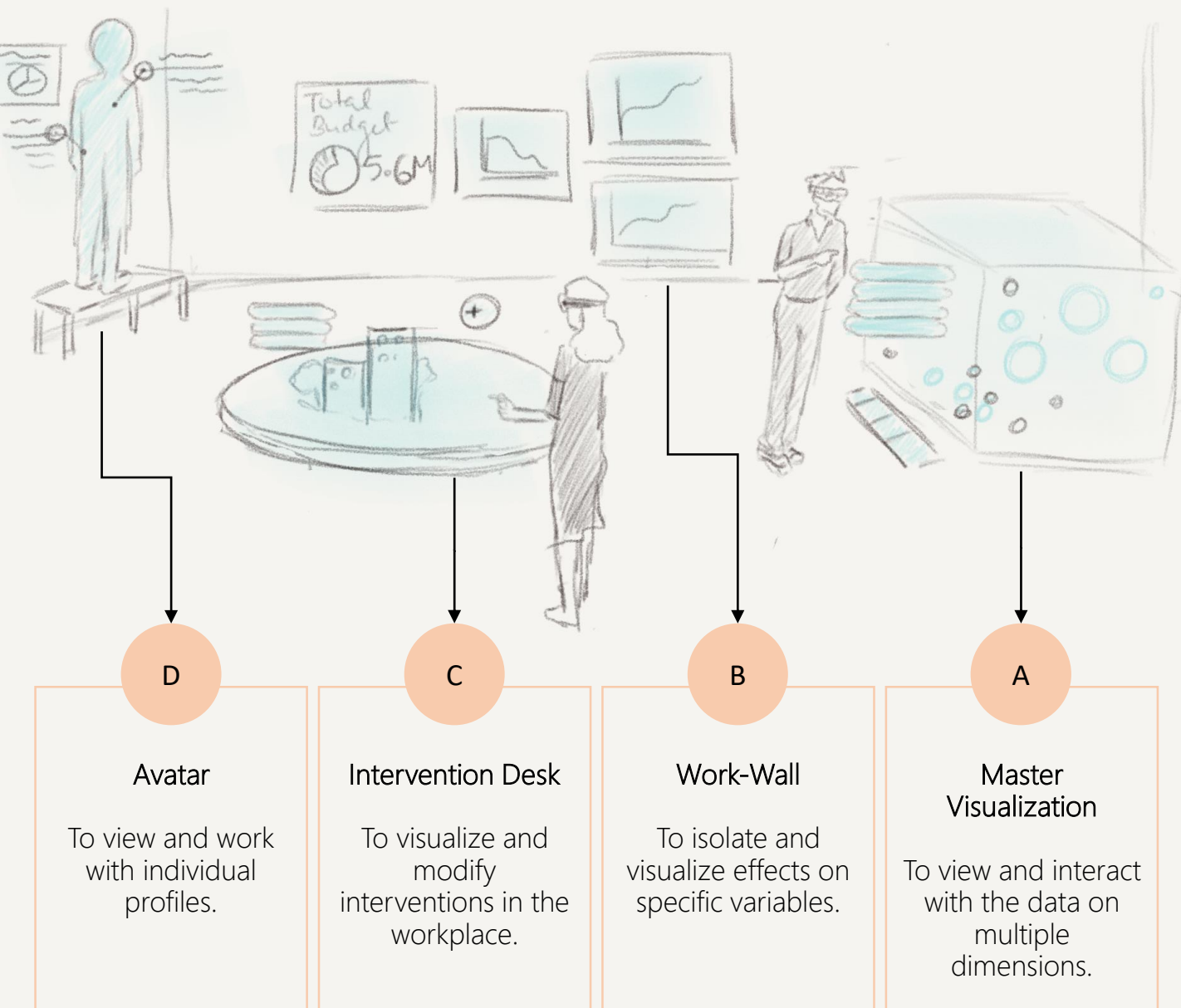# BODYLOGICAL
DATA ANALYSIS WORKSHOP DESIGN

The Bodylogical Data Analysis Workshop is an environment conducive to identifying and working with multi-dimensional population risks. It allows you to view population health data from various perspectives (A) and take snapshots that you can pin to a wall (B) to help create a workspace that highlights aspects crucial to you. You can add/remove/modify various interventions (C) that can be introduced and see its effects play out around you. You can also work with an avatar (D) to customize and view your decisions' effects on a specific individual.

D

Avatar

To view and work with individual profiles.

