

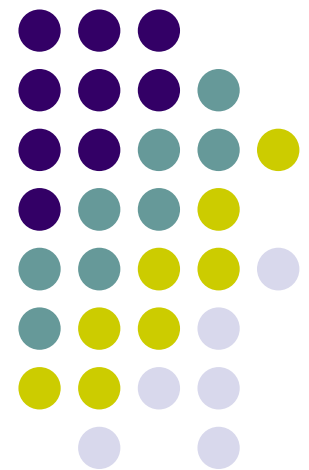
CS 525M Mobile & Ubiquitous Computing

Mobile Health Mashups:

*Making Sense of multiple streams of wellbeing and contextual data for
presentation on a mobile device*

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Application Objective

- Improve one's health
 - *Use mobile device to collect health activity*
 - *Aggregate data*
 - *Data correlation to identify behavioral anomalies*
 - *Ex: If I sleep more, I tend to be more active the following day*
- Ease of data interpretation
 - *Simple representation of information*
 - *User don't have to wade through multiple graphs*
 - *UI displays easy to understand interpretations*
 - *Ex: "You walk 80% more on weekends than weekdays"*



Functional Overview

- What is a Mashup?
 - *Describes a Web application that combines multiple services into a single application.**
- Data sources
 - *External devices (Wi-Fi enabled scale, Fitbit)*
 - *On-board mobile device sensors and applications*
 - *Manual data entry (meal diary)*
- Cloud computational & data storage services
 - *Statistical computations*
 - *Amazon S3 mid-size cloud resource*

*<http://www.techterms.com/definition/mashup>

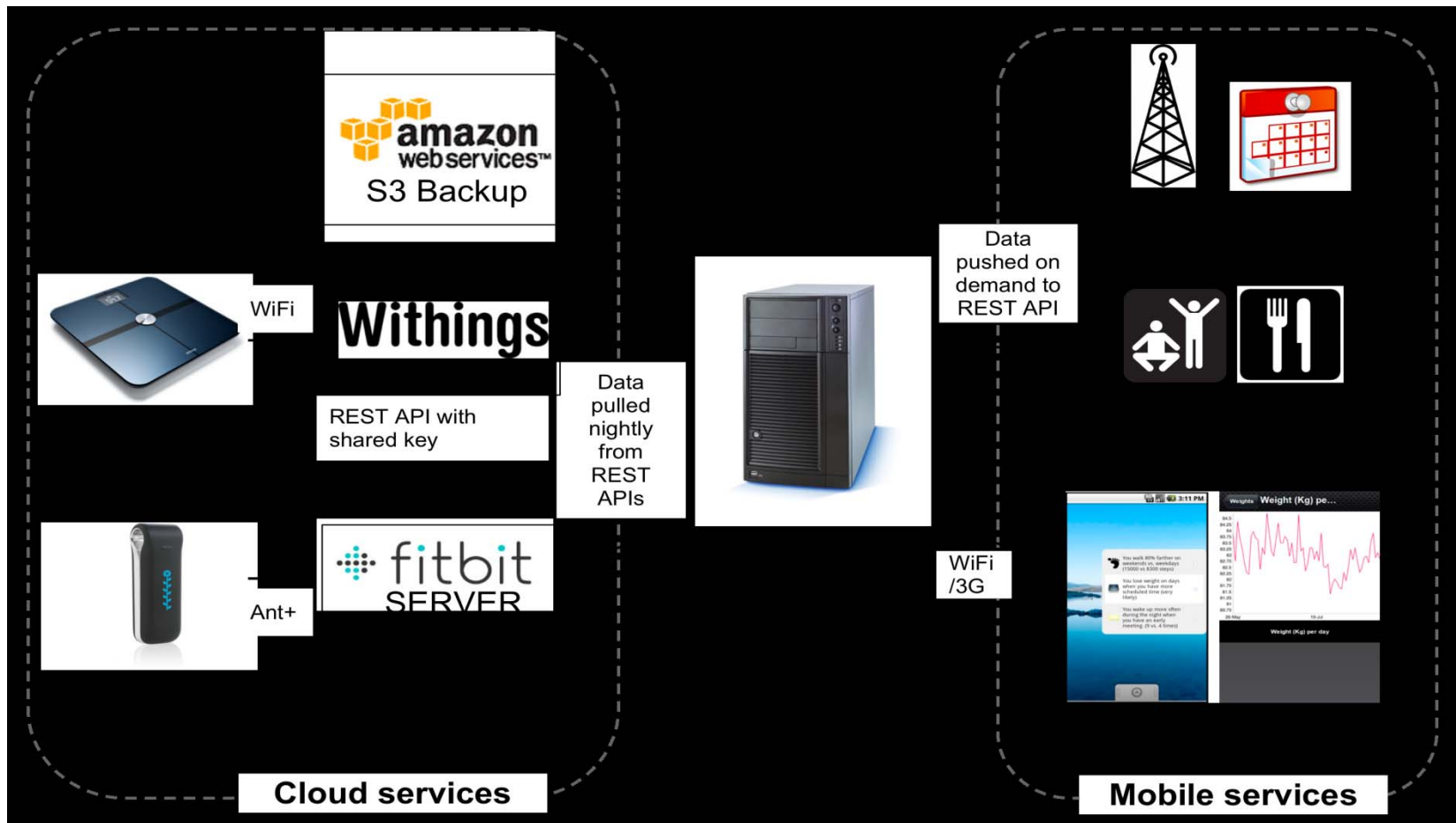


Functional Overview cont.

- Mobile device domain
 - *Calendar app*
 - *Meal diary app*
 - *Main application widget*
 - *REST API to push data to cloud*
- Cloud domain
 - *Withings server*
 - *Fitbit server*
 - *REST API to pull data from Withings, Fitbit and mobile device*



Functional Overview cont.





Architectural Overview

- Data acquisition
 - *Withings & Fitbit provide public API*
 - *Employs OAuth to allow to share with other services*
 - *Native calendar app entries*
 - *Meal diary entries*
 - *Location information*
 - *Acquired data pushed to server nightly for processing*
- Security
 - *Raw data not stored on server*
 - *Personal information cannot be reconstructed*



Architectural Overview cont.

- Information processing
 - *Multiple time scale analysis*
 - *Data feeds analyzed:*
 - *Weight, body fat, steps, sleep, awoken, food, exercise....*
 - *Deviations calculated and thresholds applied*
 - *Data that satisfied threshold criteria is sent to mobile device*
 - *Templates define levels of probability*



Usability Issues

- Difficult to setup – e.g. Withings scale authentication
- Users did not use sensor devices frequently
 - *Sparse data lead to unpredictable results*
- Service restart problems
- Manual data entries not complete or non-existent



Recommendations

- Single sign-on service
- Keep app in constant use
 - *Games*
 - *Contests*
 - *Tie into social media*
 - *Keep content fresh*
- Save app state when power hits low H2O mark
- Use accelerometers and proximity sensors to track app usage