



Health Information Feedback by Push Type Digital Signage

Tetsuro Ogi

Kenichiro Ito, Go Nakada, Shigeyuki Konita

*Graduate School of System Design and Management
Keio University*

Outline

- Background and purpose
- Framework of health information system
- Push type digital signage
- Prototype system
- Conclusions

Background

■ Aging Society

- Elderly population is increasing based on increase of life expectancy.
- **Healthy life expectancy** is not necessarily increasing.
- Prevention of lifestyle-related diseases (brain stroke, heart disease, high blood pressure, etc.) is necessary.



■ Problem



- Improvement of **health consciousness** in daily life is very important.
- It is difficult for us to continue healthy actions.

Purpose of This Study

■ Purpose

- Development of framework to maintain health consciousness by IT technology
- **Push type digital signage** that displays personalized health information

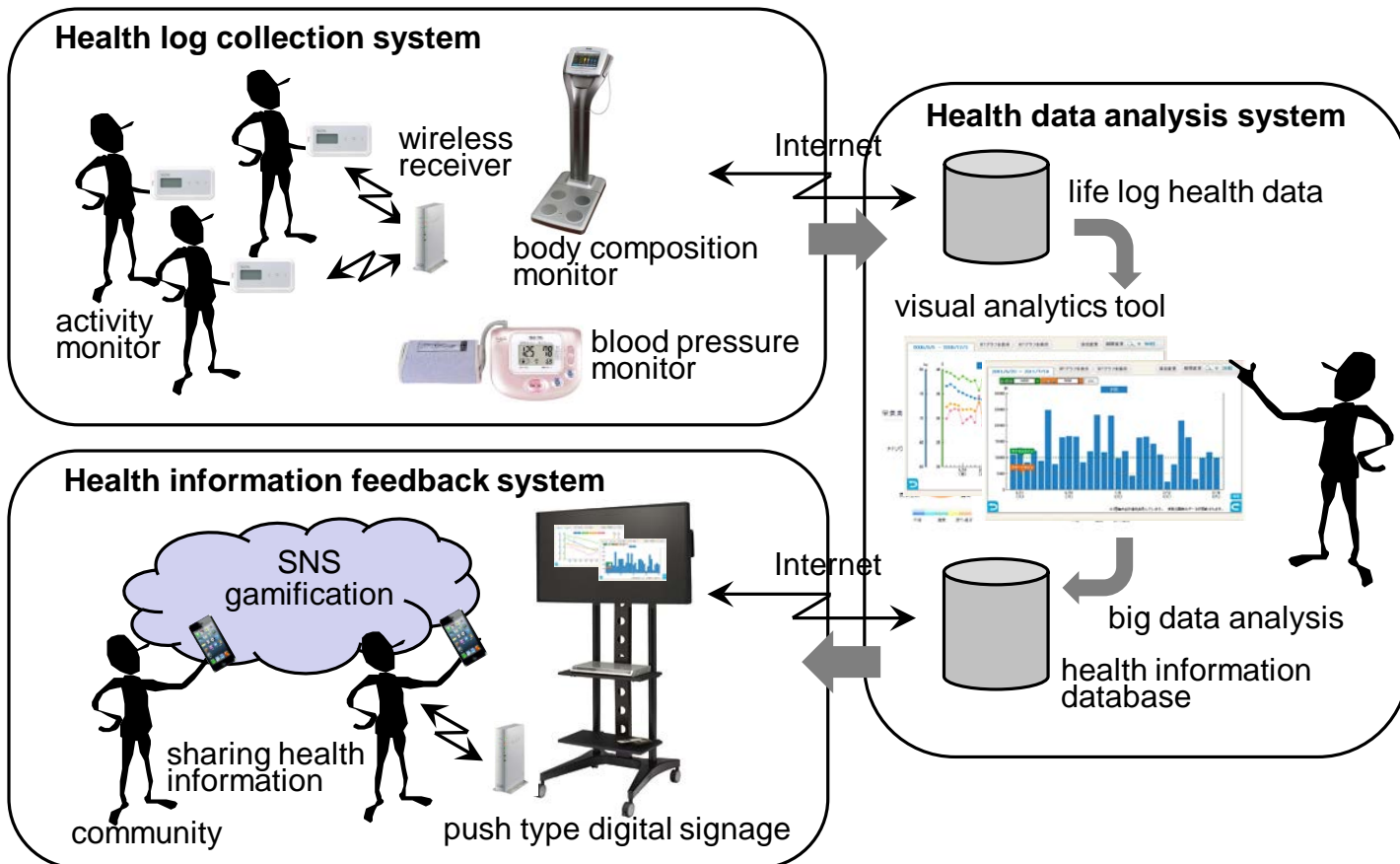
■ Push type digital signage

- Detects user who is walking in front of the digital signage, and displays **personalized information**.
- Even if user does not do anything of his own accord, personalized health information is displayed.

