



Crowd Data Visualization

How can we best visualize crowd data in a relatable way that best helps the user make a decision.

1. Security Camera Footage: How much would this information impact your decision to visit Griffith Park?



- Definitely would
- Probably would
- Probably wouldn't
- Definitely wouldn't



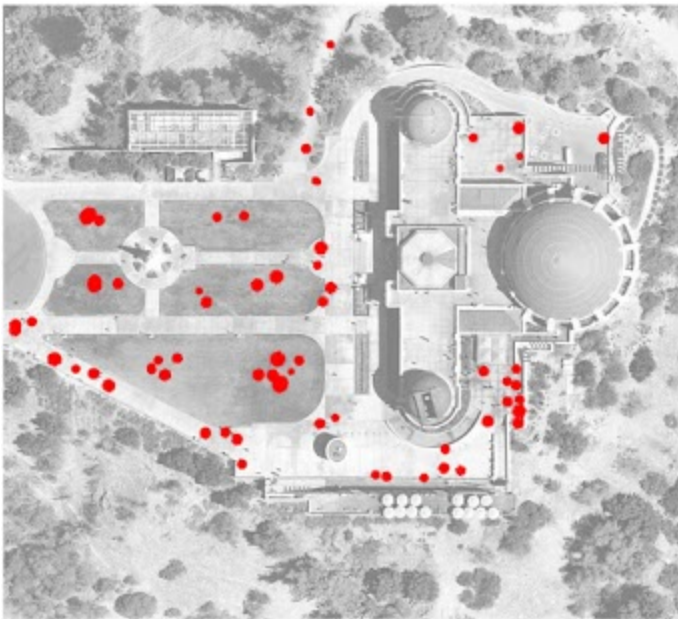
2. Density Heat Map: How much would this information impact your decision to visit Griffith Park?



- Definitely would
- Probably would
- Probably wouldn't
- Definitely wouldn't



3. Point Density Data: How much would this information impact your decision to visit Griffith Park?



- Definitely would
- Probably would
- Probably wouldn't
- Definitely wouldn't



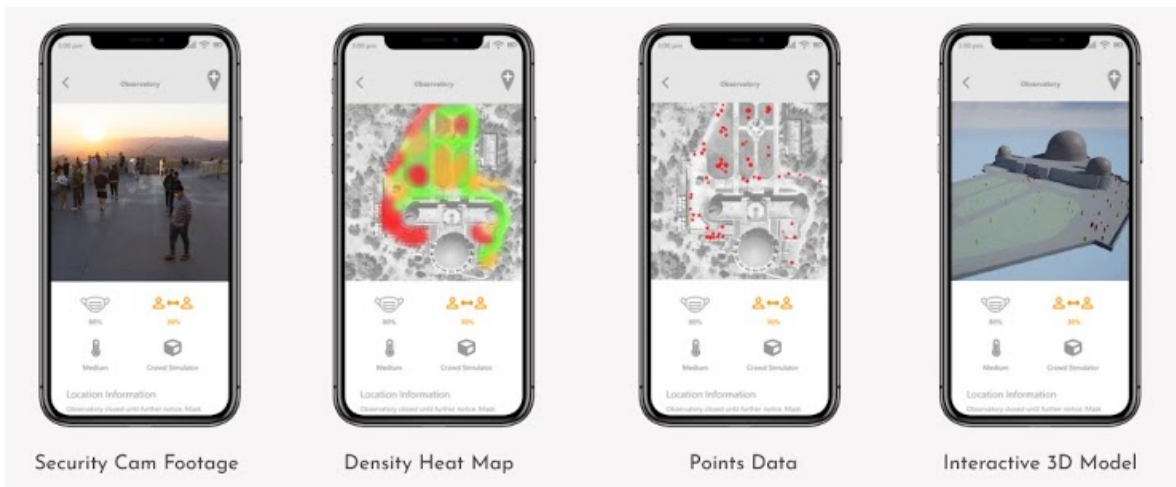
4. Interactive 3D model: How much would this information impact your decision to visit Griffith Park?



