# A Stage-Based Model of Personal Informatics Systems

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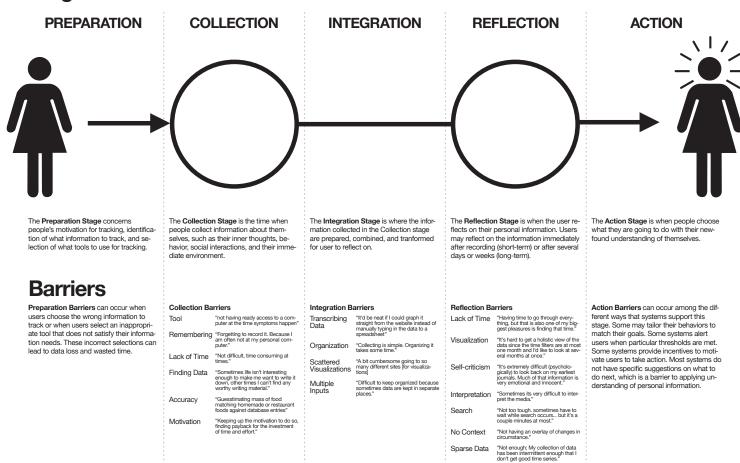
## Introduction

People strive to obtain self-knowledge. A class of systems called personal informatics is appearing that help people collect and reflect on personal information. However, there is no comprehensive list of problems that users experience using these systems, and no guidance for making these systems more effective.

We conducted surveys and interviews with people who collect and reflect on personal information. We derived a stage-based model of personal informatics systems composed of five stages (*Preparation*, *Collection*, *Integration*, *Reflection*, and *Action*) and identified barriers in each of the stages.

http://personalinformatics.org/lab/model

# **Stages**



# **Properties**Barriers cascade.

Problems in earlier stages affect the later stages. For example, not selecting the right tool during the Preparation stage may lead to reflecting on incorrect data. Another example is that problems in the Collection stage may lead to sparse data, which may be insufficient for insightful reflection.

#### Design holistically.

This property suggests that the development of personal informatics systems should be approached holistically. Of course, we should take inspiration from different fields to resolve problems within each stage (e.g., visualization techniques from the information visualization community), but development should not focus only on one stage, but consider the whole experience of the user throughout the different stages.

### Stages are iterative.

Stages are iterative; users will incorporate new data, tools, and processes as they progress through the stages. For example, a user may change the types of exercises she performs. These changes may require new tools, new types of data, and different visualizations. Often times, the user cannot bring their old data along with them. This causes problems because it makes comparing between different types of exercise more difficult.

#### Maintain flexibility.

This property suggests that systems should be flexible to support users' changing information needs. Some examples are support for easy importing and exporting of data and rapid iteration so that users can hone in on the questions they want to answer.

#### User- vs. System-driven

Data is Not

Each stage can be classified as user-driven, systemdriven, or a combination of both. In a user-driven stage, the user is responsible for the activity in the stage, while in a system-driven stage, the system is. For example, a user-driven Collection stage may require users to record information into a spreadsheet, while a system-driven stage may use sensors to track personal information.

#### Balance automation and user control.

This property suggests that there are opportunities to alleviate the demands on the user using automation; however, developers should consider the tradeoffs (e.g., inaccuracy of automated tracking and loss of user control).

#### Facate

This property concerns facets of a person's life. Most systems are uni-faceted, collecting only one facet of a person's life (e.g., Mint for financial matters, Nike+ for physical activity). Some systems are multi-faceted, collecting multiple facets of a person's life (e.g., Daytum, your.flowingdata). However, such systems usually present multiple facets in separate visualizations. Many participants expressed their desire to see associations between different facets of their lives.

#### Associate multiple facets.

This property opens several opportunities to explore how applications can better support awareness of associations between different facets of life.



