# Sharing Annotated Personal Data

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## Abstract

In the design and development of personal informatics systems, we address the challenge of linking sensor-based data (location, movement, ESG, etc.) to experience data, so people using personal informatics systems could share meaningful/affective information with their community.

## Keywords

Mood capturing, context-aware ESM, experience.

## Introduction

Sensor based mobile platforms such as Wockets [3] or MyExperience [1] are making easier the collection of personal data and its visualization to support self-awareness and self-reflection. Technical and design challenges focus on the capturing, processing and displaying of reliable and meaningful information to its users.

Our design research is exploring the design challenges to extend these types of platforms with the possibility for people to annotate their experiences (how do they feel) related to the events the sensor data is representing.

We are working on two different applications to understand the value of these annotations: one application is a tool for experience designers who are

interested in capturing user experiences related to interactions (or the lack of them) that is logged between participants and a product. A different application is a communication tool allow people to interact with each other by tagging the shared sensor data with their experiences at that moment (imagine an awareness system between a senior and their informal caregiver that provides information of their activities and whereabouts in the home. Similarly we foresee the value of these annotations to share meaningful personal data with a community.

## Sharing Personal Informatics

The value of sharing personal informatics is showing its effects. Only few days ago on The New York Times [2], Owen Thomas wrote how he lost 83 pounds in almost a year using apps that track his progress. What it is interesting in his reports is that he recognized the increasing effect on his weight loss the moment he started sharing his progress using Facebook and Twitter.

Among the reasons he attributes to this effect are the responses that he gets from his community: sharing progress, fun comments and support. In the last category he refers to his 'virtual cheering quad' whom routinely 'Like' his updates on Facebook.

## Design Challenges

In the scenario of sharing annotated we identify three components: 1) a light way to annotate progress data you would like to share with others on the move (or as close as the progress has been achieved; 2) a light way for members of the community to react on ones' annotations; 3) a way to visualize all these interactions to the members of a community.

Looking at the first component, issues related to the mobile context of these applications lead to interesting challenges. For example, the value of sharing your feelings right when you have achieved an important milestone are higher than if you have to wait till you actually have the opportunity to share it. Therefore we are looking at light ways to express your mood on the go. One development we are working on is the Pictorial Mood Reporting (PiMRI) [4] tool to support people to express moods in a light way. Reacting to annotations on the move bring also interaction and visualization challenges.

Finally we identify issues regarding scalability of visualizations and interactions. So far we have only explored annotating and sharing between two people.

## Acknowledgements

## References

[1]   Froehlich, J., Chen, M.Y., Consolvo, S., Harrison, B., Landay, J.A. MyExperience: a system for *in situ* tracing and capturing of user feedback on mobile phones

[2]   Owen, Thomas. Apps to Share your Pride at the GymAnderson, The New York Times – Personal Tech, 9 Feb 2011 http://www.nytimes.com/2011/02/10/technology/personaltech/10basics.html.

[3]   http://wockets.wikispaces.com/

[4]   Vastenburg, M., Romero, N., van Bel, D., Desmet, P. PiMRI: Development of a Pictorial Mood Reporting Instrument. To be published as Work-in-Progress CHI 2011.