NICT Projct

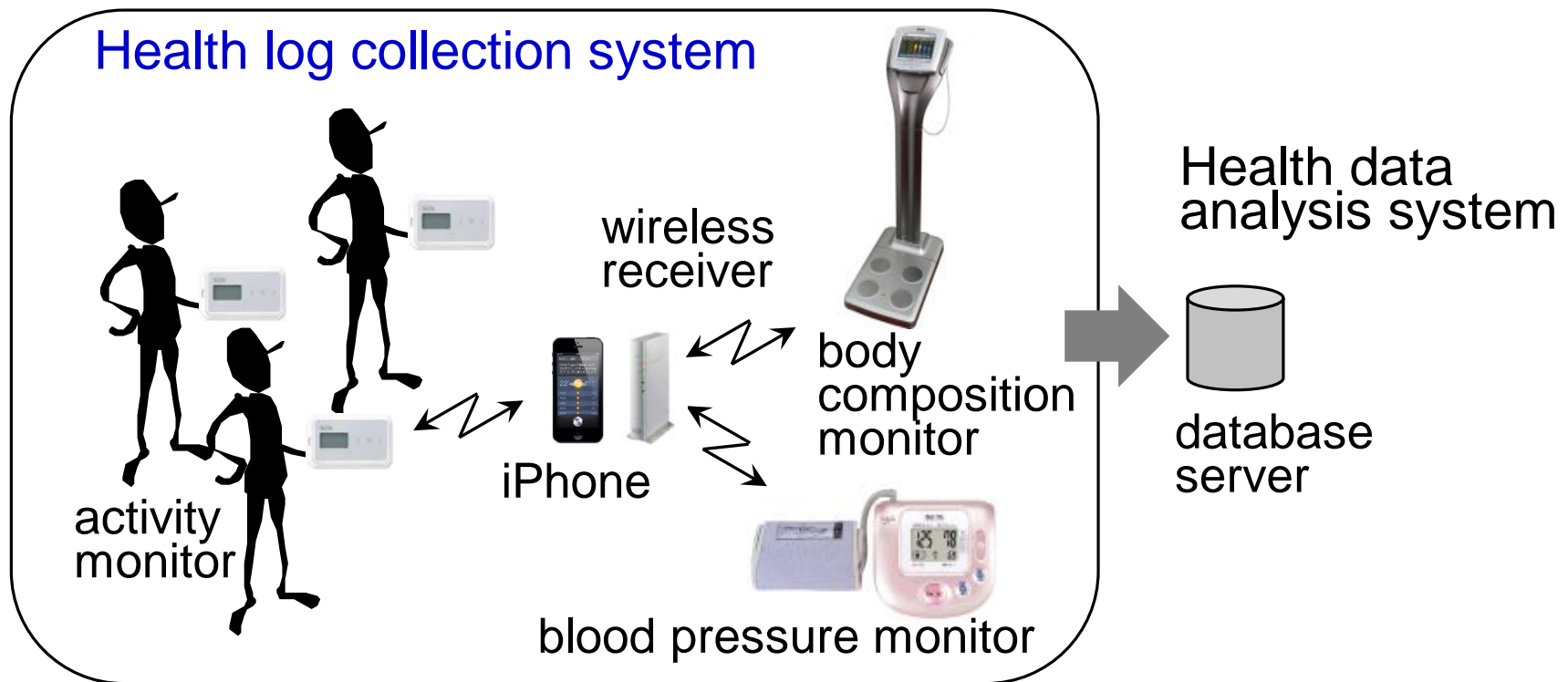
“Improvement of Health Literacy by Health Information Feedback based on Life Log Data Analysis”

Keio University & TANITA Health Link, Inc. (2014-2017)



