Part I: Non-Motor Aspects of Experiences of Daily Living (nM-EDL)

SCORE

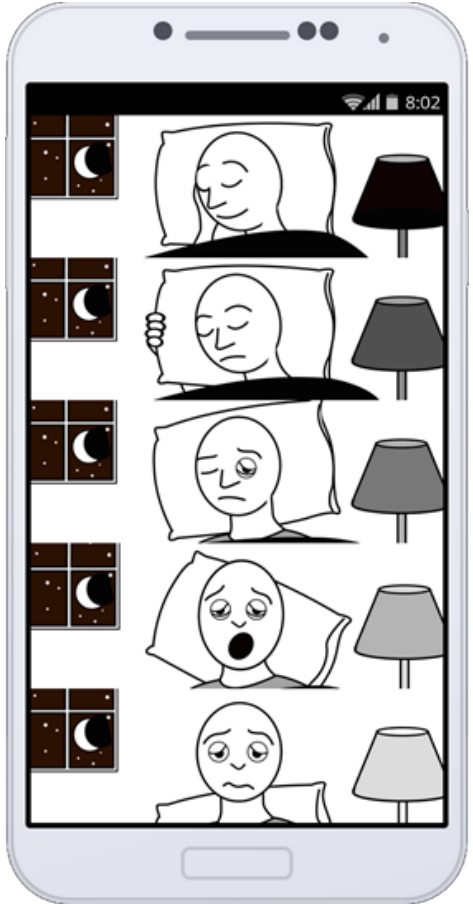
1.7 SLEEP PROBLEMS

Over the past week, have you had trouble going to sleep at night or staying asleep through the night? Consider how rested you felt after waking up in the morning.

0:	Normal:	No problems.
1:	Slight:	Sleep problems are present but usually do not cause trouble getting a full night of sleep.
2:	Mild:	Sleep problems usually cause some difficulties getting a full night of sleep.
3:	Moderate:	Sleep problems cause a lot of difficulties getting a full night of sleep, but I still usually sleep for more than half the night.
4:	Severe:	I usually do not sleep for most of the night.

☐

NIH R21: “Visual Parkinson’s Disease Rating Scale:
A Universal Iconic Questionnaire for Epidemiological Studies in India”



MIT App Inventor 2
Beta

Projects | Connect | Build | Help | My Projects | Guide | Report an

VPDRS | Screen1 | Add Screen ... | Remove Screen

Palette

User Interface

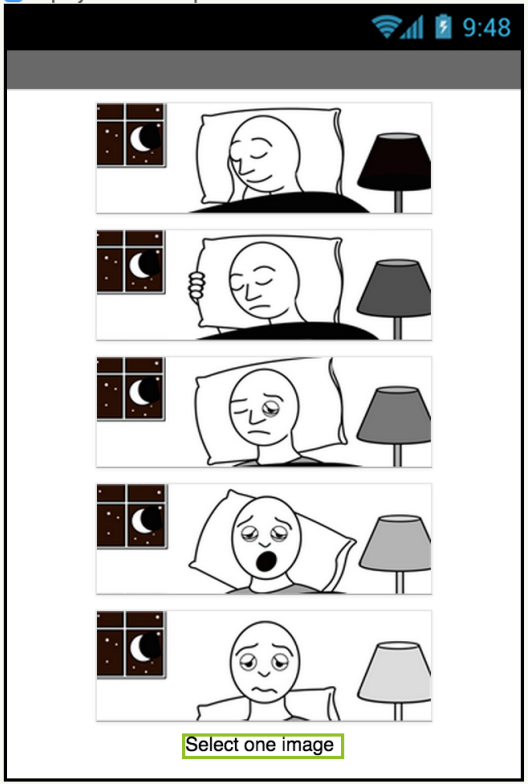
- Button
- CheckBox
- DatePicker
- Image
- Label
- ListPicker
- ListView
- Notifier
- PasswordTextBox
- Slider
- Spinner
- TextBox
- TimePicker
- WebViewer

