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

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.

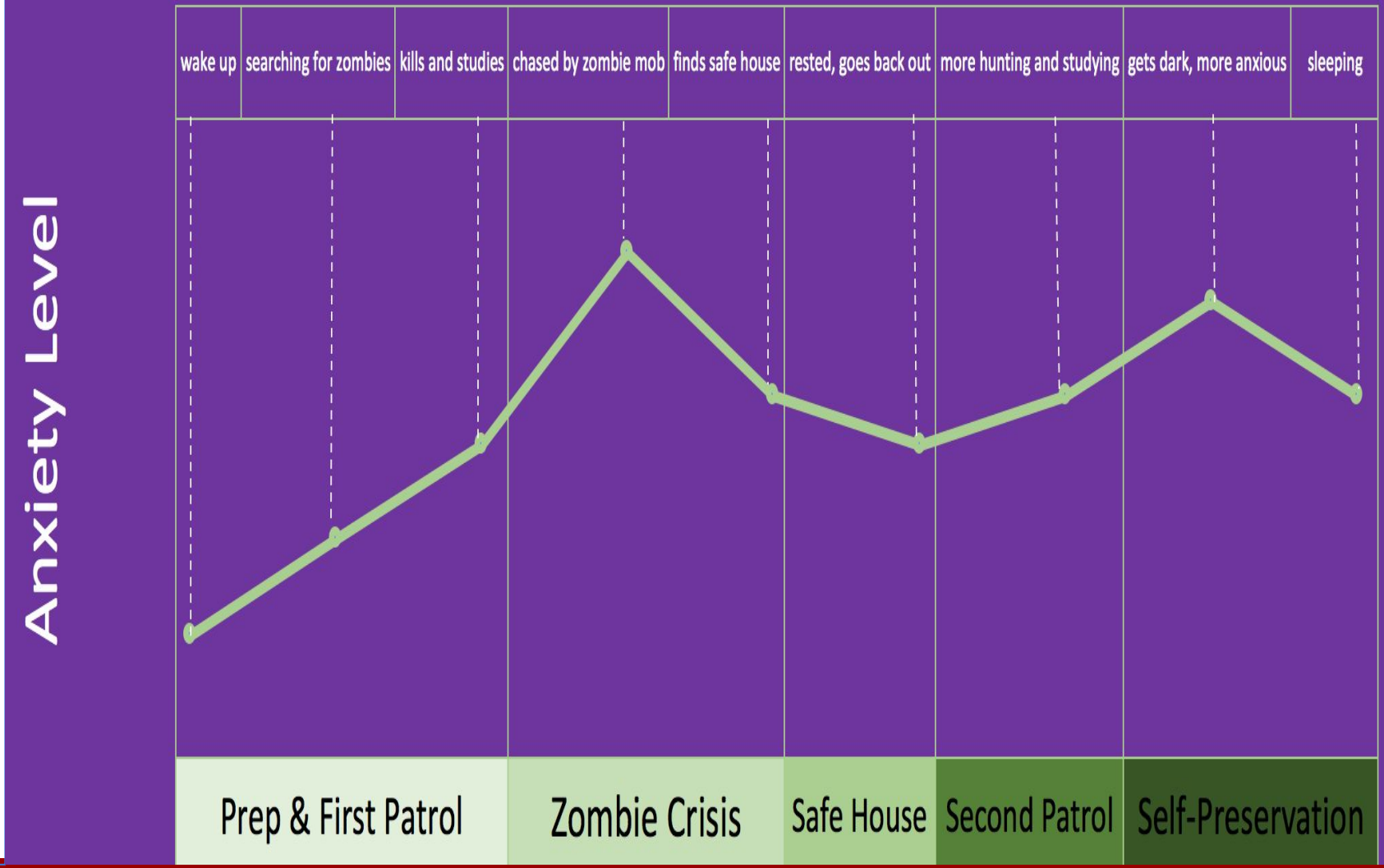
Research Phase

Empathy Map

Think & Feel

Survial
Scared
constantly on edge
Anxious
dispair
Afraid
Adrenaline rush
exhausted
FA App
leaves crunching
stress
trying to stay alive
moans
Will I ever see my family again?
Sickness
birds?
intestines
trauma and shock
zombies
slurping
bone crunch
Violence
Trauma
crying/sadness
Dead bodies everywhere
footsteps
Hear?
See?
Torched
Cities/Towns
screams
Death
gun shots
biohazards
splatter
smoke
tactics and planning
Blood
whispers
replaying past battles in mind
eerie silence
Stay Tough
Empty Streets
cry in private, strong in public
cries
soldier
We can do this!
guns loading
empty people/in shock
Keep Moving
act first, think later
kill zombies
Say & Do?
attack plans
tactical moves
executioner
gather blood samples
motivational speeches