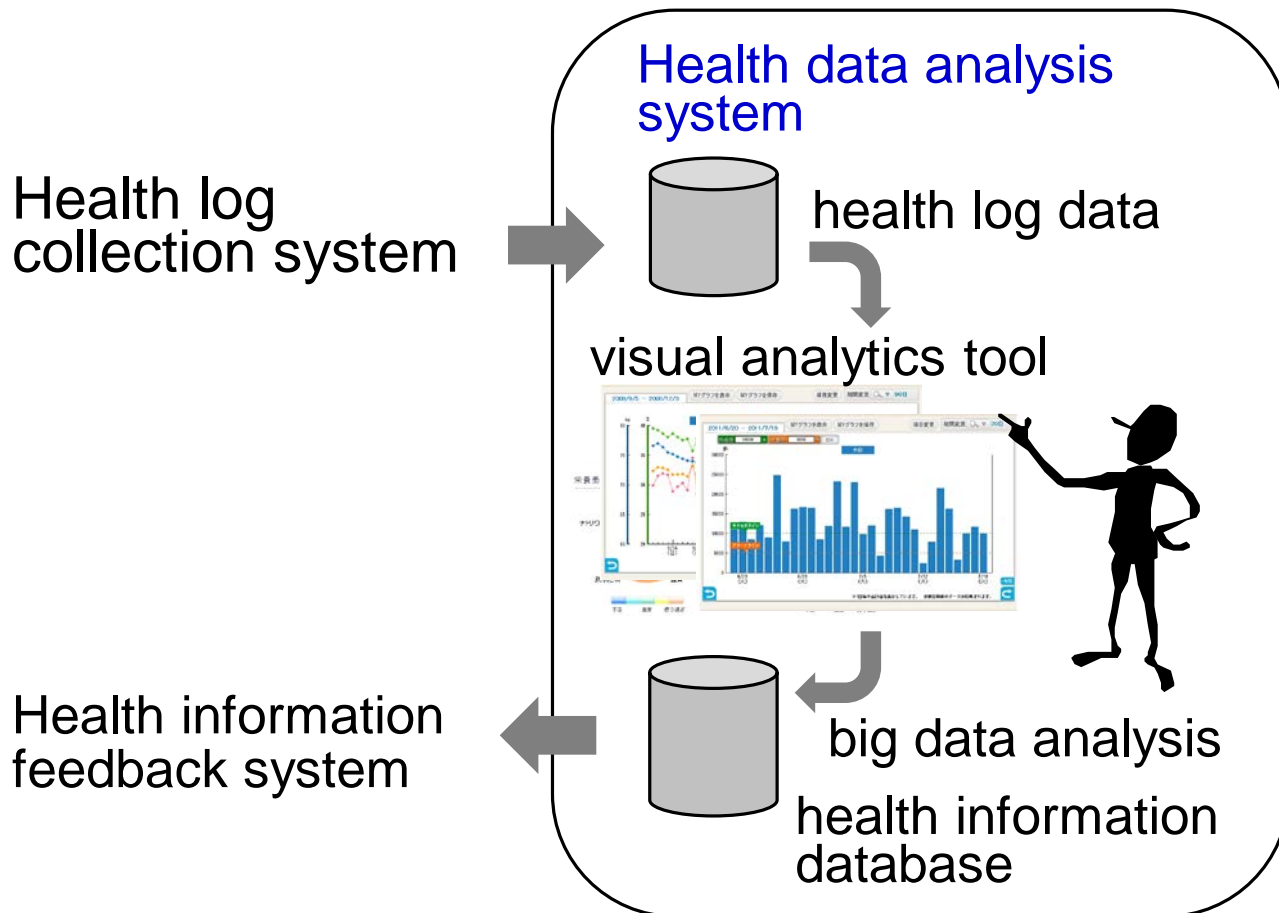
Health Log Collection System

- Activity monitor data, body composition monitor data, and blood pressure monitor data are collected automatically.