Layout

Media

Viewer

Display hidden components in Viewer

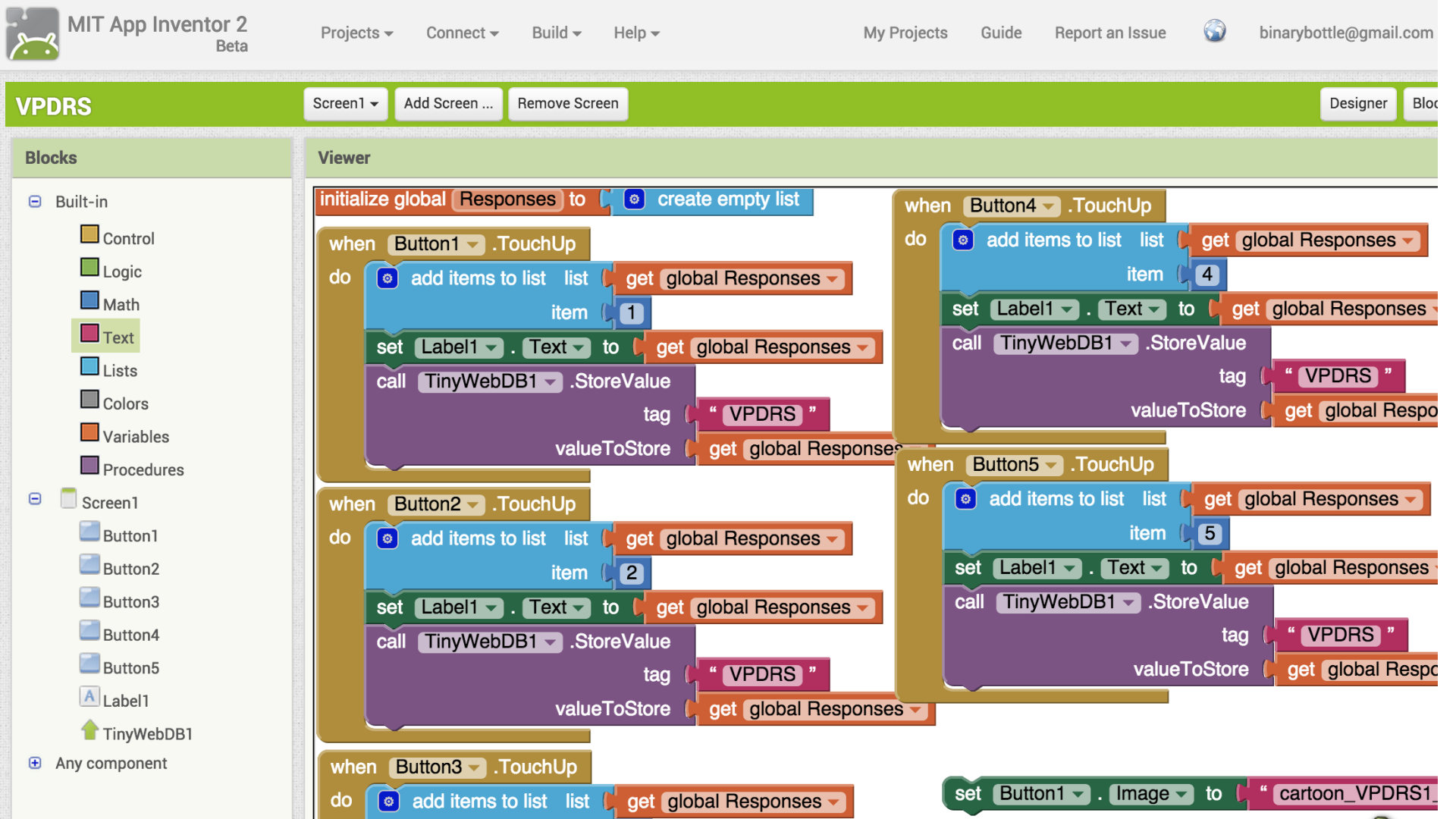


Non-visible components

Components

- Screen1
  - Button1
  - Button2
  - Button3
  - Button4
  - Button5
  - Label1
  - TinyWebDB1