C

Intervention Desk

To visualize and modify interventions in the workplace.

B

Work-Wall

To isolate and visualize effects on specific variables.

A

Master Visualization

To view and interact with the data on multiple dimensions.

MASTER VISUALIZATION

View and interact with data on multiple dimensions.

The Master Visualization is a 3D scatter plot that can view data at different aggregate levels.

Zoomed-in
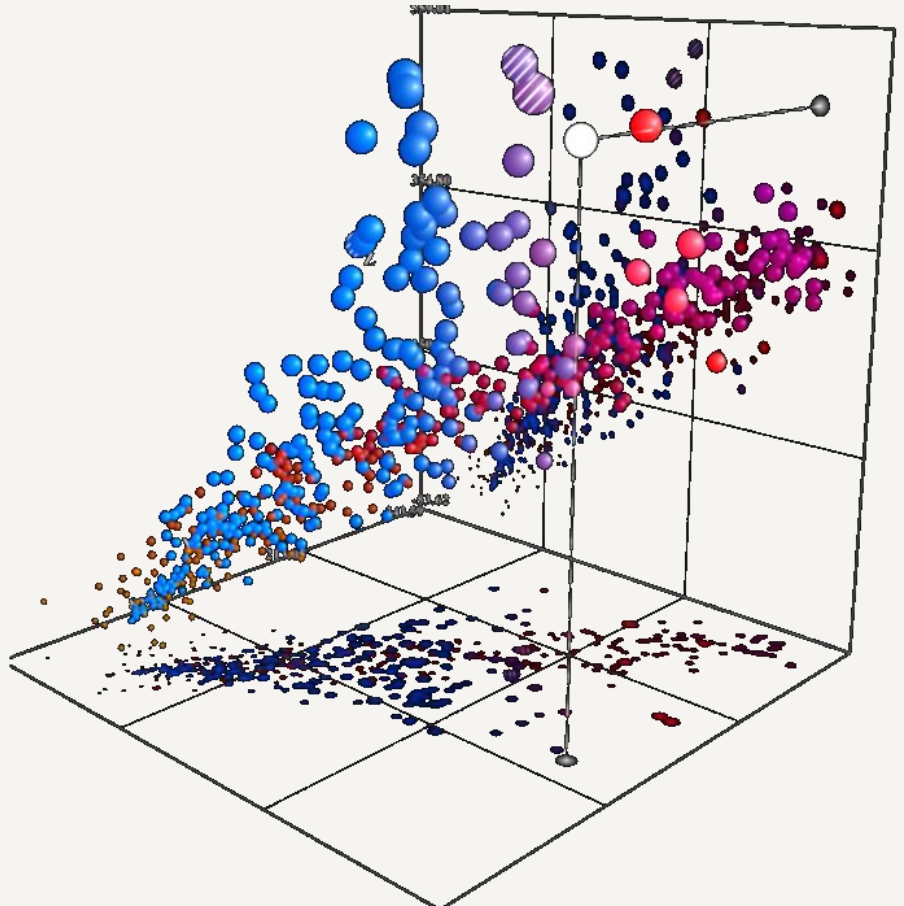- Each sphere represents a profile/person.

Intermediate
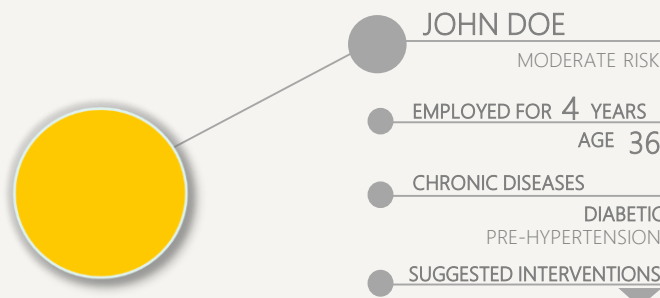- Each sphere represents a certain "scale" of chronic disease/overall risk.

Zoomed-out
- Three spheres – each is represents overall risk level. (Normal, Moderate Risk, High Risk)

The 3D nature of the plot allows the user to walk around and view data from different perspectives.

The user can filter the data visualized on different parameters available through a menu (E.g. Age, BMI, Risk-level). Air-tapping a sphere can also reveal more information about it.