Journey Map

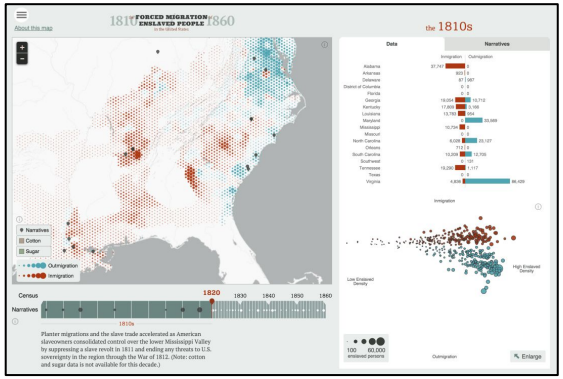

Anxiety Level
wake up
searching for zombies
kills and studies
chased by zombie mob
finds safe house
rested, goes back out
more hunting and studying
gets dark, more anxious
sleeping
Prep & First Patrol
Zombie Crisis
Safe House
Second Patrol
Self-Preservation

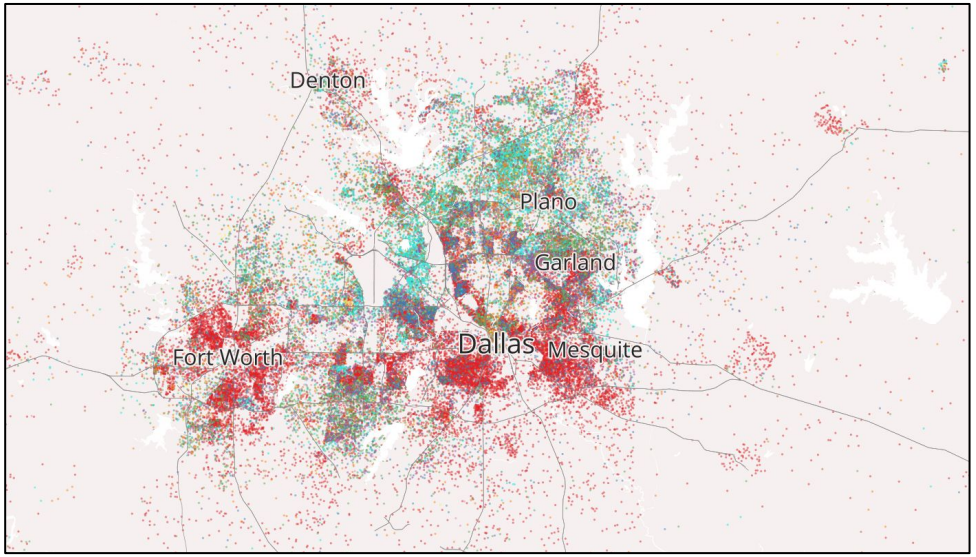