Rename | Delete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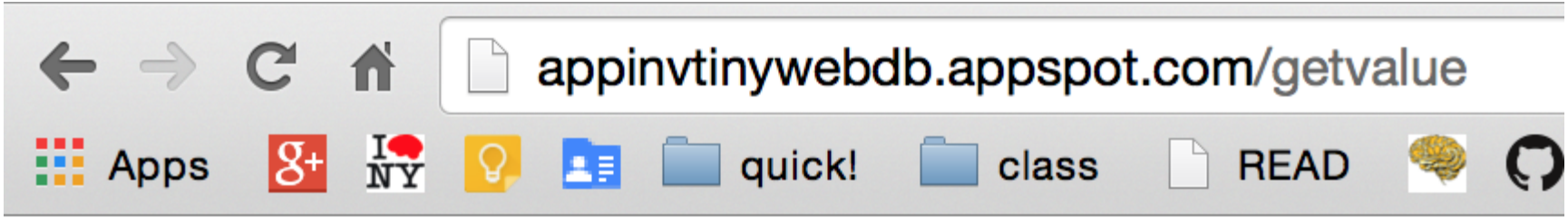
VPDRS
Screen1
Add Screen ...
Remove Screen
Designer
Blocks
Viewer
Built-in
Control
Logic
Math
Text
Lists
Colors
Variables
Procedures
Screen1
Button1
Button2
Button3
Button4
Button5
Label1
TinyWebDB1
Any component
initialize global Responses to create empty list
when Button1 .TouchUp
do add items to list list get global Responses
item 1
set Label1 . Text to get global Responses
call TinyWebDB1 .StoreValue
tag " VPDRS "
valueToStore get global Responses
when Button2 .TouchUp
do add items to list list get global Responses
item 2
set Label1 . Text to get global Responses
call TinyWebDB1 .StoreValue
tag " VPDRS "
valueToStore get global Responses
when Button3 .TouchUp
do add items to list list get global Responses
when Button4 .TouchUp
do add items to list list get global Responses
item 4
set Label1 . Text to get global Responses
call TinyWebDB1 .StoreValue
tag " VPDRS "
valueToStore get global Respo
when Button5 .TouchUp
do add items to list list get global Responses
item 5
set Label1 . Text to get global Responses
call TinyWebDB1 .StoreValue
tag " VPDRS "
valueToStore get global Respo
set Button1 . Image to " cartoon_VPDRS1_



The server will send this to the component:

["VALUE", "VPDRS", "[2,4,5]"]

Return to TinyWebDB Main Page

Use

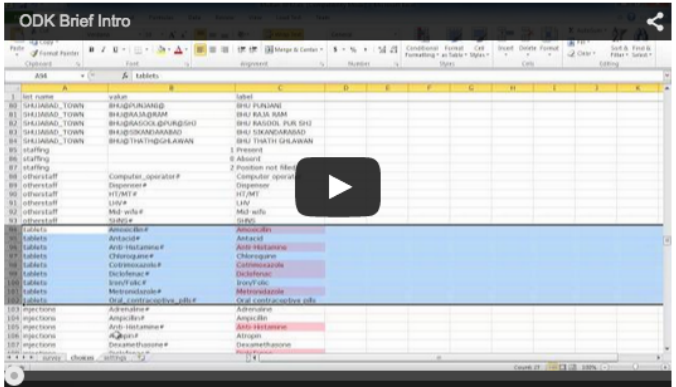
To use ODK, you need to do three things -- design a form, setup a server, and connect the device to that server. Once those three things are done, you'll be ready to start data collection.

