

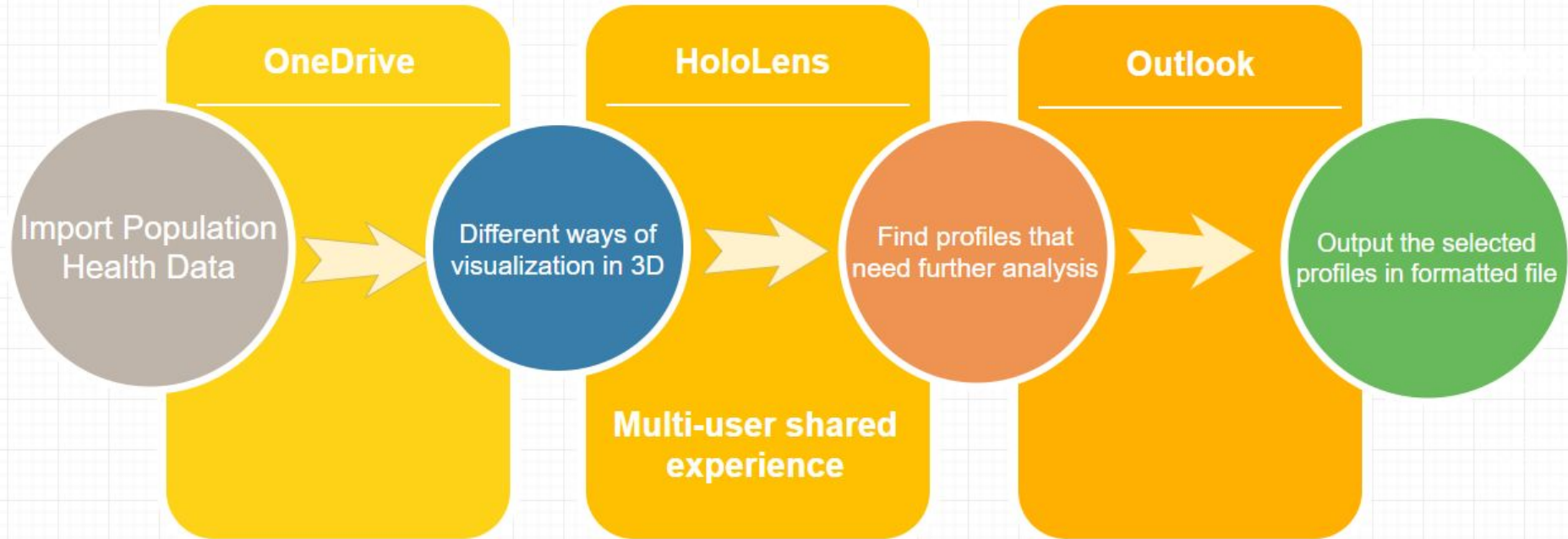
A decorative graphic on the left side of the slide consisting of two overlapping parallelograms. The front one is blue and the back one is a light greenish-blue. They are positioned diagonally, with the blue one partially covering the green one.

