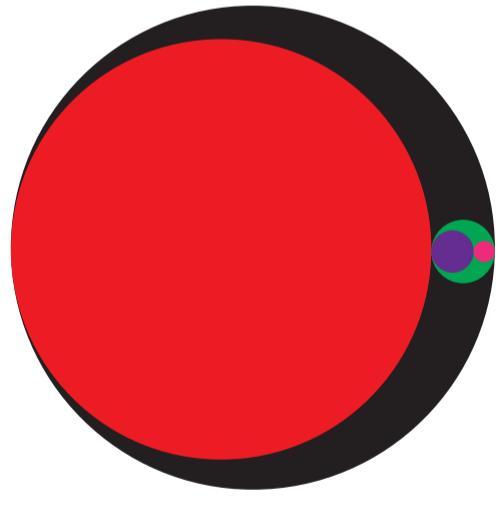
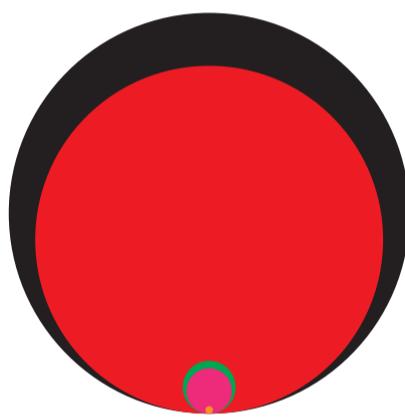
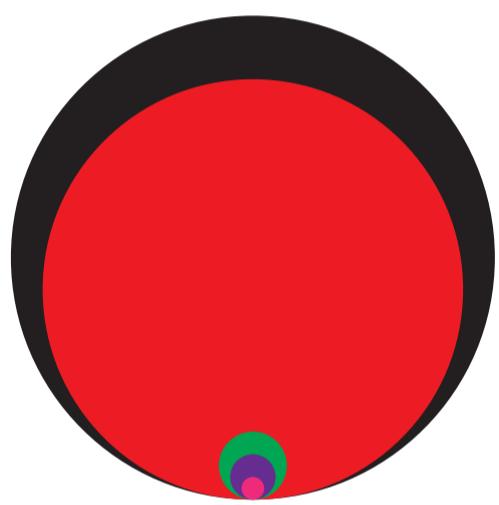
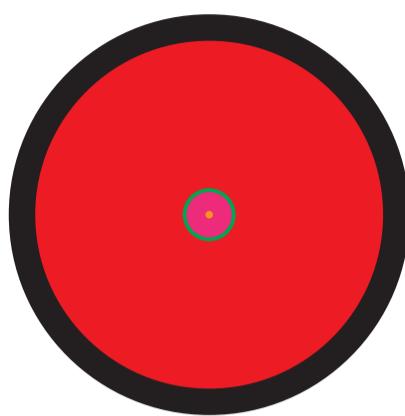
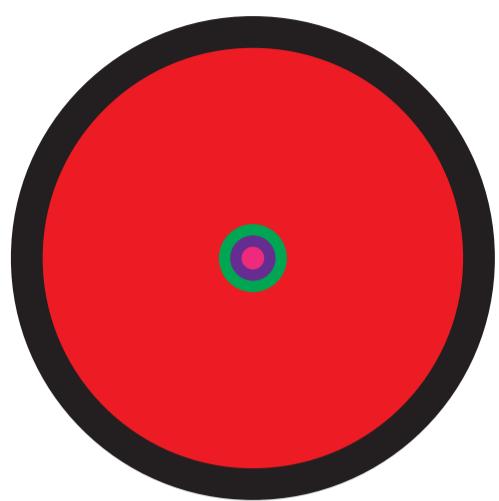