You'll need three tools:

- Build or XLSForm -- to design your survey form.
- Collect -- running on an Android device to download and fill-in the survey.
- Aggregate -- for hosting the survey form and gathering the survey results. Alternatively, Briefcase can be used to gather the survey results (but you'll need to manually place the survey form onto the Android device).

If any of this sounds complicated, we promise it's not! As one user said, "*the instructions on the ODK site for doing this were easy-breezy to follow.*" If you run into problems, ask questions on the opendatakit community mailing list.

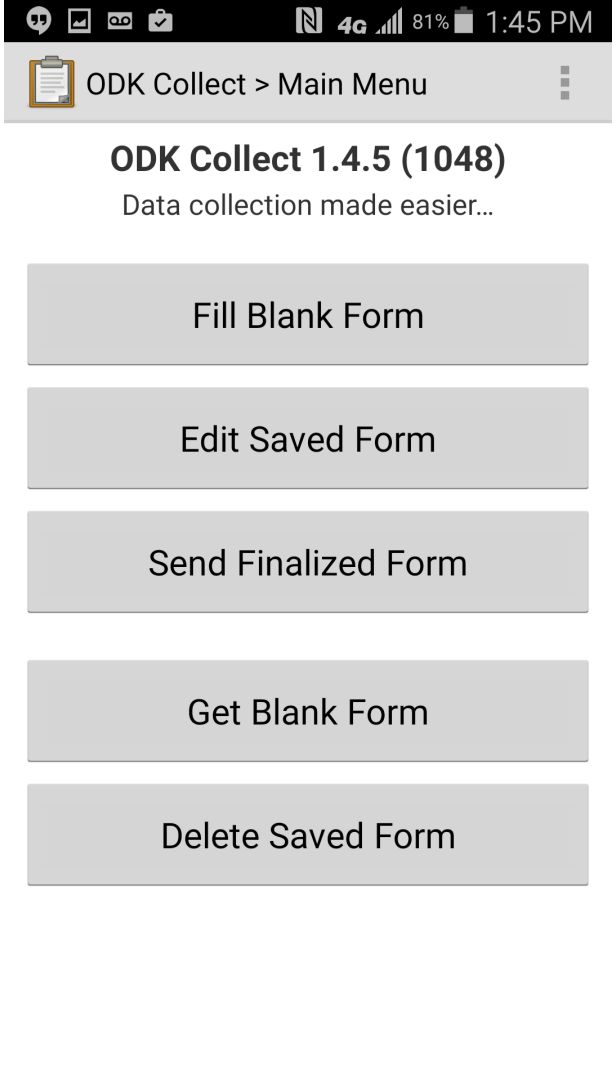
Below is a demo video of Collect, our Android-based data collection client. Watch it, then start with the instructions for Collect, then try Build and Aggregate. For longer forms and more complicated branching, we recommend using XLSForm to design your form.