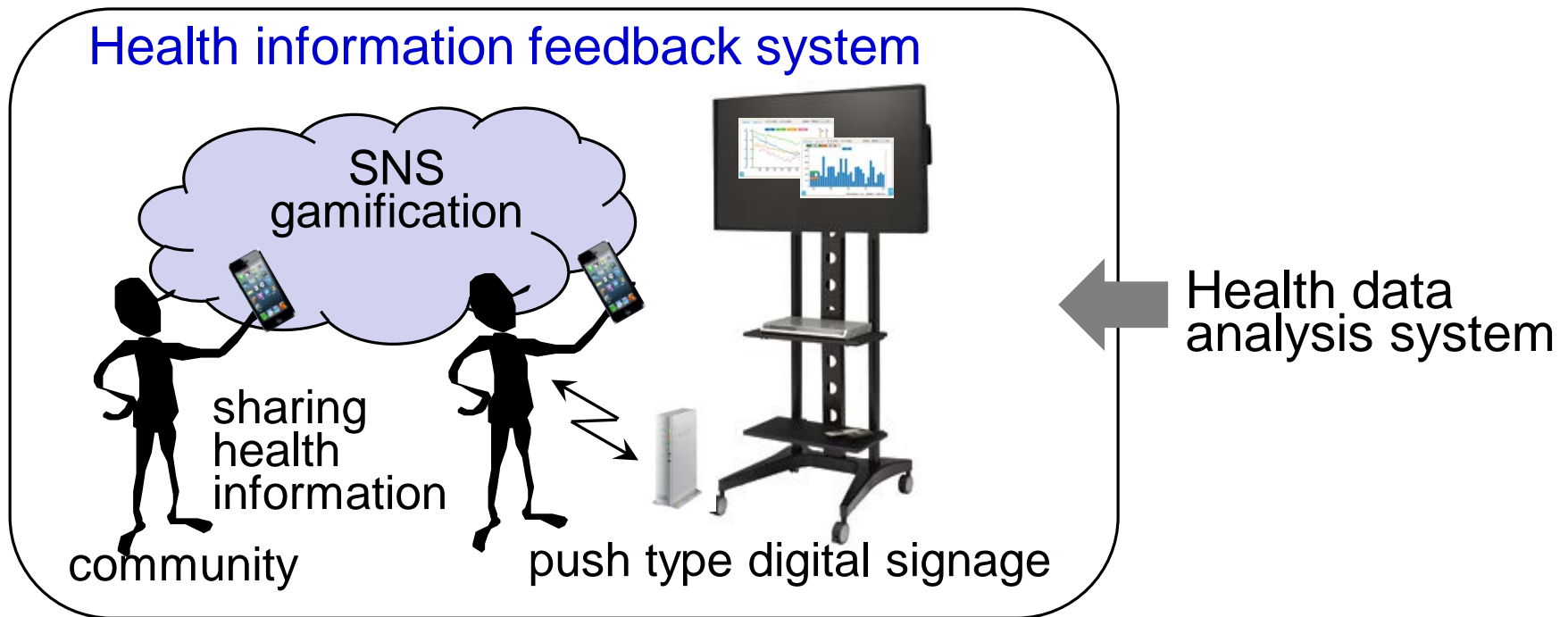
Health Data Analysis System

- Collected health data is analyzed using visual analytics tool and health information database is constructed.



Health Information Feedback System

- Push type digital signage provides personalized health information.
- Health information can be shared among community.
- Information is provided using the gamification technology.

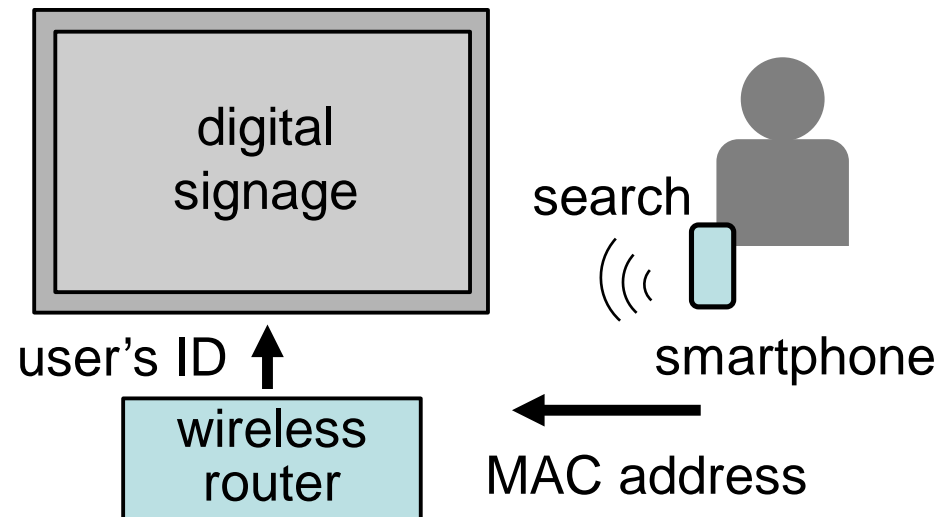


Identification of User

- Identifying the **smartphone** of the user to identify the user
- Detecting **MAC address** of the smartphone to identify the smartphone