JOHN DOE
MODERATE RISK

EMPLOYED FOR 4 YEARS
AGE 36

CHRONIC DISEASES
DIABETIC
PRE-HYPERTENSION

SUGGESTED INTERVENTIONS
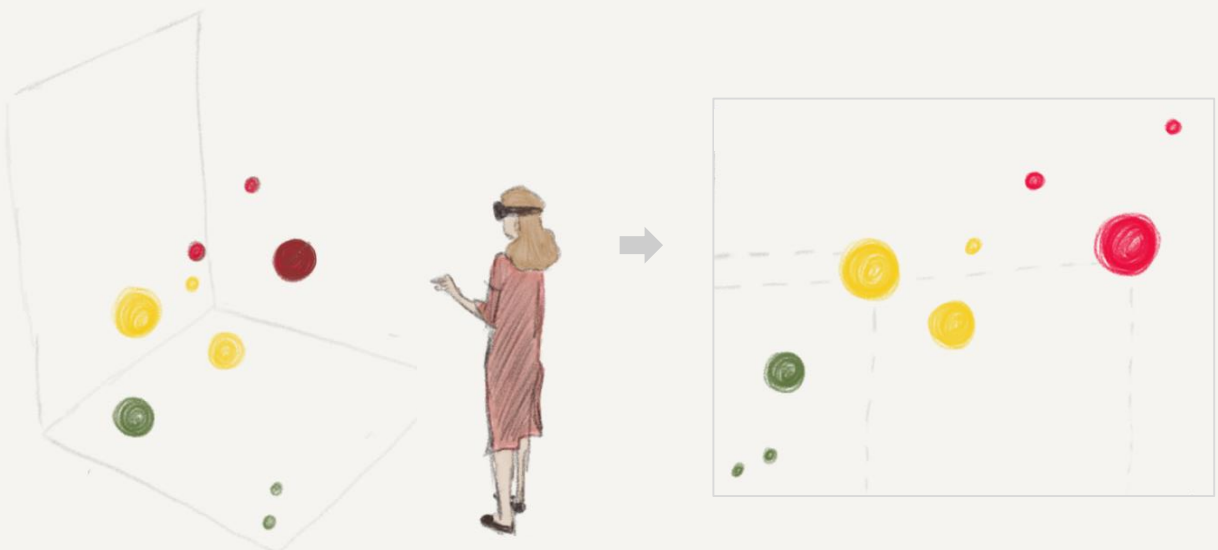
WORK-WALL

Isolate and view data of interest.

The Work-Wall allows the user to create a customized space to isolate crucial aspects from the Master Visualization.

Data is showcased on a scanned wall through holographic sheets (2D). Both the arrangement of the sheets and the data they show can be changed. The Work-Wall will display:

• Financial charts (E.g. Budget available for modifications, future cost-forecasts)
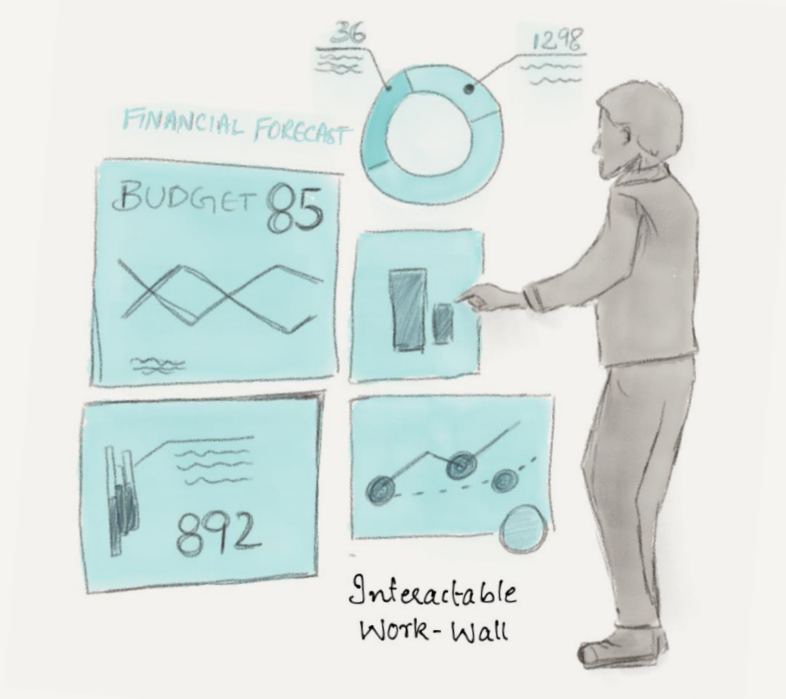
- 2D snapshots of the Master Visualization
  The user can choose to create a snapshot of what he/she is viewing at the Master Visualization. The snapshot would create a 2D scatter plot based on the face of the Master Visualization the user is facing.
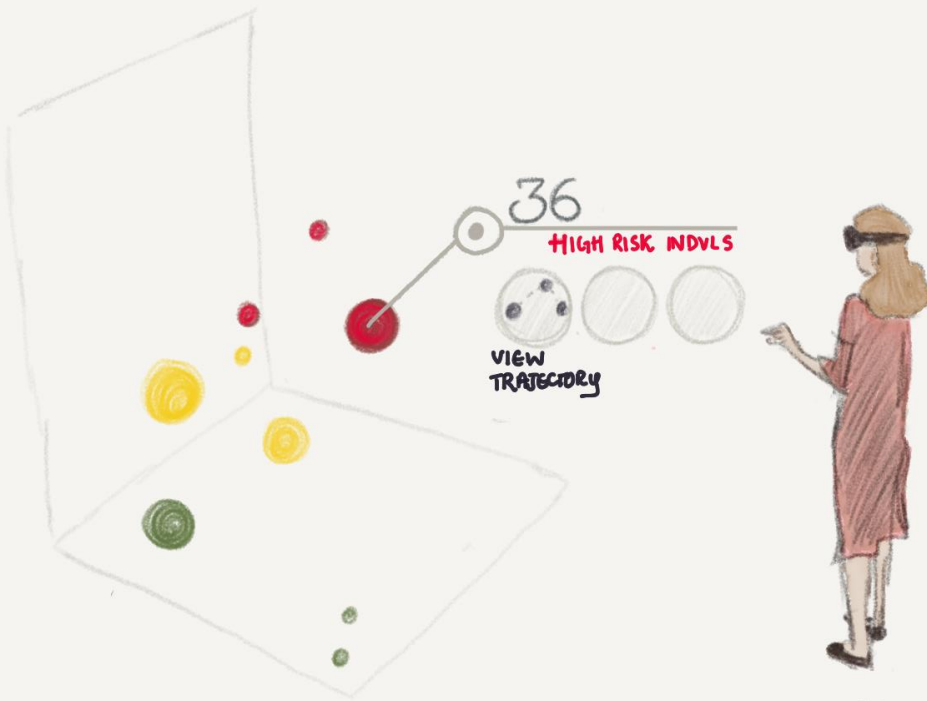
- Trajectories of isolated spheres in the Master Visualization
  When the user air-taps a sphere in the Master Visualization, he/she can choose to view a forecast/trajectory of the same.

There is also a Bodylogical Toggle that users can use to see how the visualization changes. This option would run the data through Bodylogical and assume an intervention with the most impact.
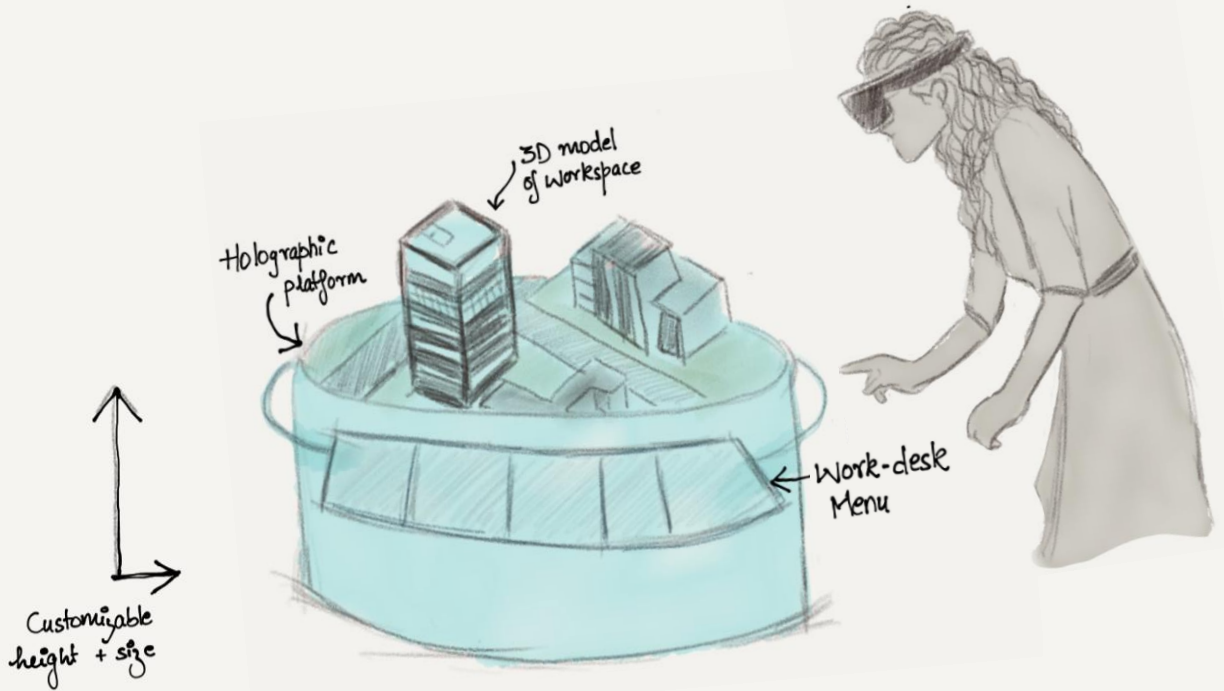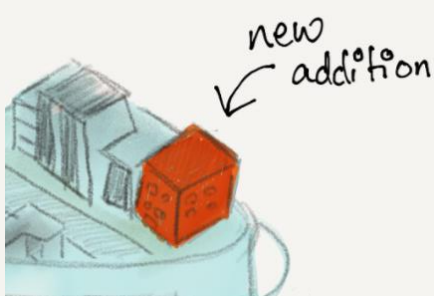
INTERVENTION DESK