Bodylogical AR Feature Overview

BodylogicalAR - 3D Data Analytics tool in Augmented Reality



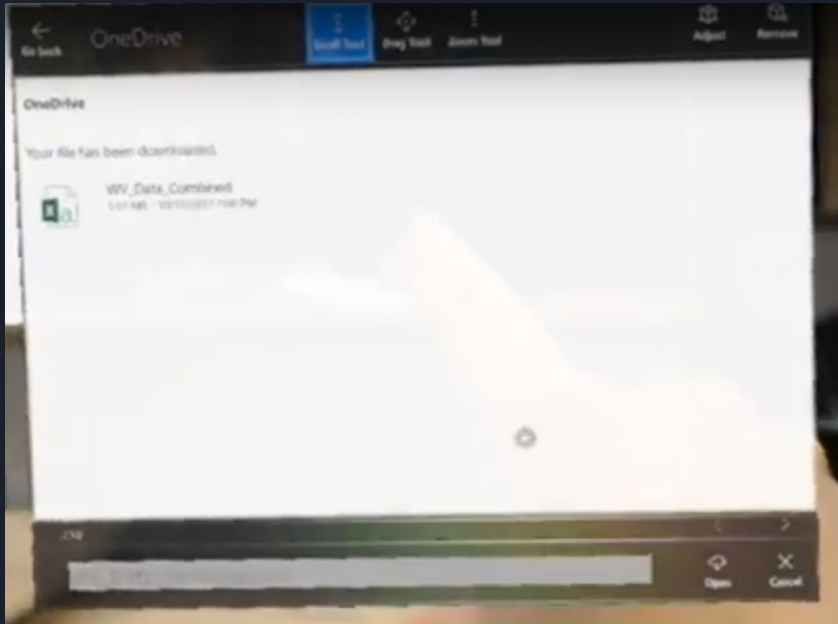
User Flow of Bodylogical AR



Load different csv file

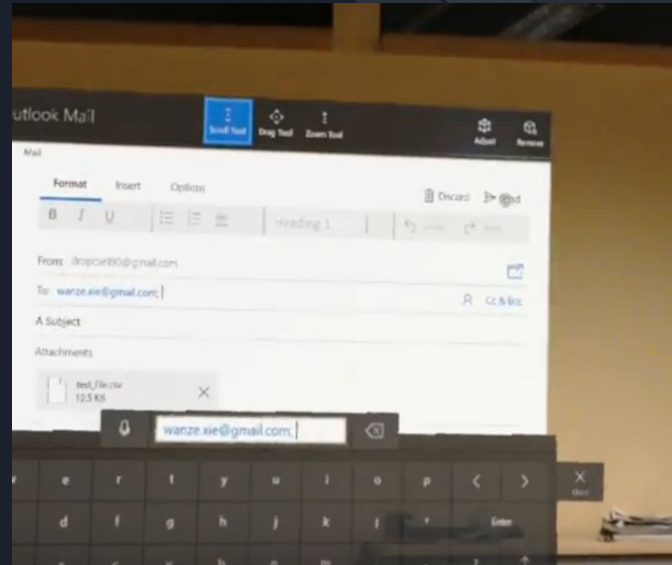
- From Microsoft OneDrive

Demo Video Link:

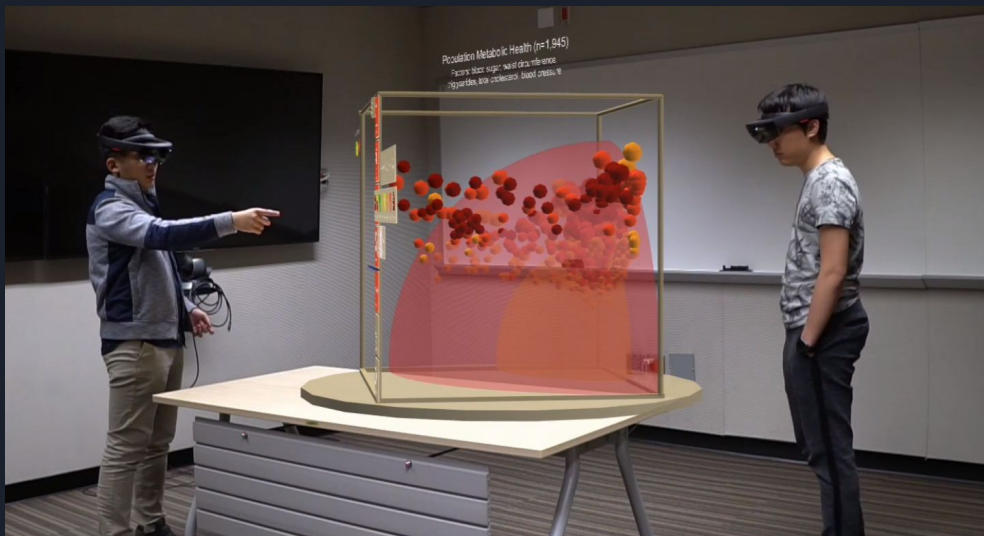


Export Selected Profiles

- In csv format to an email



Visualize Group Data with High Dimensional Features



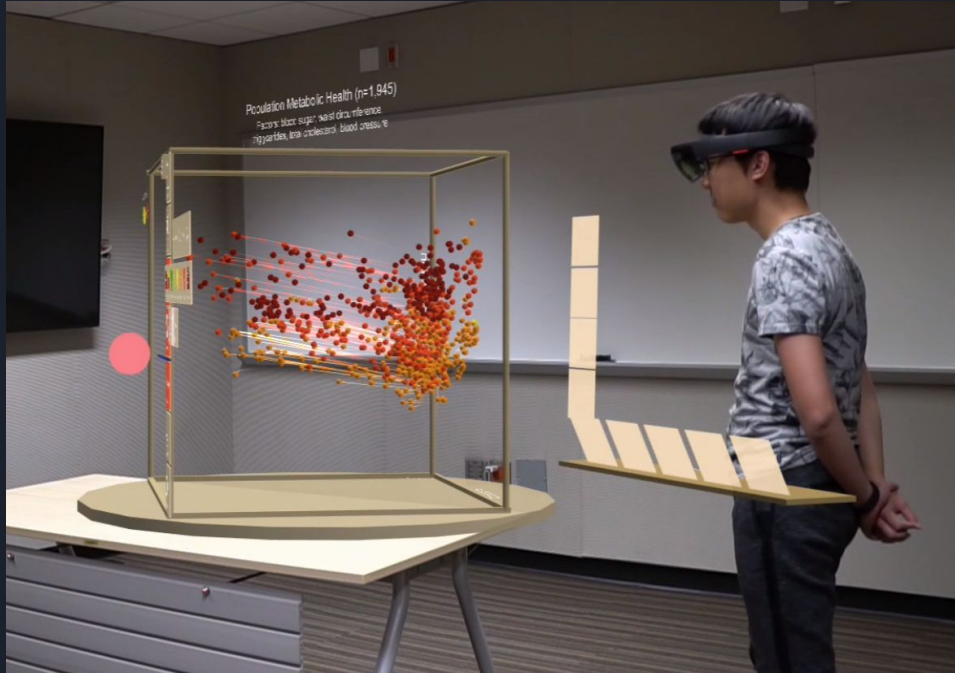
- HbA1c
- Total Cholesterol
- Systolic Blood pressure
- Body Mass Index
- Time
- Chronic Diseases Risk (HBP, HC ...)
- ROI Tier
- Diabetes
- And more