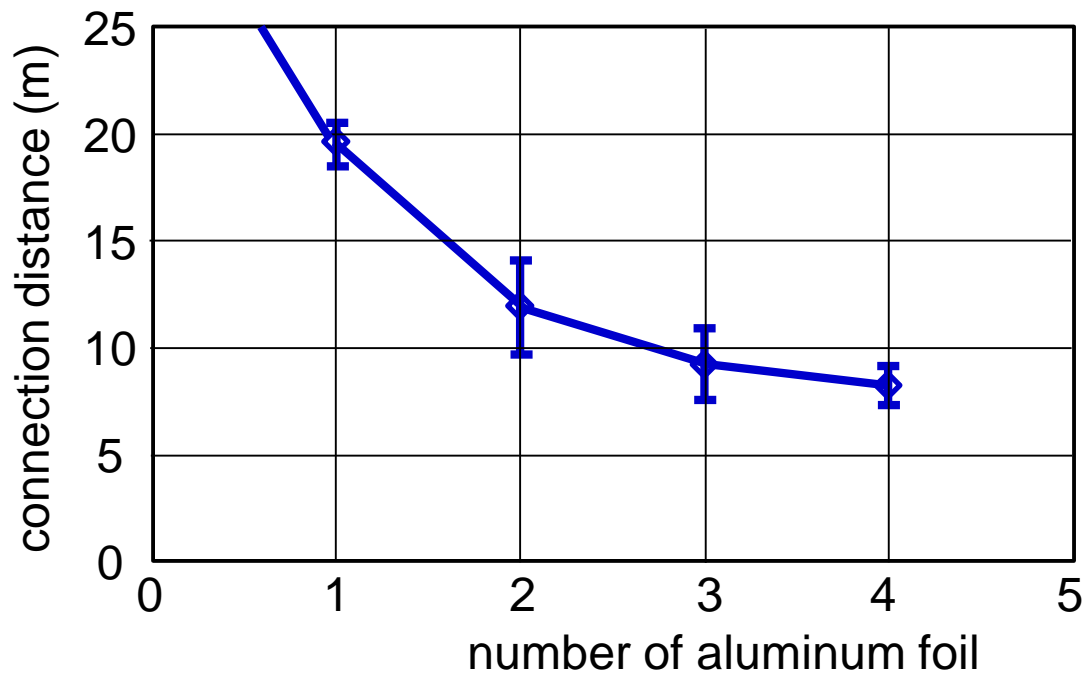
■ Process

- Smartphone searches for access point
- Smartphone send MAC address to wireless router
- MAC address can be detected
- Owner of the smartphone can be identified