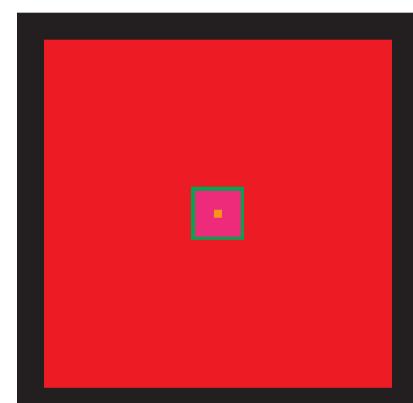
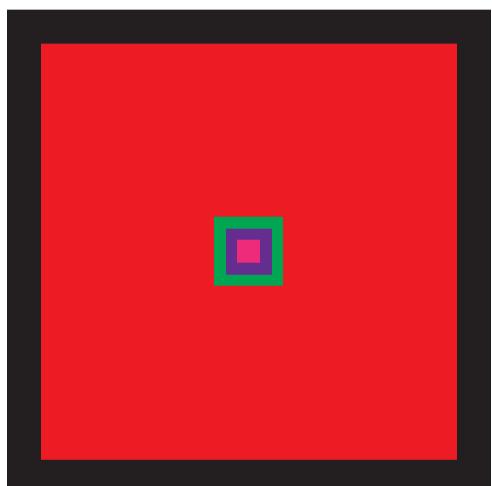
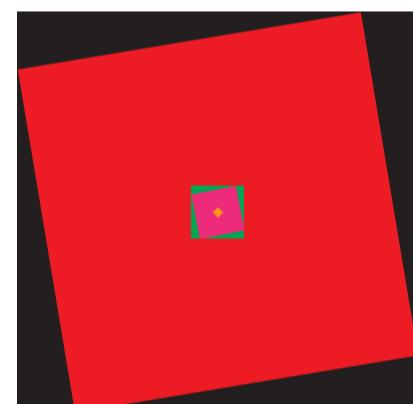
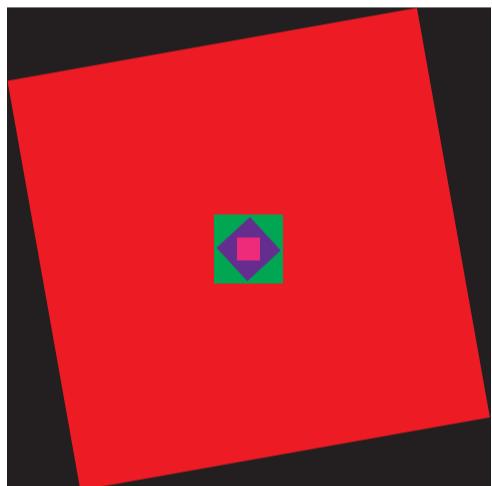
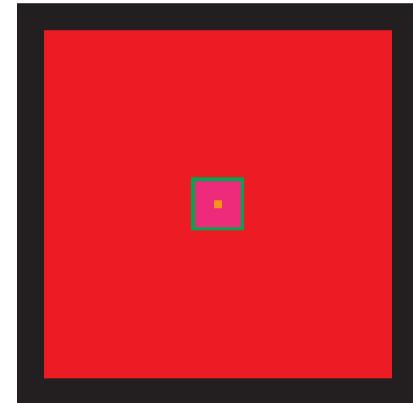
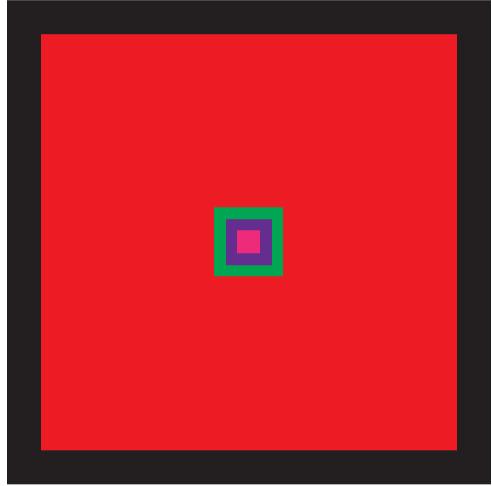
## South Gyle