Testing Phase

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

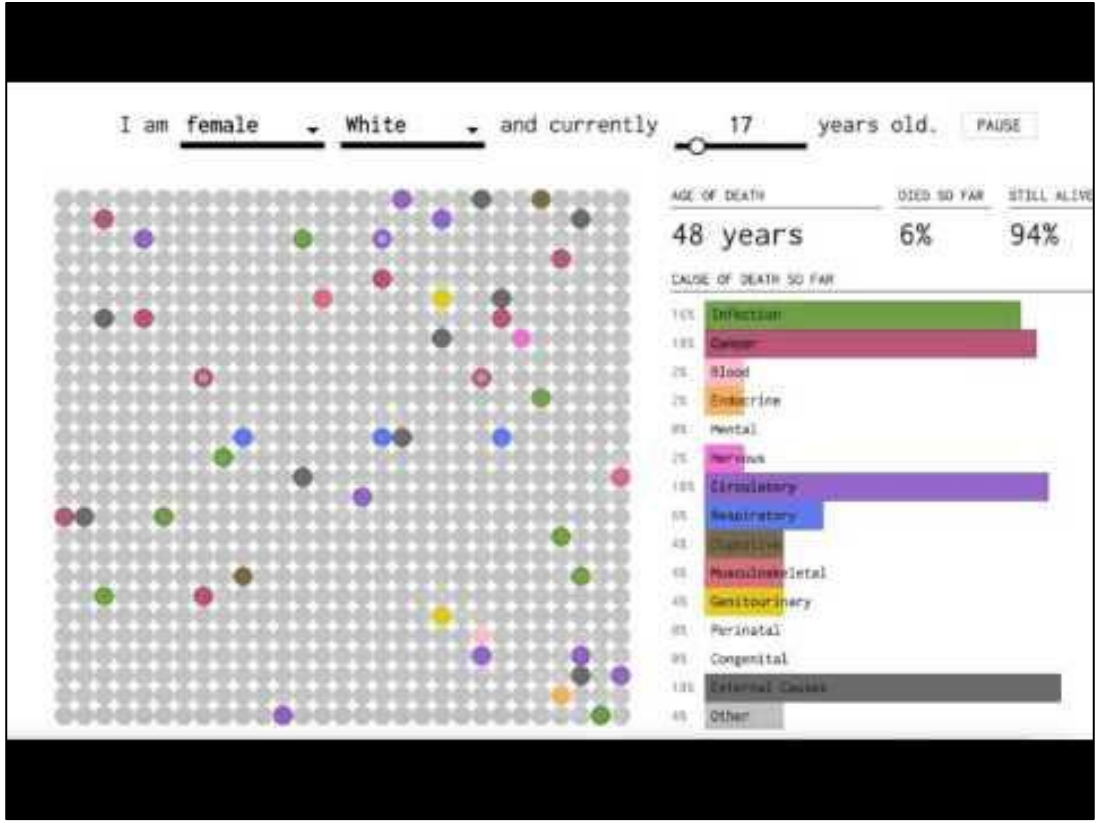
Prototype Phase



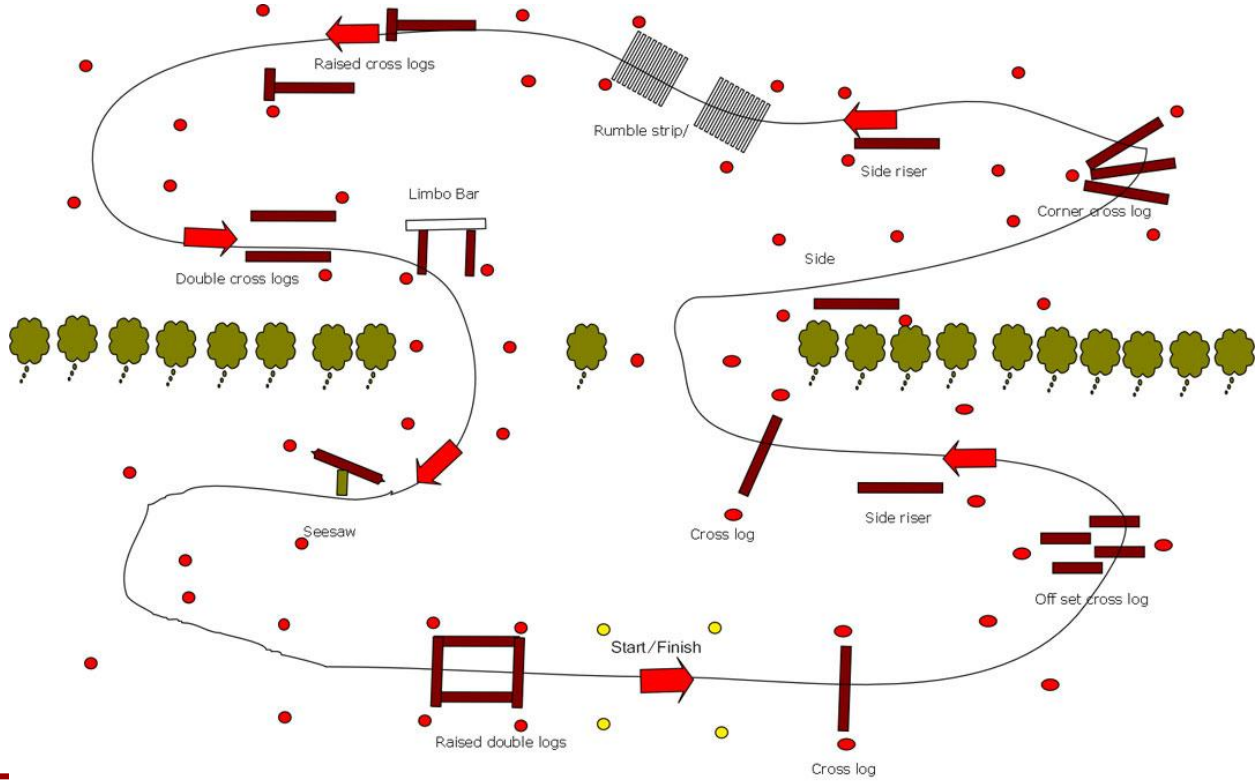


Prototype Phase

Promising Visualizations



User Testing Facility



Playground Course

Dog Agility Facility

Design the Experience

Phone Placement