Bodylogical Analysis Tool Bench Design



Traceline

From current year to future 10 years

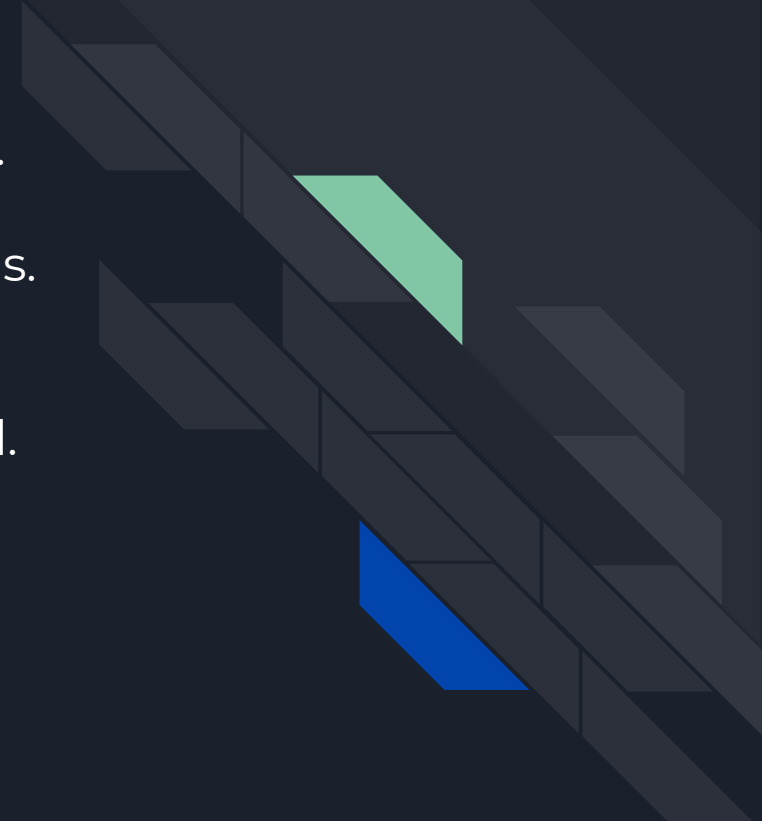


*Data Prediction
Based on
Bodylogical Model*

Filters - Highlight and compare data

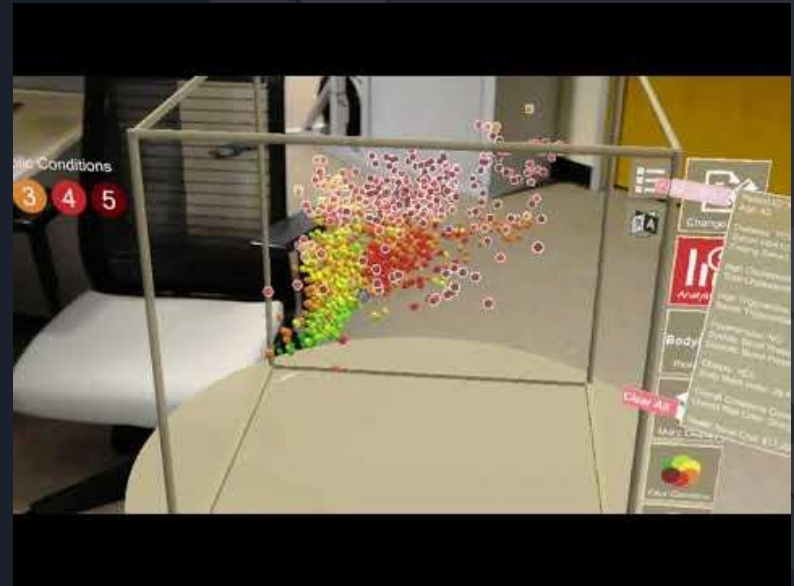
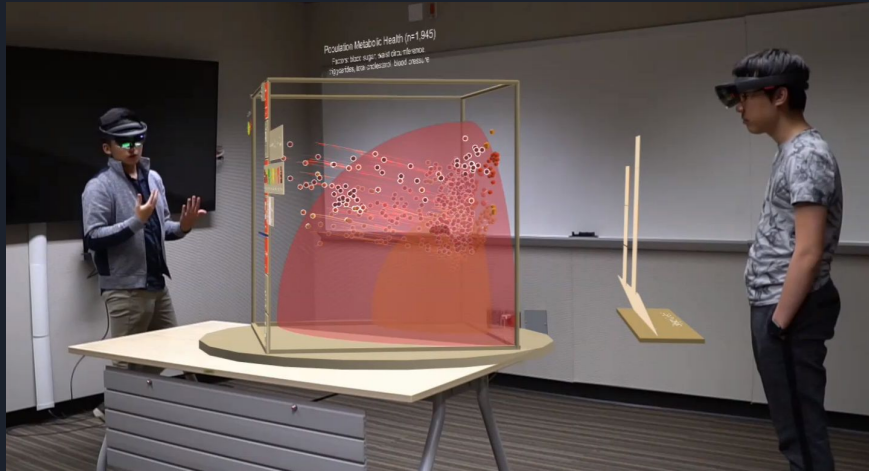
Filter data dots by:

1. Number of conditions
Health conditions from good to bad.
2. Metabolic syndrome
One goal of Bodylogical data analysis.
3. High Return On Investment
4. High Speed
Changes a lot in a fixed time interval.
5. Health intervention
Use of health care.
6. Customized Selection and highlighting



Highlight group of dots for visualization

Demo Video Link:

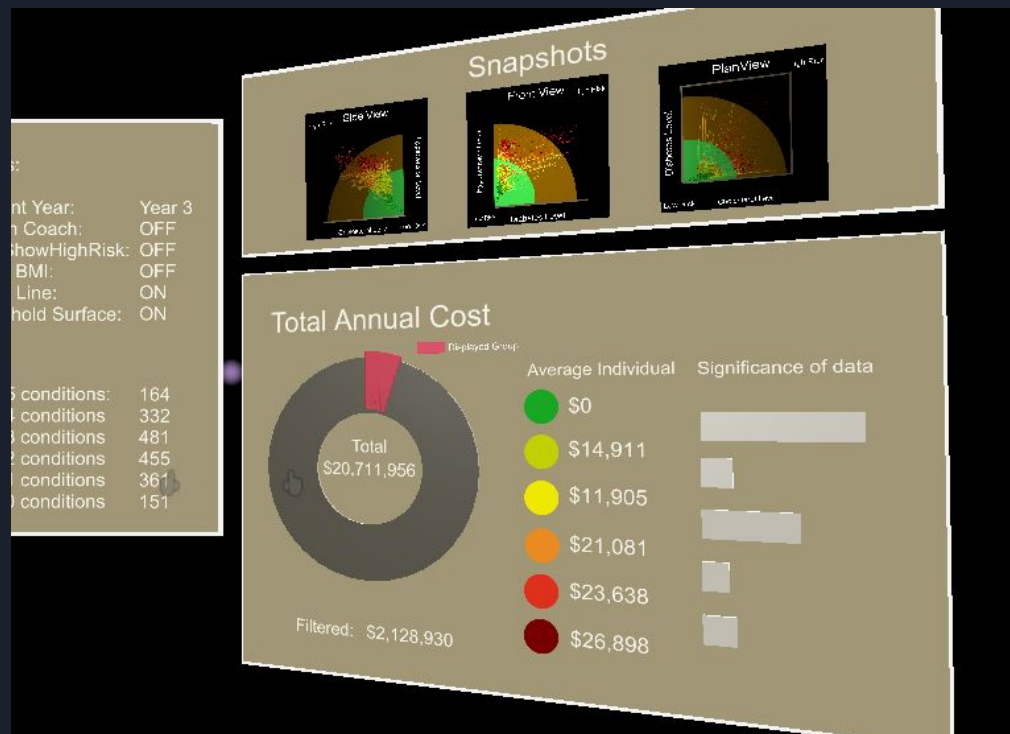


Highlight group of dots for visualization about Chronic Diseases



1. Diabetes
2. Hypertension
3. Obesity
4. High Triglycerides
5. High Cholesterol

Design of Analysis Wall



Cost analysis of
population health
+
2D Plane Views

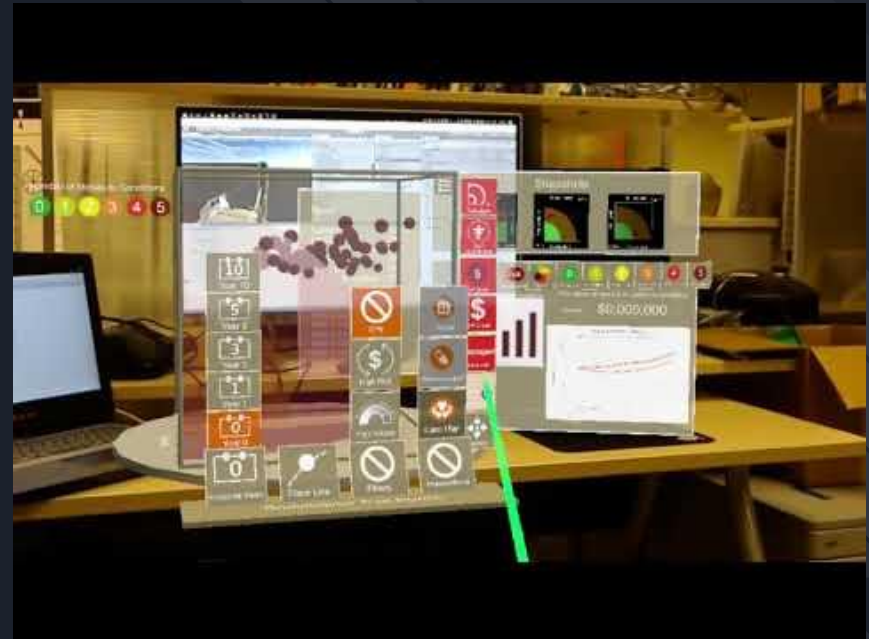
DayDream Controller Integration

- Auxiliary 3D input for HoloLens

Approaches:

- **We used Daydream controller connected to HoloLens via Bluetooth LE.**
 - Created a plugin that translate bluetooth packages into tracking data.
 - Microsoft doesn't provide 3-DOF 3D input devices? We do it, with controller from Google.
