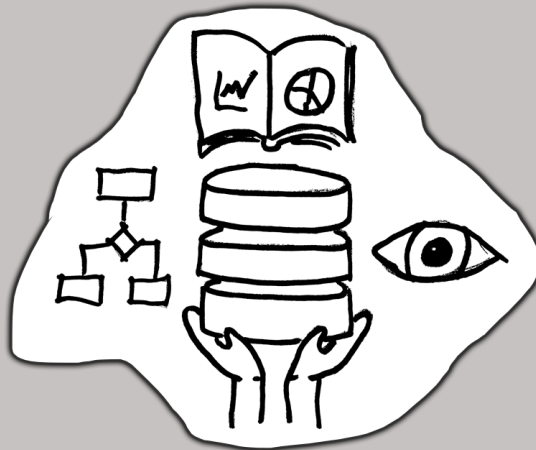# THE Port - Hackathon at CERN

Humanitarian Field Data, Alive!

Summary:

Understanding humanitarian field data for rapid decision making;
This project will tackle global problems of field data handling, from collection to visualisation. Augmenting the human eye by making available tools such as Virtual Reality (VR) to visualize living data.

Goals:

Decision makers lack access to the latest and greatest information about the situation in the field. There is a lot of data but too often it is inaccessible. Two common reasons for this are: the data are not presented in a way that allow actionable insights to be derived from it, and highly skilled experts are needed to extract exact information to a few, specific requirements. This project will investigate how to handle interactive technologies including VR to deliver live data to decision makers in an actionable format and create a training guide for interactive data collection and analysis for non-tech people.

Resources:

Data sets, Computers, VR kit, Inputs from field workers, data analysts, and decision makers. Mind Maze would maybe offer a development system of a augmented reality system.
UN OCHA proposed topic and offers field expertise.

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