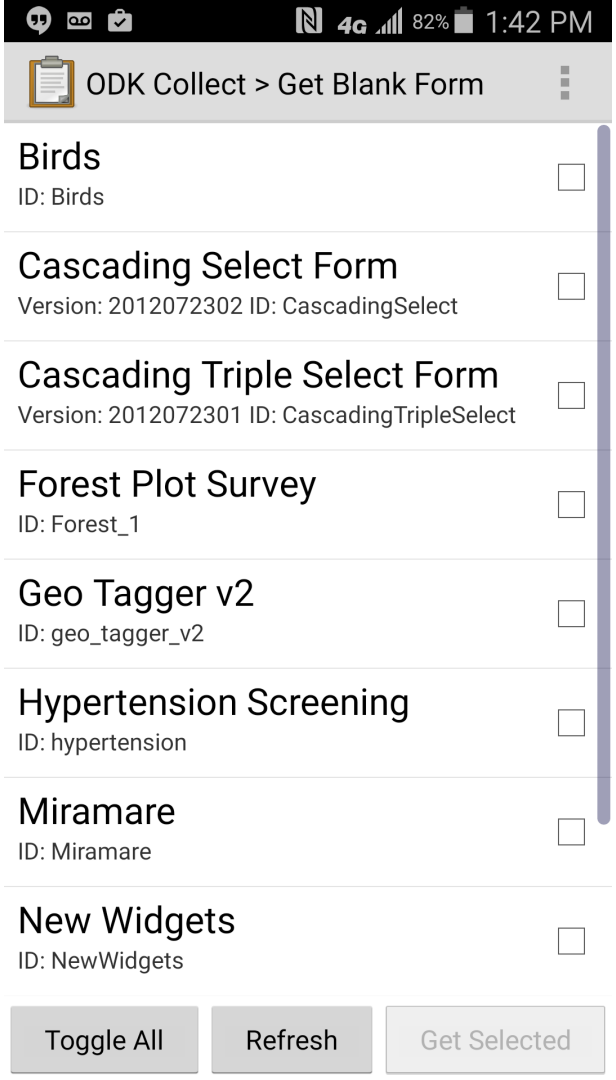


TRANSLATE
Select Language

NAVIGATE

- XLSForm
- Build
- Collect
- Aggregate
  - Data Transfer
  - Deployment Planning
  - Tomcat Install
  - OAuth2 Service Account
- Form Uploader
- Briefcase
- Validate
- Sensors
  - Zebra Printer driver
- 2.0 Getting Started
- 2.0 Tools Suite
  - Application Designer
  - Application Packager
  - Survey
  - Sync
  - Tables
  - Scan
  - Aggregate Tables


81% 1:45 PM
ODK Collect > Main Menu
ODK Collect 1.4.5 (1048)
Data collection made easier...
Fill Blank Form
Edit Saved Form
Send Finalized Form
Get Blank Form
Delete Saved Form


82% 1:42 PM
ODK Collect > Get Blank Form
Birds
ID: Birds
Cascading Select Form
Version: 2012072302 ID: CascadingSelect
Cascading Triple Select Form
Version: 2012072301 ID: CascadingTripleSelect
Forest Plot Survey
ID: Forest_1
Geo Tagger v2
ID: geo_tagger_v2
Hypertension Screening
ID: hypertension
Miramare
ID: Miramare
New Widgets
ID: NewWidgets
Toggle All
Refresh
Get Selected

Saving screenshot...

ODK Collect >...

observation (1)

What bird did you see?