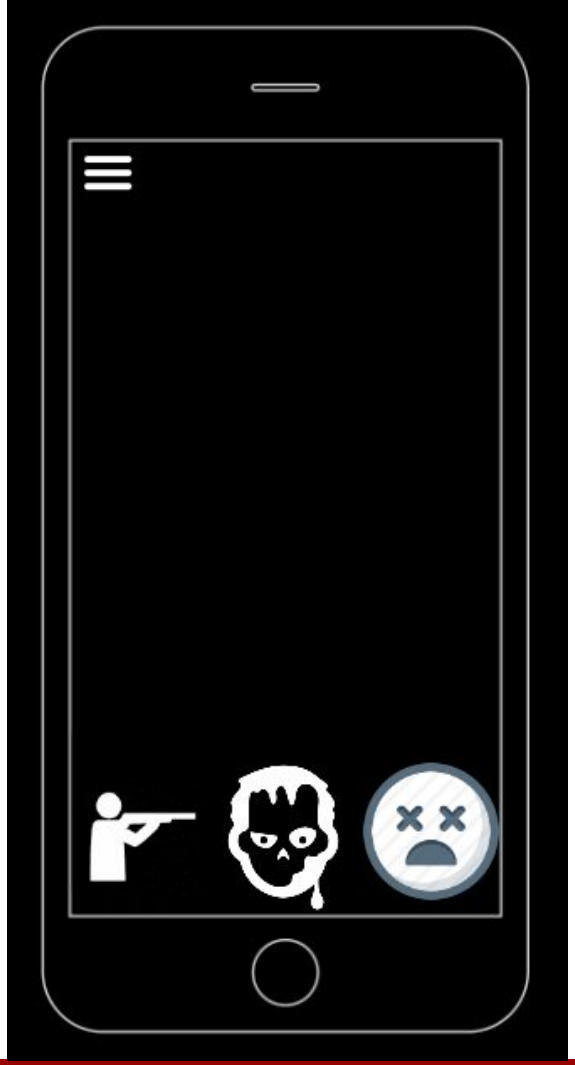
Final Phone Placement

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

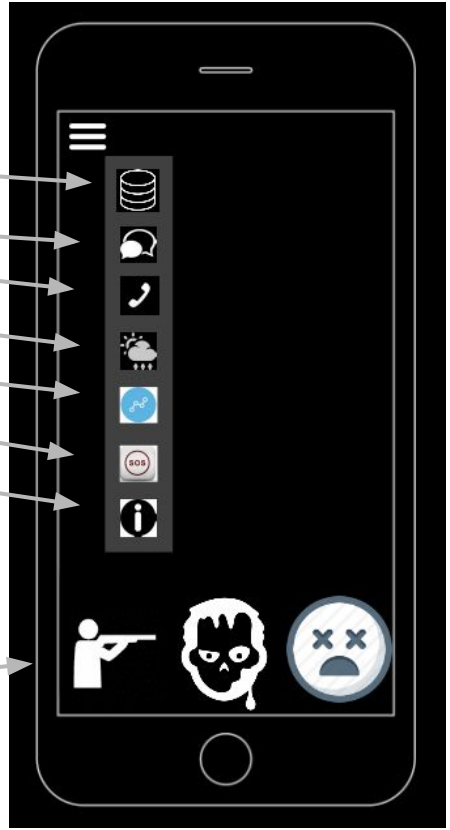
Our field agents are stressed and overstimulated. They do not need to be bogged down by map data. Large icons along the bottom with pertinent information to help our hunters:

- 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

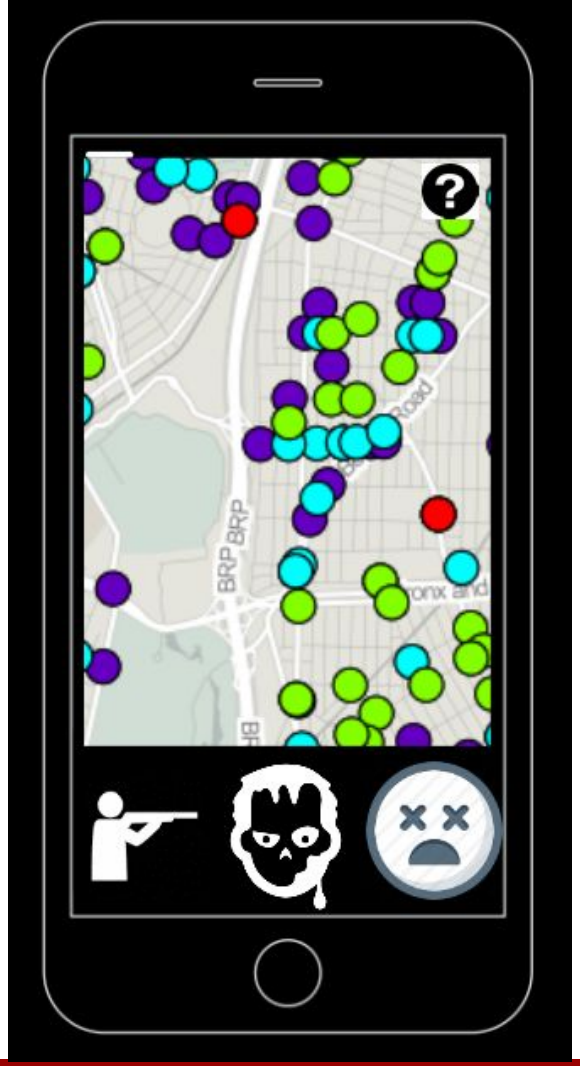
- Return to Data Mode
- Quick chat -
- Direct phone to team members -
- Weather forecast information -
- Historical Data views -
- SOS - direct connection to the CDC -
- **Field**Agent app information.



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.