- Definitely would
- Probably would
- Probably wouldn't
- Definitely wouldn't



5. Of the examples shown, please rank them in order of usefulness.



	1- Most useful	2	3	4- Least useful
Security camera footage	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Density Heat Map	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Points Data	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Interactive 3D Model	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



6. AR Simulation: How useful is this to you?



- Extremely useful
- Very useful
- Somewhat useful
- Not so useful
- Not at all useful

7. 3D & VR Simulation: How useful is this to you?

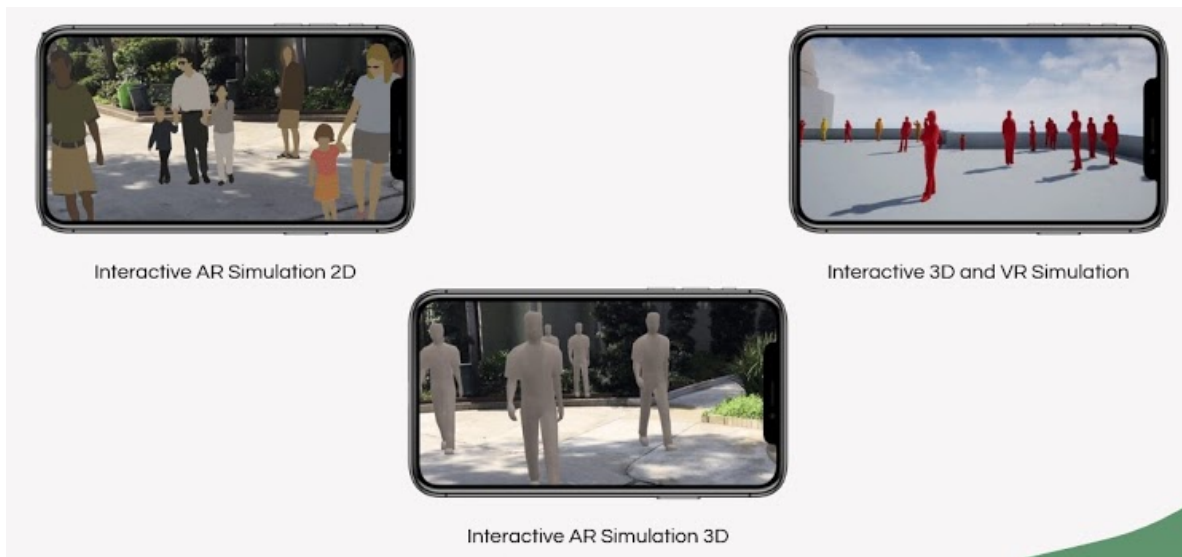


- Extremely useful
- Very useful
- Somewhat useful



- Somewhat useful
- Not so useful
- Not at all useful