Some birds have included audio or video

- Golden eagle

- Kingfisher

- Rock pigeon

- European nuthatch

- European robin

- Great tit

Form Birds Filter none

Visualize | Enketo Webform | Export | Publish

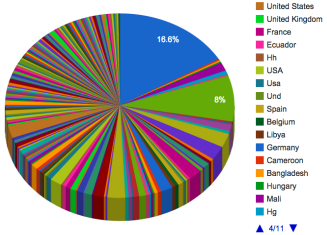
Save | Save As | Delete

Submissions per page 1000

Filters Applied

Add Filter

Display Metadata



Previous | **Birds** | Next

46f88bf3de15	2015		2015						
uuid:4f59e379-3dba-4ad7-ac19-60b8afaee283	Tue Apr 21 17:59:29 UTC 2015	true	Tue Apr 21 17:59:29 UTC 2015	Sam	Namibia	52	low	low	View
uuid:1c14cc8e-1f1e-4792-af6d-1ae63baaca42	Tue Apr 21 18:30:23 UTC 2015	true	Tue Apr 21 18:30:23 UTC 2015	sam	namibia	89		med	View
uuid:6afafba0-a39f-4e6d-96a8-a090e2287a62	Tue Apr 21 18:38:55 UTC 2015	true	Tue Apr 21 18:38:55 UTC 2015	Cert Semillas	Chile				View
uuid:99520379-04f5-4a65-8eb7-6cec01f24e58	Wed Apr 22 01:37:54 UTC 2015	true	Wed Apr 22 01:37:54 UTC 2015	Andi	Din	28	med	low	View
uuid:3f5bb516-b7a1-4322-9ede-6cb8704697d2	Wed Apr 22 03:17:39 UTC 2015	true	Wed Apr 22 03:17:39 UTC 2015				low		View
uuid:901f022d-d3e9-4e1f-a9bc-f8f80869888c	Wed Apr 22 09:23:25 UTC 2015	true	Wed Apr 22 09:23:25 UTC 2015	Alex	Kenya	25	med	med	View
uuid:d8c3bd7b-4bbe-40af-955b-741ffdd3da36	Wed Apr 22 12:42:58 UTC 2015	true	Wed Apr 22 12:42:58 UTC 2015	Giti	Tkgkgi	54	med	med	View
uuid:0fea1ff1-656c-428c-b7ed-2e4b0ad73789	Wed Apr 22 16:27:11 UTC 2015	true	Wed Apr 22 16:27:11 UTC 2015						View
uuid:4633efac-24a8-4d3b-bf29-d50e95042b53	Wed Apr 22 16:45:08 UTC 2015	true	Wed Apr 22 16:45:08 UTC 2015	Turikumwe					View
uuid:44af7057-9e53-4729-a639-b3314e6607d1	Thu Apr 23 14:24:59 UTC 2015	true	Thu Apr 23 14:24:59 UTC 2015	Sam					View
uuid:3fef47d8-3b6c-4caf-836f-e9aa9767ef68	Thu Apr 23 14:25:21 UTC 2015	true	Thu Apr 23 14:25:21 UTC 2015	Sam	Namib	44	low	high	View
uuid:8f8b7e1f-23d7-4db7-8eab-61b36a0d1e97	Fri Apr 24 00:05:10 UTC 2015	true	Fri Apr 24 00:05:10 UTC 2015	Carlos	Monclova	35	med	low	View
uuid:45b0bd61-02b1-4914-b900-37bb5b7e6a23	Fri Apr 24 12:57:37 UTC 2015	true	Fri Apr 24 12:57:37 UTC 2015	Andy	RDC		med	med	View
uuid:7d1f23d5-9eec-4012-9443-76f381cf3c83	Fri Apr 24 18:45:03 UTC 2015	true	Fri Apr 24 18:45:03 UTC 2015	eder	mexici	20	low	low	View
uuid:56e84810-5fff-4e94-87b6-a2cd349fe882	Fri Apr 24 20:54:13 UTC 2015	true	Fri Apr 24 20:54:13 UTC 2015	Arno Klein	USA	60	high	med	View

Big Data to Knowledge (BD2K) Advancing Biomedical Science Using Crowdsourcing and Interactive Digital Media (UH2)

(1)QA/editing of mPower voice data

Max Little

PARKINSON'S UK
CHANGE ATTITUDES.
FIND A CURE.
JOIN US.

- http://www.ted.com/talks/max_little_a_test_for_parkinson_s_with_a_phone_call.html
- Parkinson's Voice Initiative (PVI) has collected over 12,000 audio samples over a standard telephone line and developed a cheap and simple tool to detect Parkinson's disease with 99% accuracy.

patientslikeme

PVI
Parkinson's Voice Initiative

Results

	mean WMAE	sd WMAE	train.rank	test.WMAE	test.rank
random_forest___FullPDRS~Covs	8.193980	0.5749795	7	8.013441	1
knn___FullPDRS~Covs	8.075521	0.5959760	4	8.038318	2
boosted_regr_trees___FullPDRS~Covs	7.908658	0.5873613	3	8.039886	3
random_forest___FullPDRS~Voice+Covs	7.835783	0.5455000	2	8.202845	4
ridge___FullPDRS~Covs	8.487461	0.5668257	17	8.306173	5
lasso___FullPDRS~Covs	8.462333	0.5689799	15	8.309387	6
enet___FullPDRS~Covs	8.460393	0.5748202	14	8.315277	7
lin_regr___FullPDRS~Covs	8.442973	0.5748839	13	8.315860	8
step_regr___FullPDRS~Covs	8.484009	0.5841078	16	8.355877	9
boosted_regr_trees___FullPDRS~Voice+Covs	7.729247	0.6155224	1	8.390096	10

only 2 out of the 10 top models used voice features.

