Cold Chain Equipment Visualization

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Context

PROBLEM SPACE

- Cold chain a key factor of vaccine programs
- CCEM database for tracking and modeling is complex, not intuitive to use
- Many health ministries and NGOs need to be able to easily model current and possible situations for action and funding

DESIGN QUESTION How can public-health officials use a map-based visualization interface to improve their ability to model vaccine cold-chain equipment scenarios?

SOLUTION A map-based, interactive visualization for modeling equipment scenarios

Background Research

LITERATURE REVIEW

- Cold chain
- Games
- Visualization
- Health care logistics
- Algorithms

RELATED PROJECTS

- PATH Cold Chain Equipment Manager
- Vaccine Modeling Initiative
- UNICEF Cold Chain Logistics taskforce

INTERVIEWS Richard Anderson/UW, Sophie Newland/PATH, Mark Chen/UW

TURN-BASED GAME ANALYSIS

Iterative Design

FEEDBACK ON DESIGN CONCEPTS FROM PARTNERS

- Regular meeting with PATH
- Ongoing guidance from Richard

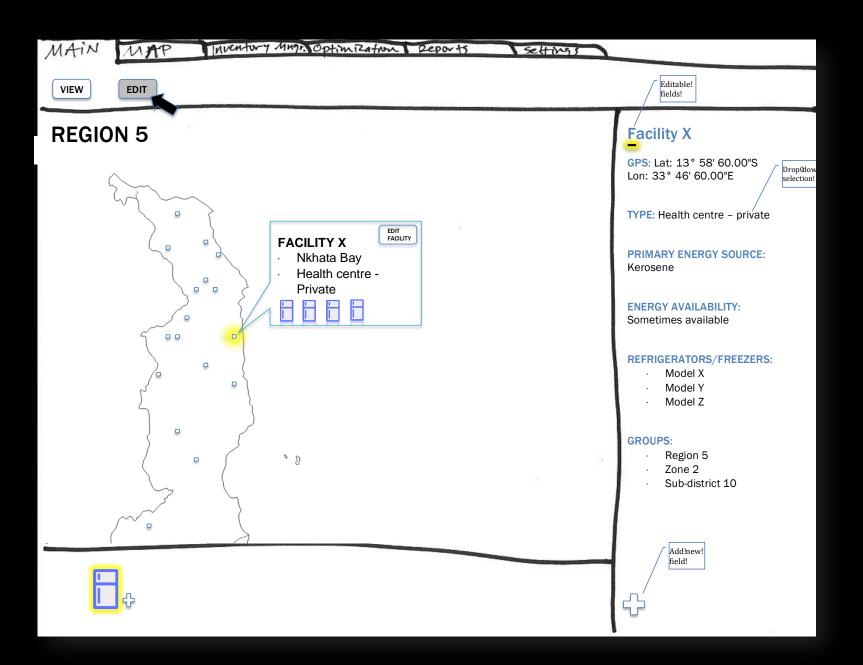
USABILITY TESTING - TWO ROUNDS

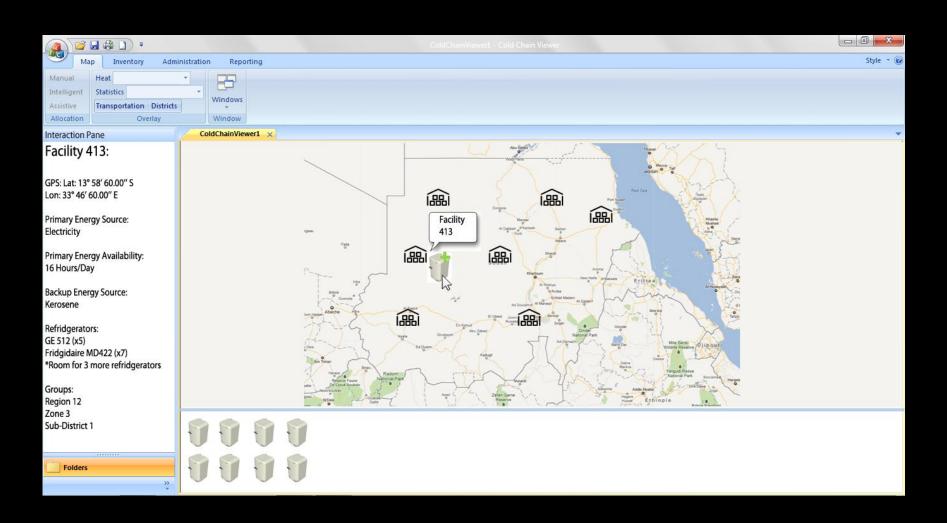
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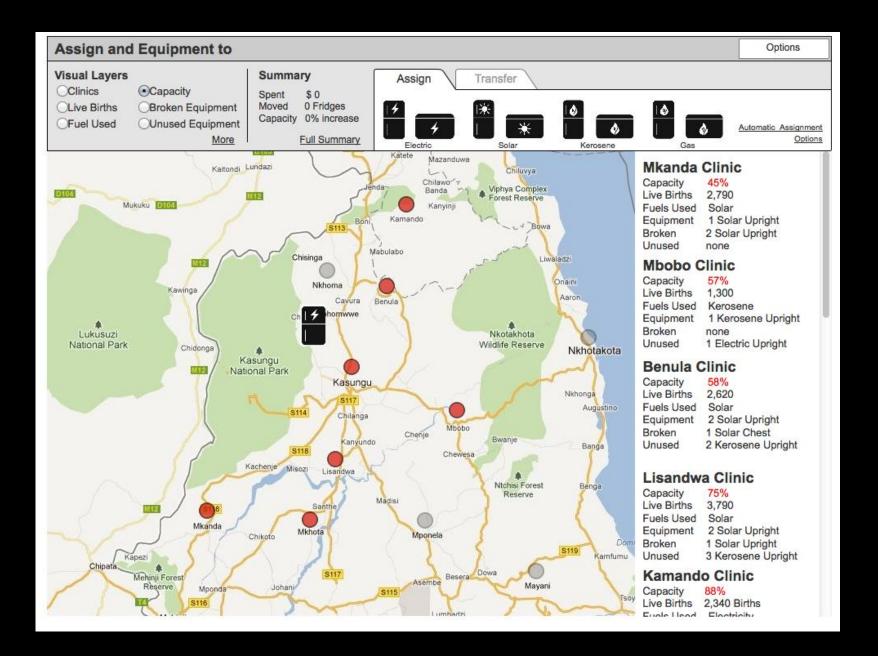
- Basic paper prototype
- Goal: testing ease of use, navigability
- Tested with four people

LATE MAY

- Hi-fi, interactive prototype
- Goal: testing word choices, symbols, interaction patterns
- Tested with four people







Architecture

SQL database

Ruby on Rails framework

Google Maps

Internal data models

Accomplishments

Demo

Future work

Support for additional scenarios:

- transferring existing resources
- automatic allocation (using algorithms and heuristics)

Visual design explorations and testing – layers, icons, navigation

Field testing

Questions?