Wi-Fi Router

■ Wi-Fi router and radio field strength



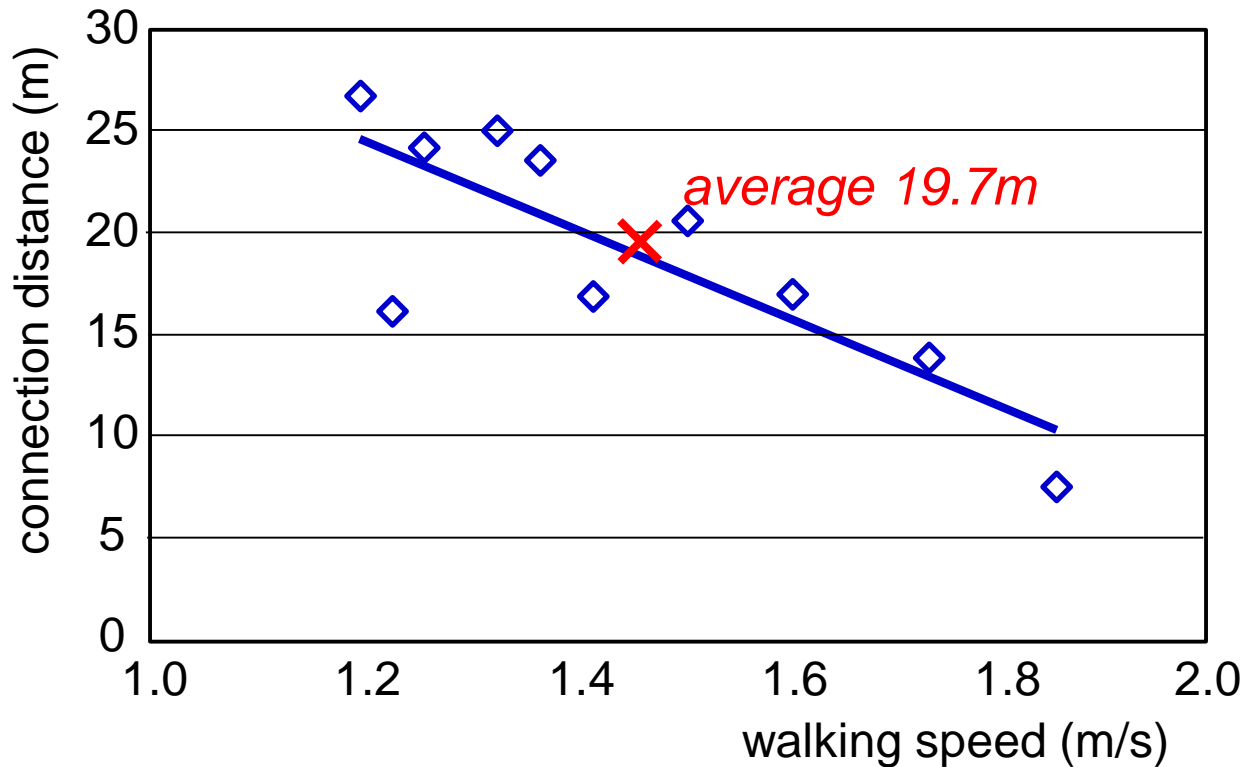
NEC Aterm Station router



iPhone

- Router was wrapped by one aluminum foil, so that the user does not pass through the digital signage during the polling interval.

Connection Position



- Connection distance became closer when user walked faster.
- User can be identified at appropriate position.

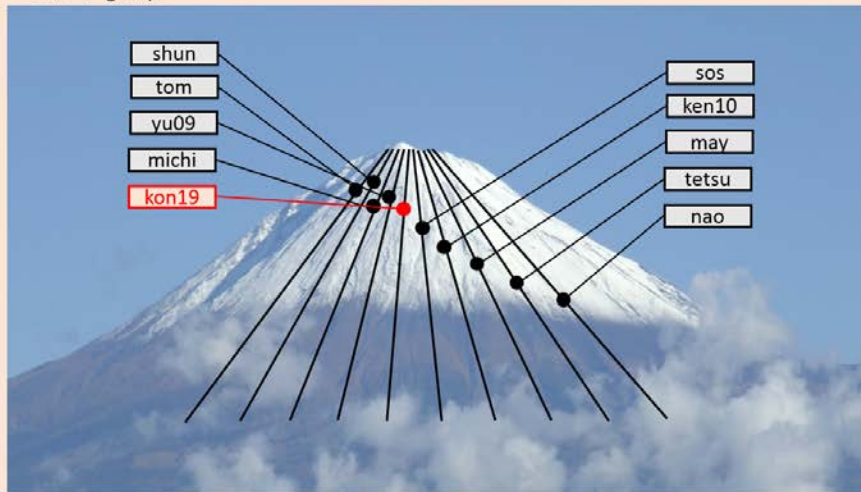
Displayed Information

健康情報デジタルサイネージ

提供: 慶應義塾大学 & タニタヘルスリンク

目標達成度グラフ

SDM-1 group



メッセージ

もう少しでランキング上位者に入ります。もう一頑張り歩く努力をしましょう。

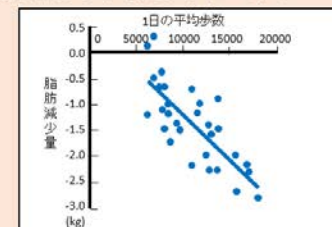
ランキング

先週の歩数 SDM-1 group

1. tom	82,521 steps
2. shun	82,319 steps
3. michi	72,108 steps
4. yu09	70,983 steps
5. kon19	66,520 steps
6. sos	56,419 steps
7. ken10	49,109 steps
8. may	47,028 steps
9. tetsu	38,116 steps
10. nao	20,117 steps