Modify infrastructure and facilities at the workplace.

The user can see and work with different interventions or modifications that can be made in the workspace on the intervention desk.

The intervention desk is a 3D model of the workplace placed on a holographic platform that can be scaled to be placed on the floor or an available table-top.

3D model of workspace

Holographic platform

Work-desk Menu

Customizable height + size

The user can choose different interventions using his gaze and a menu that wraps around the holographic platform.

+ Gym

+ Health Coach

+ Clinic

More

new addition

Any modifications made will be holographically represented on the 3D model of the workplace.

The interventions/modifications will also affect the Master Visualization and reflect on any unlocked data visualizations on the Work-Wall.
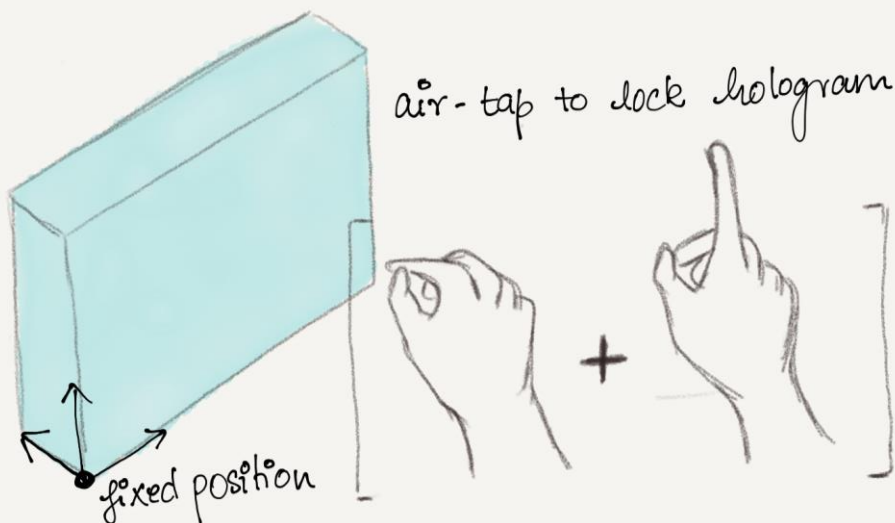
INDIVIDUAL HOLOGRAPHIC COMPONENT DESIGN

1. "Fresh" Holograms

When a hologram is first introduced to the scene (referred to as a "fresh" hologram), it is "body-locked" and visible in front of the user at eye-level.