- **A user can switch between gestures and controllers at any time.**
 - Implemented a 3D user interface that extends native Mixed Reality Toolkit.

Demo Video Link:



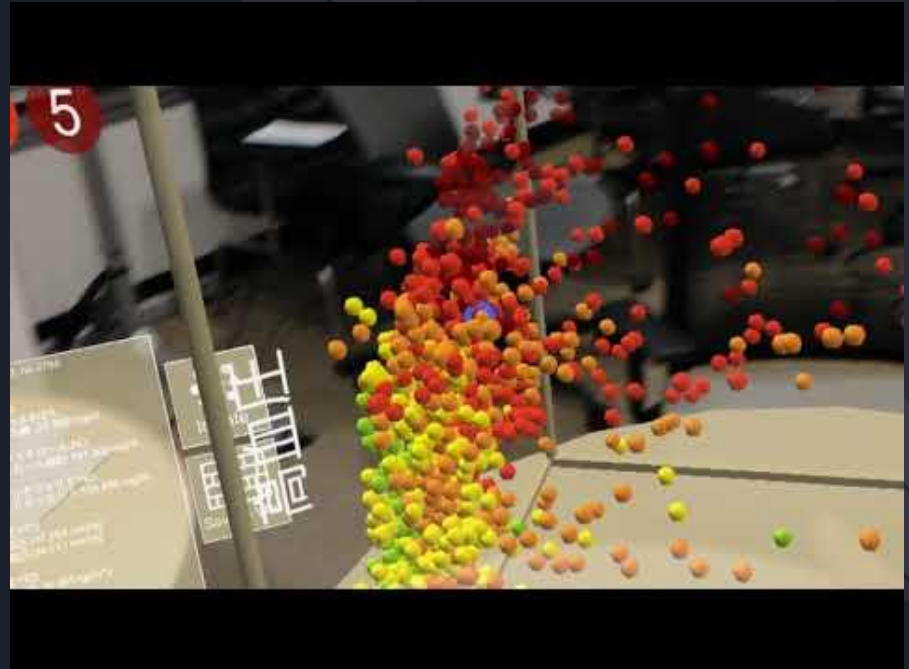
Multi-language support

- AR experience in your native tongue!

Support for English and Japanese:

- **How does it work?**
 - Users can choose their preferred languages.
- **What did we do?**
 - Created a translation system that makes adding more languages easy, once we have the translations.
- **What's the outcome?**
 - This feature was developed intended for a demo on a conference by PwC in Japan and the feedback is great.

Demo Video Link:



Multi-user Shared Experience

Demo Video Link:



- Mixed Reality Capture Methods

Refer to Microsoft Official Document: [Spectator View for HoloLens](#)



Photos of BodylogicalAR in action at PwC's demo in a conference in Japan





Thank you!

To learn more about this project, please view <https://russellxie7.me>