健康豆知識

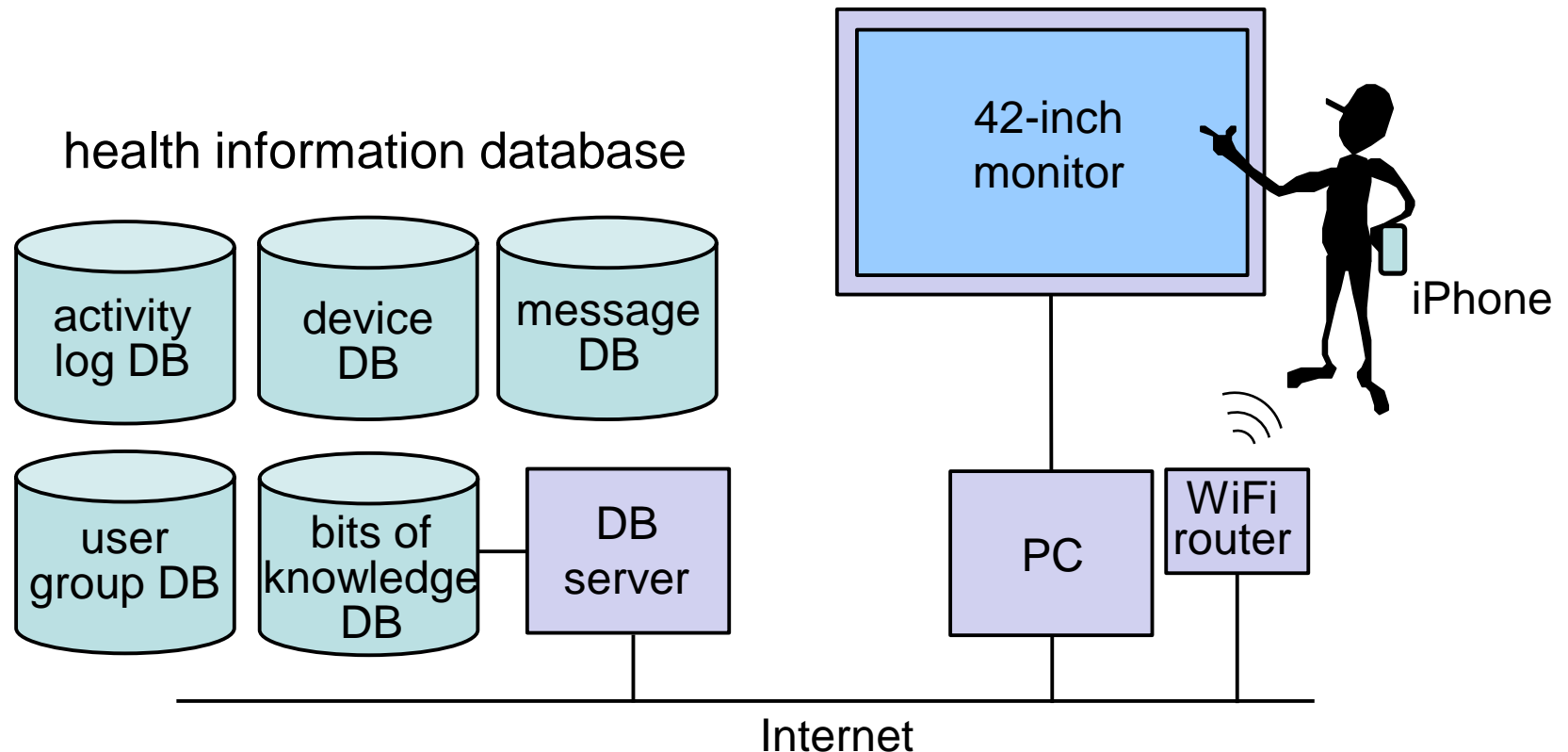
1日の平均歩数9,000~10,000歩程度が、2週間で1kg脂肪を減少させる平均的なラインです。