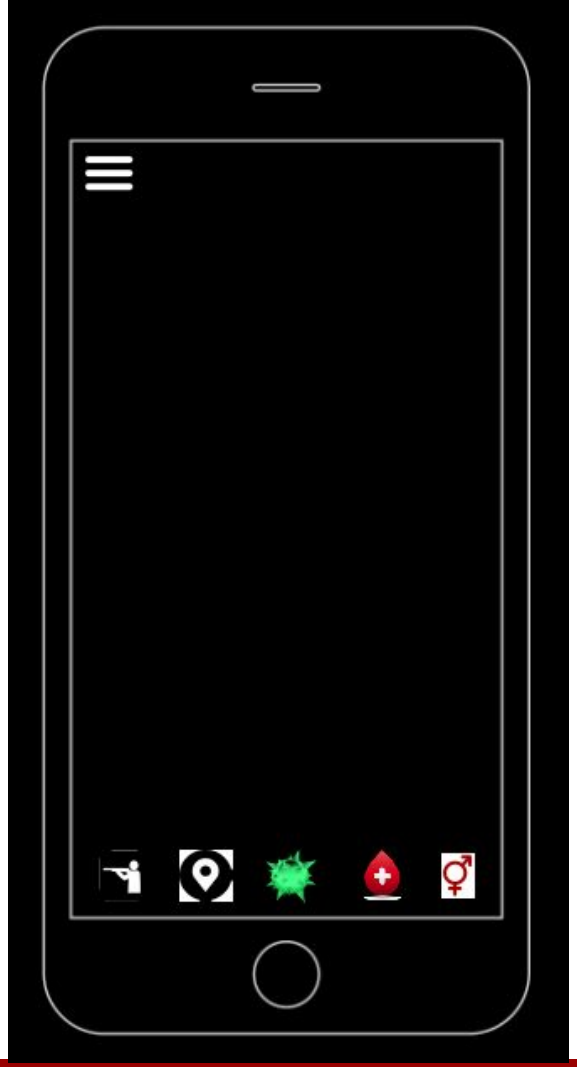
EMERGENCY
ALERT
SYSTEM

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

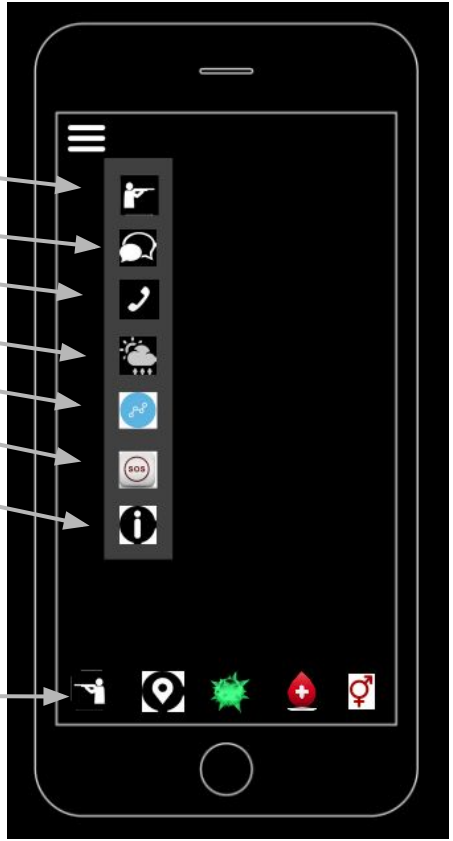
Data Mode menu items

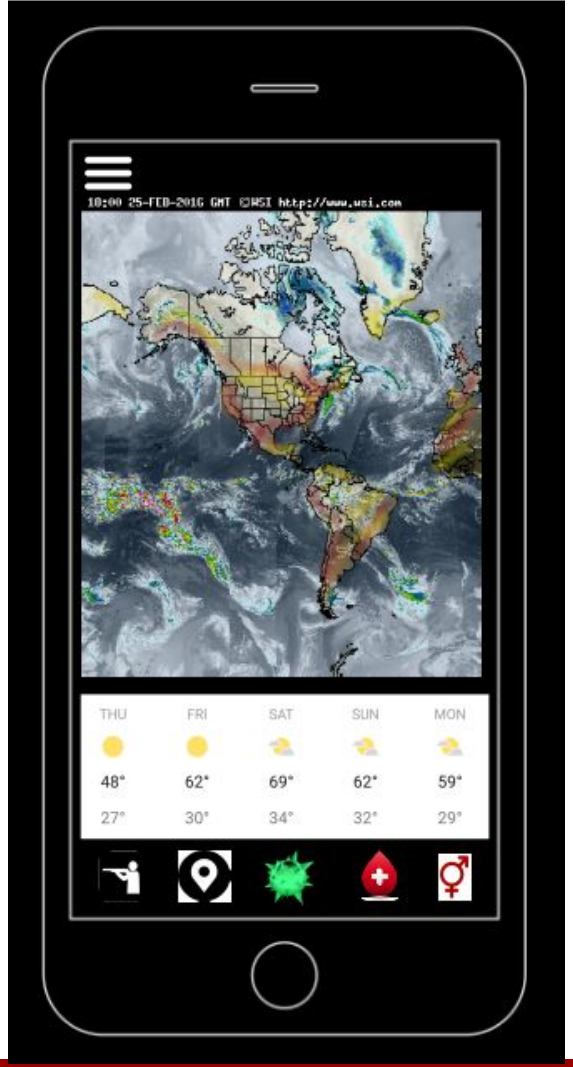
- Return to Hunter Mode
- Quick chat -
- Direct phone to team members -
- Weather forecast information -
- Historical Data views -
- SOS - direct connection to the CDC -
- **Field**Agent app information.

