

# Digital Phenotyping 2.0 *(passive wellbeing acquisition)*

## CLINICAL STATE

Depression

Anxiety

Sleep Disturbances

Wellbeing

## HIGH-LEVEL BEHAVIORAL MARKERS

Hedonic  
activity

Psychomotor  
activity

Fatigue

Concentration/  
Distractibility

Sleep  
disruption

Depressed  
mood

Stress

Social  
avoidance

## LOW-LEVEL FEATURES

Location type  
(e.g. home,  
work, café etc.)

Activity type  
(e.g. walk,  
run, drive)

Movement  
intensity

Phone  
usage

Bedtime/  
waketime

Paralinguistic  
information  
(e.g. volume,  
intonation of  
speech)

Acoustic  
environment  
(e.g. noisy,  
quiet)

In-phone  
social  
activity

## KEY SENSORS

Location  
(e.g. GPS,  
WiFi,  
Bluetooth)

Movement (e.g.  
gyroscope,  
accelerometer)

Phone  
screen  
(on/off)

Phone apps

Ambient  
light

Microscope

In-phone  
communication  
(e.g. voice calls,  
SMS)

# Rose Voice

Audio i/p  
from Rose



Speech to Text Conversion