Lessons and Future Directions

1. Voice data quality is, as expected, worse than data acquired in the lab.
    - Capture audio on the device itself?
    - Real-time voice analysis to prompt for a better recording?
    - Increase sample size (more data)?

2. Quality assessment needs to be much more rigorous.
    - Domain expert editing?
    - Distributed minimally trained non-expert editing?
    - Automated approaches, semi-supervised learning?
    - Challenge approach

3. Recordings in the wild should be accompanied by comparative data:
    - Laboratory recordings
    - Passive speech
    - Healthy controls
    - Better instructions given to participants

Big Data to Knowledge (BD2K) Advancing Biomedical Science Using Crowdsourcing and Interactive Digital Media (UH2)

(2) Turning BigBrain segmentation into a computer game

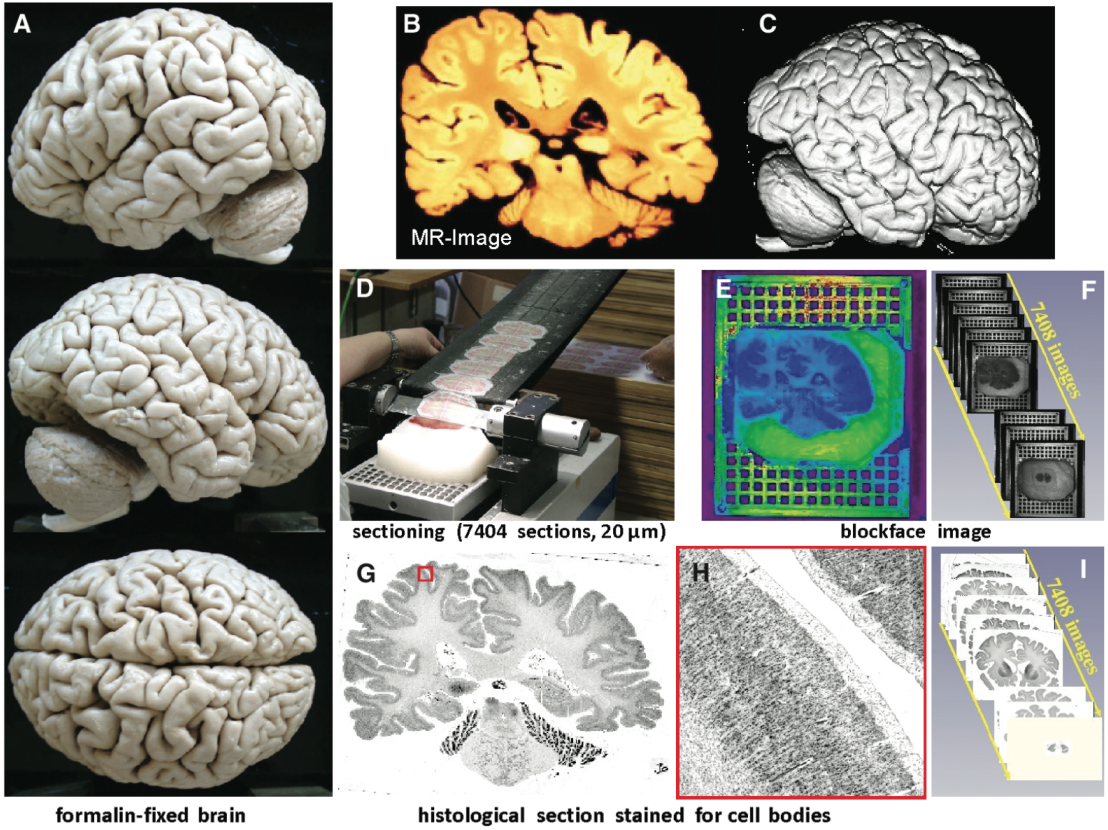


Fig. 1. Illustration of tissue and image processing. (**A**) Photographs of the fixed brain. Lateral left (top), lateral right (middle), and dorsal (bottom) views. (**B**) Magnetic resonance image (coronal view) and (**C**) 3D-reconstructed MRI volume of the fixed brain. (**D**) Histological