"Fresh"
Hologram
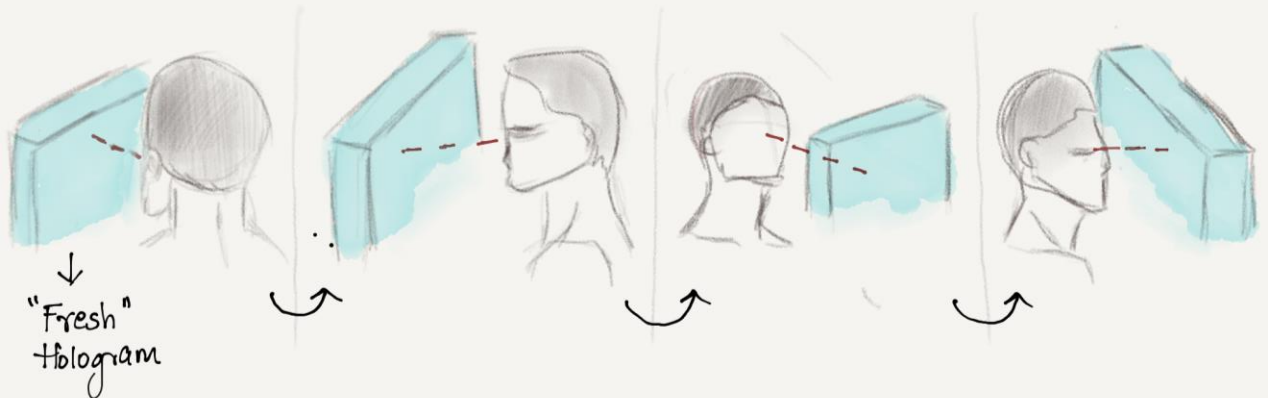
The hologram moves along with the user's head and can be placed in space on an air-tap (one-time gesture).

air-tap to lock hologram

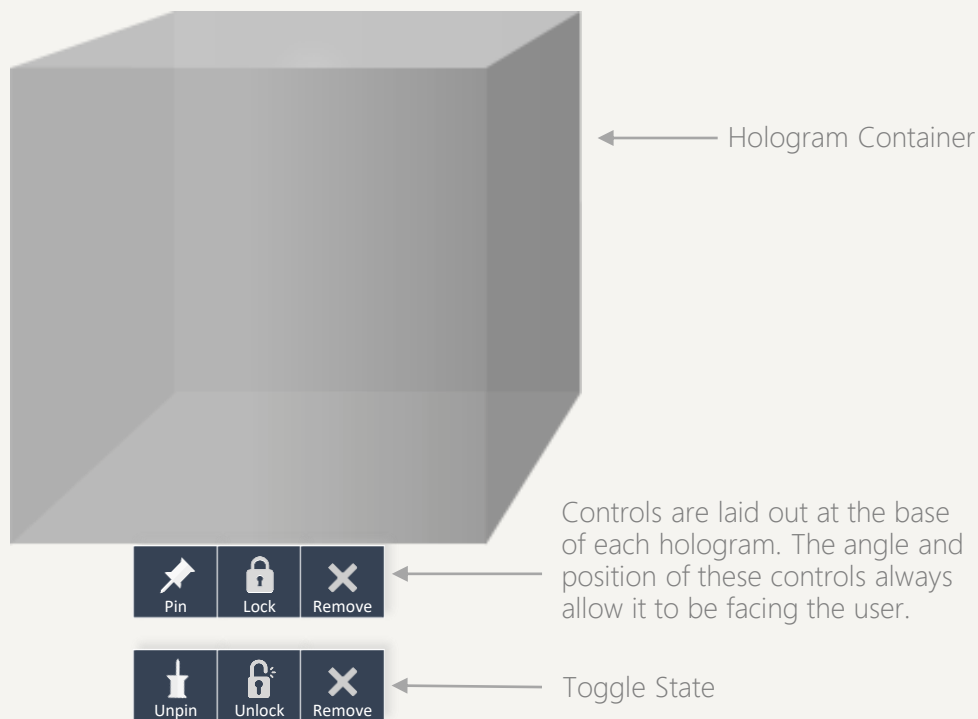fixed position

USED IN: A   B   C   D

INDIVIDUAL HOLOGRAPHIC COMPONENT DESIGN

2. Hologram Controls

Each hologram can be controlled using the following options:

- **Pin**
  The hologram can me moved around and pinned onto a wall or in its current position. (Unpin: Snaps the hologram back to the "body-locked" state and enables movement)

- **Lock**
  Holograms (especially graphs/trajectories/plots) will reflect the effects of the user's actions at the Intervention Desk. To prevent it from doing so users can "lock" it in its current state. (Unlock: Enables reflection of effects again)

- **Remove**
  Removes the hologram from the workshop. This action cannot be undone.

Hologram Container

Controls are laid out at the base of each hologram. The angle and position of these controls always allow it to be facing the user.

Toggle State

USED IN: A B D