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

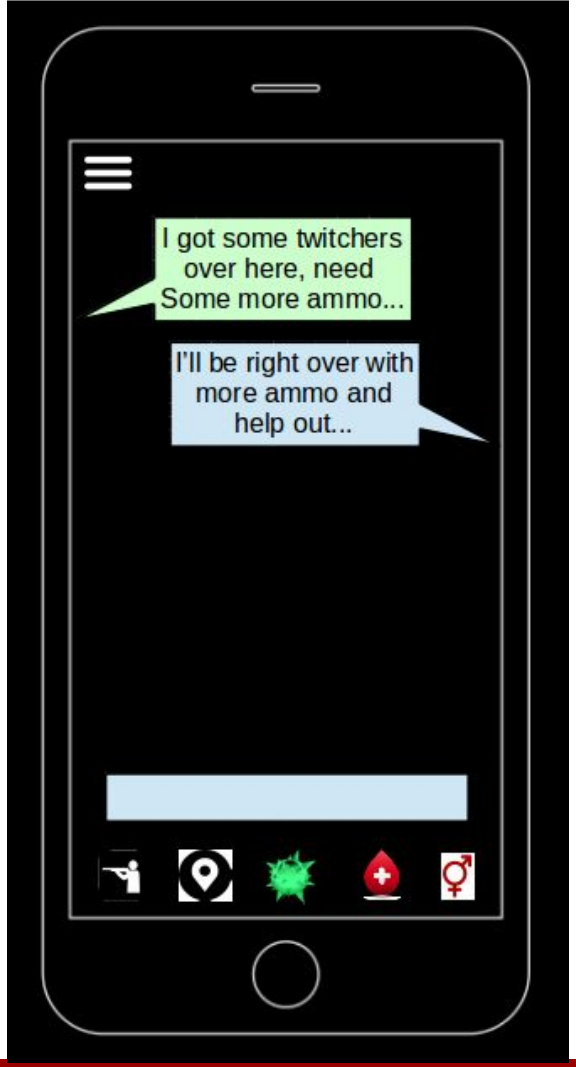
from the menu, the FieldAgent will be directly connected to the CDC.

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!

