# **Ubiquitous and Mobile Computing**

**CS 403x:** BeWell: A Smartphone Application to Monitor, Model and Promote Wellbeing

Jonas Rogers Narut Akadejdechapanich Peerapat Luxsuwong



Computer Science Dept. Worcester Polytechnic Institute (WPI)

# Problem Introduction/Motivation



- No smartphone system that provides automatic, intelligent feedback on daily activities
- Lifestyle choices have impact on personal health
- Alternatives require manual data input
- Main focus is on sleep, physical activity and social interactions

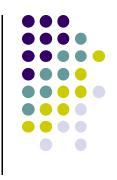




- Monitor sleep, physical activity and social interactions
- Summarize the effects from the gathered data
- Provide feedback enabling users to make better lifestyle choices
- Main goal is convenience

# **Related Work**

- Fitbit
- Google Fit
- BALANCE
- AndWellness



# Methodology - Approach & Design



- Approach
  - Automatic tracking
  - 3 wellbeing dimensions
  - Phone sensors
- Design
  - Monitor behavior
  - Model wellbeing
  - Promote and inform end users
  - 3 wellbeing scores given (out of 100)







## Smartphone

- Sensing Daemon
- Mobile Ambient Wellbeing Display
- Mobile BeWell Portal









## Server & Desktop

- Desktop BeWell Portal
- BeWell Cloud
   Infrastructure

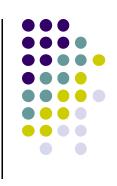


# Methodology - Assumptions & Limitations of Work



- Doesn't take into account certain factors
- Still reliant on user input for some aspects
- 1 week is enough for a proof of concept
- Privacy

# **Design Tradeoffs**



- Records a lot of data each day
- Battery life is reduced due to daemon constantly running
- Privacy
- Manual v.s. Automatic data entry

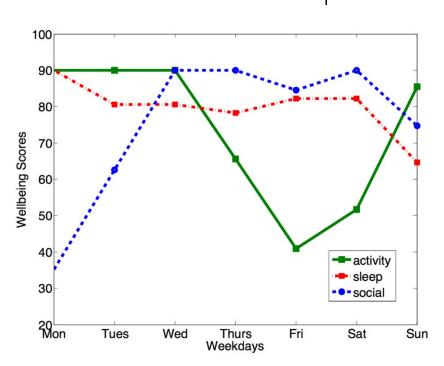


### Benchmarks:

- Max CPU: 31%,
- Max RAM: 16MB,
- Average battery: 15h
   Improved activity detection

	Voicing	Walking	Stationary	Running
Accuracy	85.3%	90.3%	94.3%	98.1%

TABLE II
BEHAVIOR CLASSIFICATION ACCURACY



Errors: ±1.5h sleep, +14% social, ±22% physical activities

## **Discussion and Conclusions**



- Successfully monitors user activity with little to no user input
- Proves concept of a minimal interaction mobile health app
- Novel social activity measurement





- Mobile phone calorie expenditure estimating
- Improvements to conversation recognition
- Improvements to physical activity recognition





## BeWell paper:

http://pac.cs.cornell.edu/pubs/PervasiveHealth BeWell.pdf