8. Of the examples shown, please rank them in order of usefulness.



1-Most useful

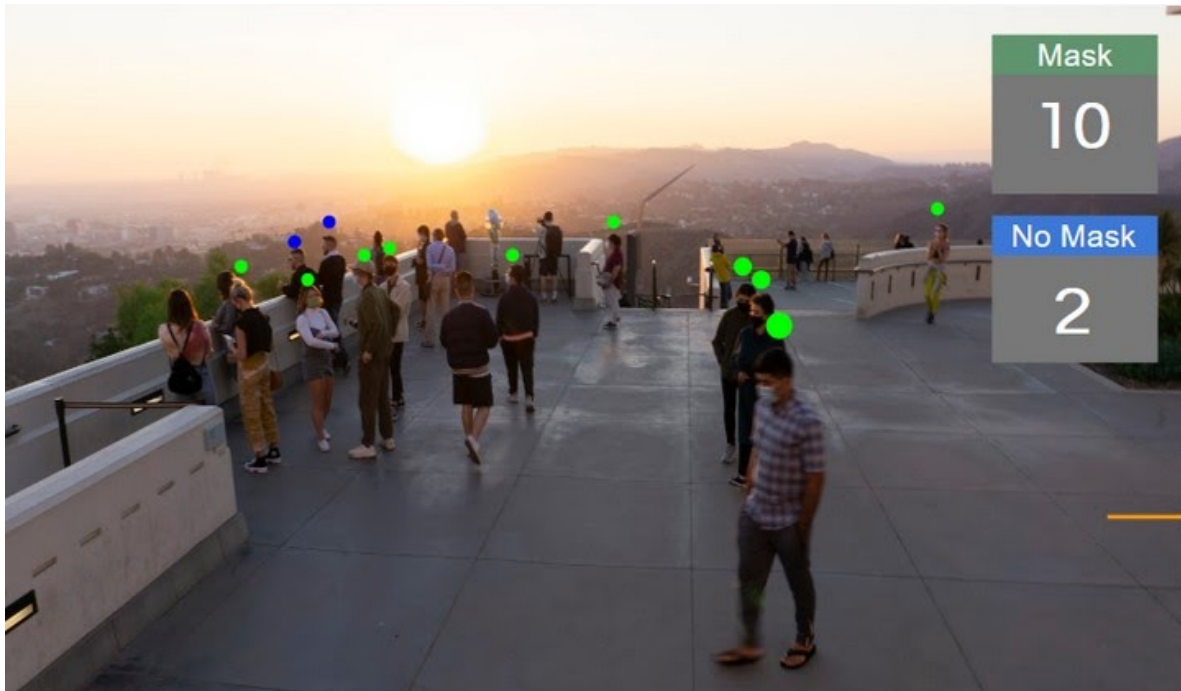
2

3-Most useful

AR simulation using graphic images	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AR simulation using 3D models	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3D simulation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



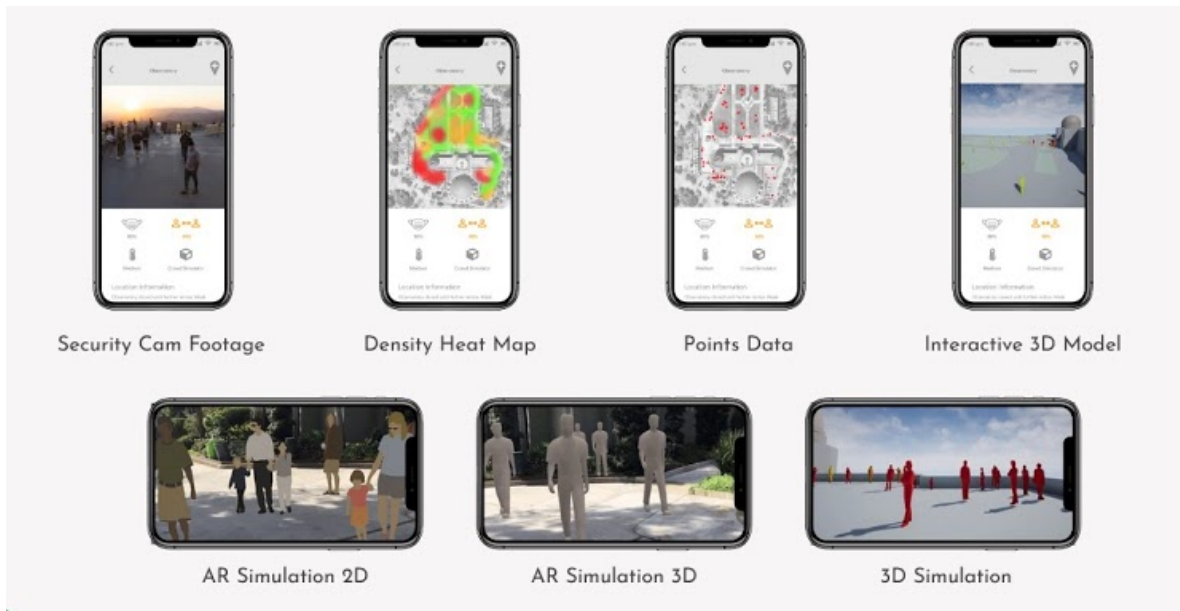
9. How comfortable are you with receiving mask data based on smart camera technology?



- Very comfortable
- Somewhat comfortable
- Indifferent
- Somewhat uncomfortable
- Very uncomfortable



10. Please select one or two of these visualization types that you found most useful in determining crowd density and please let us know why



Your answer

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