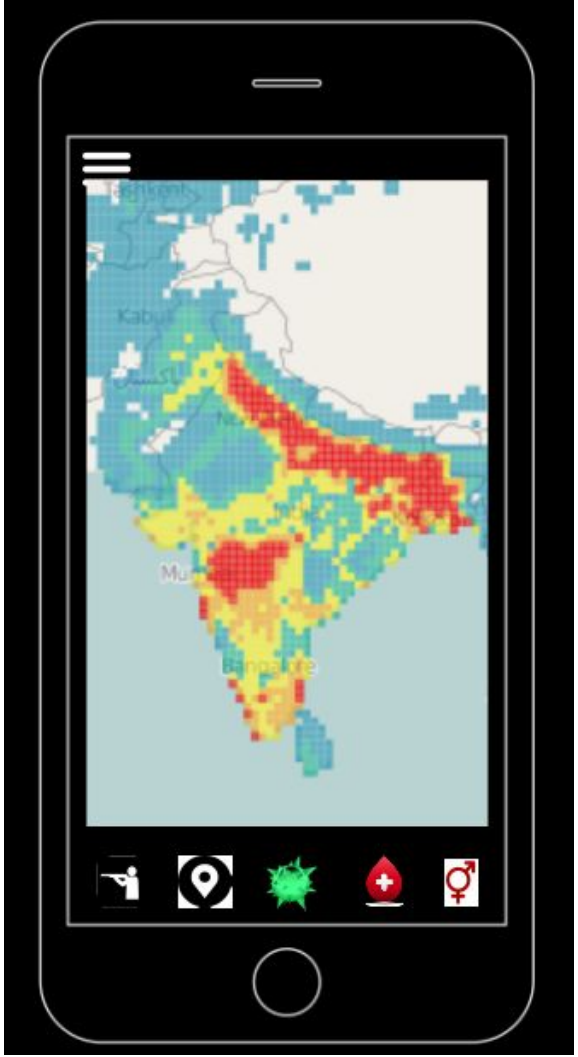
From menu, select

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

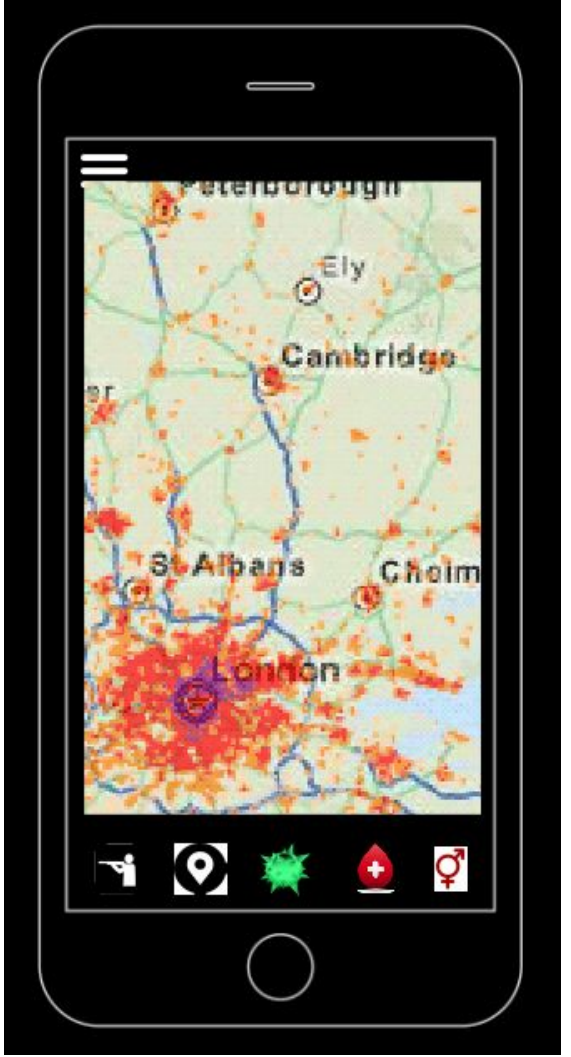


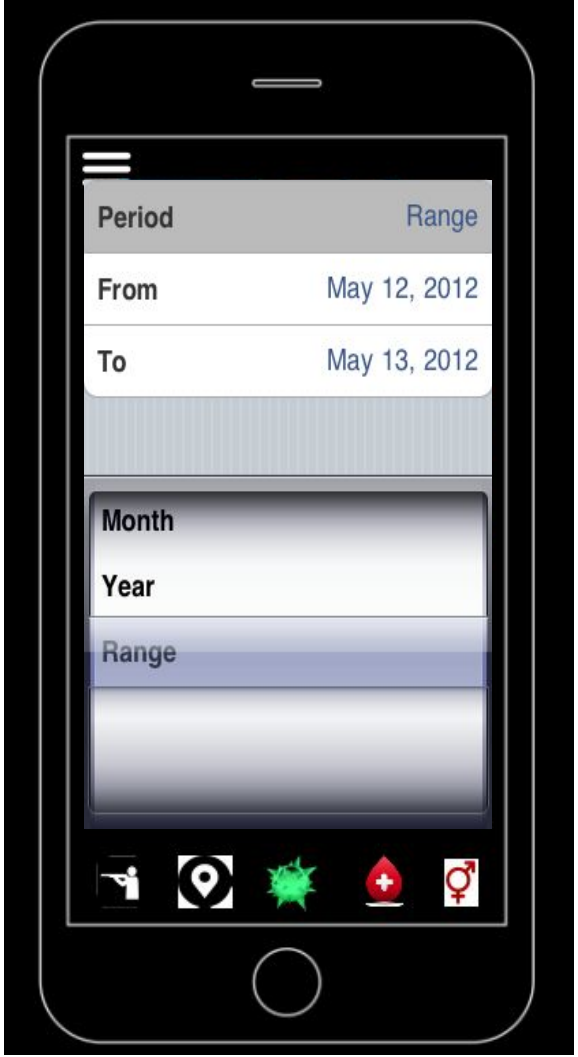
Collection and Strain Information

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