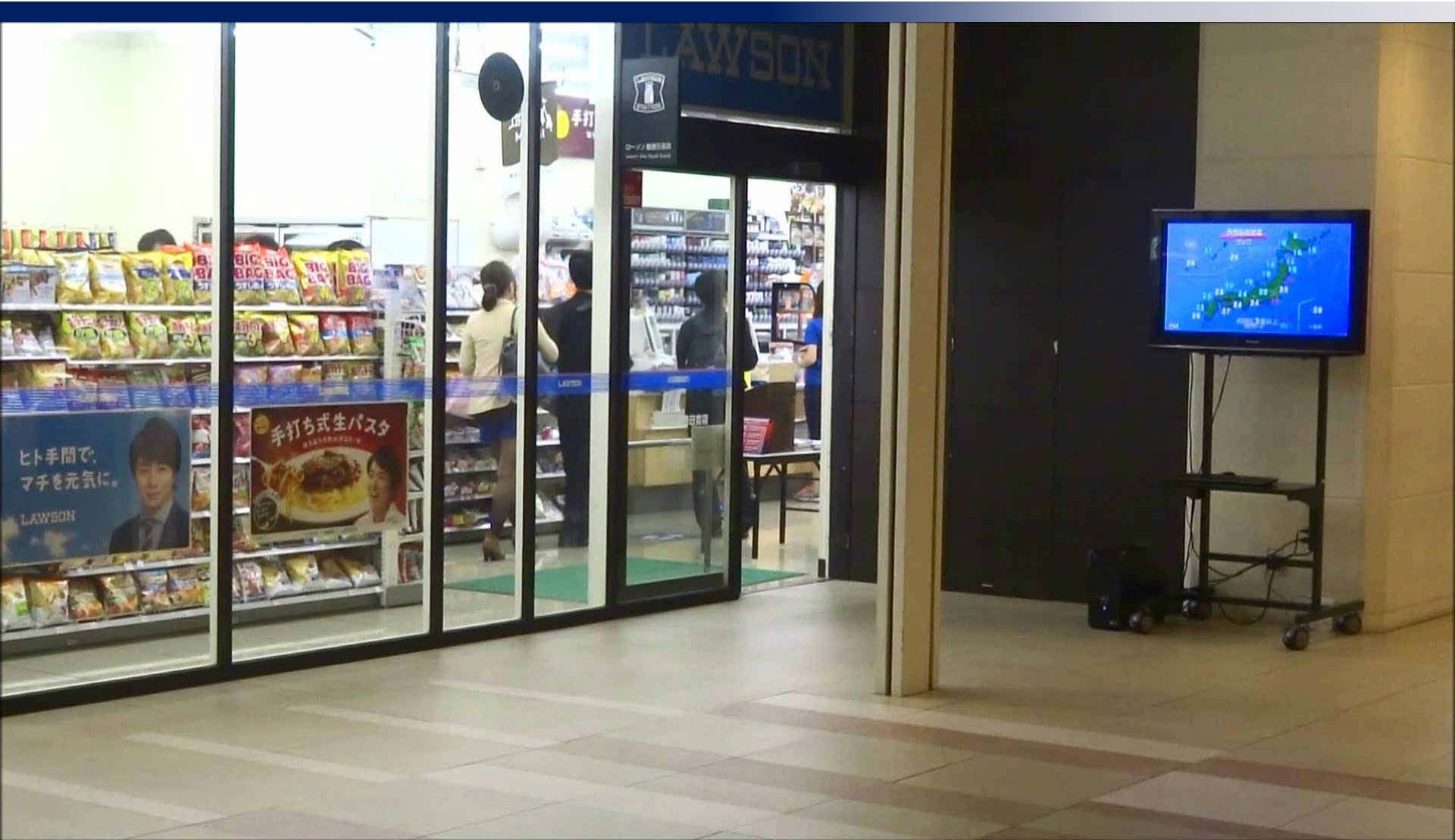
- Graphic visualization, ranking, message, bits of knowledge
- Motivation for healthy life would be improved based on the effect of gamification

Prototype System

- System configuration of push type digital signage



Demonstration



Conclusions

- Framework of health information system that improves health consciousness was proposed.
- Health information feedback system using push type digital signage was developed.
- In future work, health log collection system, health data analysis system, and health information feedback system will be integrated.