SG JQ



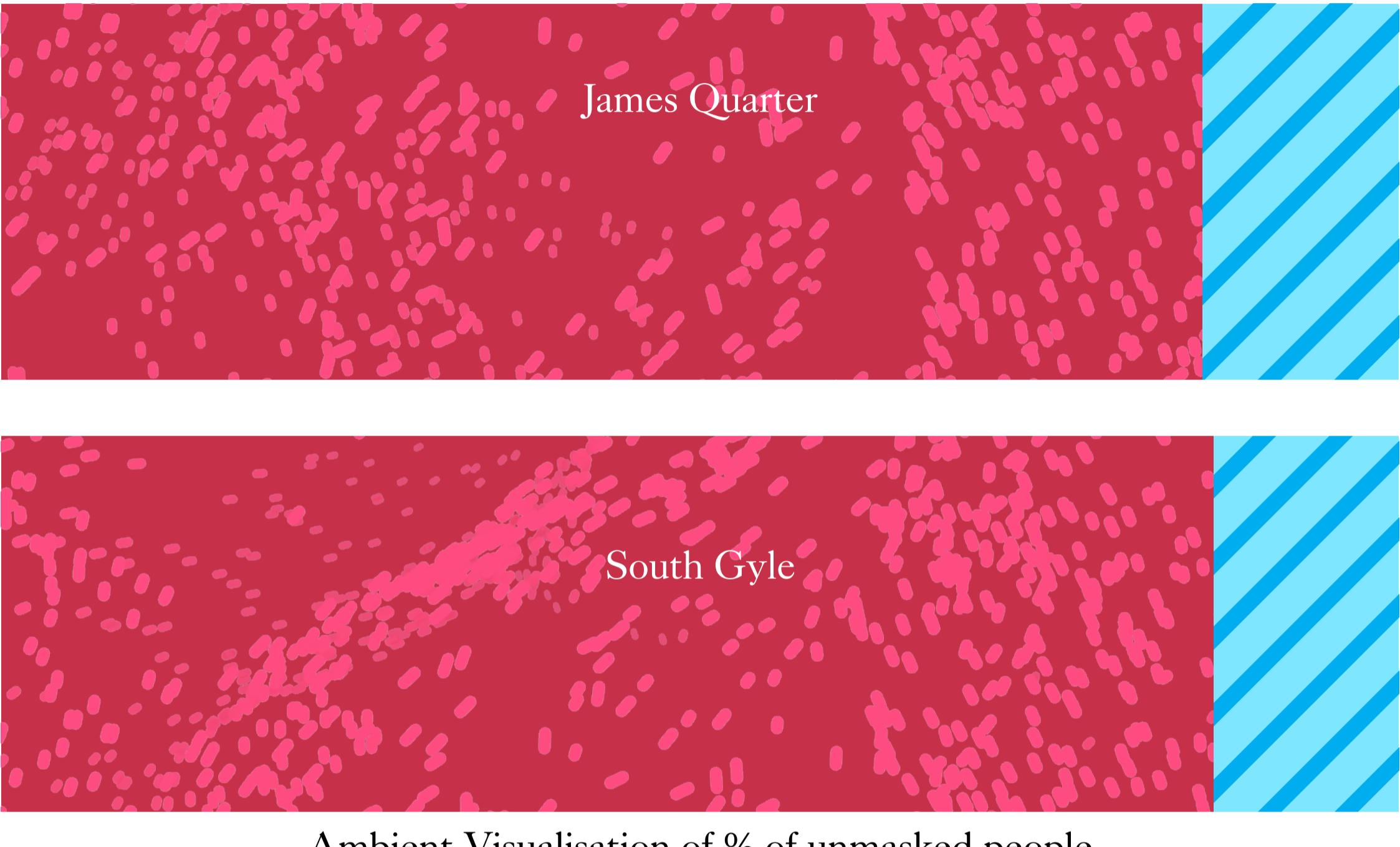






In the following graphics I've reduced the inputs down to the un-masked and masked members of the public in the given space. While this may be too reductive to be really useful in further study it makes it easier to digest in the case of a public facing graphic, such as the entrance of public spaces like shopping centres. I've used two visual motifs to represent the groups, a fleshy coloured particle system for the un-masked and a striped blue for the mask wearers, in reference to the appearance of the most common style of disposable mask.

The next logical step seems to be to reduce the complexity of the graphic further, so I removed the blue portion and instead used the particles to represent the percentage of people not wearing face masks. In this method a place with no-one wearing a mask would be a swarm of particles while a place with only a few people not wearing masks would have a few particles drifting in a large empty graphic.



## Ambient Visualisation of % of unmasked people

(using fictional data inputs)

