Medical Dialog Mapping

MedLog is an audio recording device that allows both doctor and patient to record important events in the verbal exchange of a dialog as conversations unfold. The patient can take the recording home and access its content. This may help the patient to better understand a diagnosis, share the conversation with family members, and formulate follow-up questions for clarification. By transcribing the dialog between doctor and patient into an artifact, we seek to reveal problems that arise when conversations can be edited or revised; patients can be involved with new information, and whose understanding is elicited.

The conversation map will be populated as the conversation occurs. The patient's side of the conversation is located on the inside part of the circle, while the doctor's side will appear on the outside. When the conversation reverses from one party speaking to another, it is often because there is a question being asked or answered. These reversals therefore lend an inherent structure to the conversation and are used by themselves marks places that one might want to return to. We have termed these reversals into blocks within the overall dialog. If one did not reverse during the conversation, the patient would still be able to return to the map later and see these transitions in tangible form.

Medical Records Visualization Tool

The Portable Medical History project serves as a platform on which medical records can be stored and displayed. Patients maintain ownership of their medical history. Such ownership entails several directions: patient ownership of the medical information obtained during a conversation; patient control over the distribution of their health data; the patient's role in that data sharing; and can present or deny access of that information to relatives, insurance companies, or researchers.

Signs are placed in various locations throughout a community, and they can see useful combinations of data with little effort. Second, the signs are an entry point into involvement in the Pollenteering Network. These exchanges only occur when users are in close proximity to each other and when it occurs, it is not to give that matches the interests of the community.

The Pollenteering Network

Our approach was to address how we can improve the health and wellness of the community at large. While, in turn, benefits the individual by integrating another activity into people's daily routines and activities, our group's vision is to leverage the desire to help people improve their environment, community and themselves.

The Pollenteering Network consists of dynamic community information nodes that broadcast information for people finding and completing activities. People connect to the network by using their cell phones as information "magnets" guiding appropriate opportunities according to their interests and geographically relevant communities.

Signs are posted in various locations throughout the community and have three major functions for the Pollenteering Network:
1. They act as guides for displaying real-time volunteer events that can appeal to that community. Second, the signs are an entry point into involvement in the Pollenteering Network. Finally, the signs act as transmitters of the volunteer opportunities, or "pollutes".
2. They are collecting points on a feast. users collect opportunities through proximity to the sign.
3. The next step for the user is to "jump" the call collector to areas of volunteer interest. Immediately after set-up, the users phone begins collecting Pollenteering events from the sign.

Although events can be actively forwarded to friends in a familiar manner, the power of the Pollenteering Network comes from the passive exchange of event calls. As users move around their community, they can dynamically scan the environment for an event to give that matches the interests of the community.

By moving throughout their community and being involved in the Pollenteering Network, users constantly gather and pass on calls that inform a greater number of people as to the needs of the community.

These exchanges only occur when users are in close proximity to each other and when a user has an event to give that matches the interests of the community. These events are a result of the user's desire to help people improve their environment, and they can see useful combinations of data with little effort.

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