sectioning. (**E**) Blockface image of a section (pseudocolored) resting on the mounting grid that served for alignment of the blockface images. (**F**) Series of blockface images. (**G**) Cell body–stained histological sections with the region of interest denoted by a red box. This area is shown with higher magnification in (**H**). (**I**) Series of histological images, which were 3D-reconstructed using the blockface images (F) and the MRI (C).

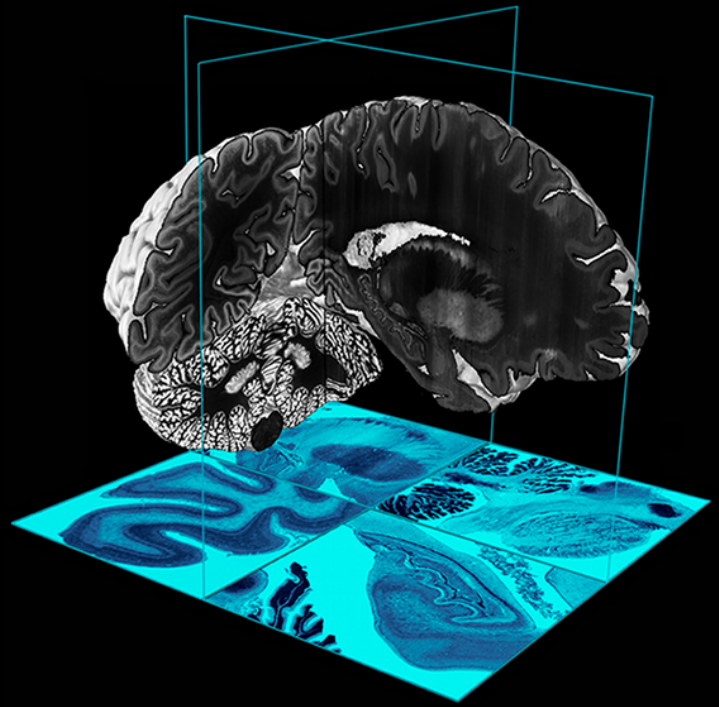
Montreal Neurological Institute | Forschungszentrum Jülich
BigBrain LORIS Database

Username:
Password:
login

Need an account? Ask here!

Forgot your password?

Watch the BigBrain video



Eyewire

About EyeWire, A Game to Map the Brain

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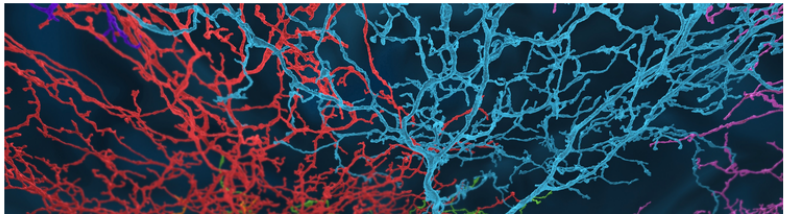
EyeWire is a game to map the brain in collab with Seung Lab at Princeton. Anyone can play and you need no scientific background — over 160,000 people from 145 countries already do. Together we are mapping the 3D structure of neurons; advancing our quest to understand ourselves.



English
한국어

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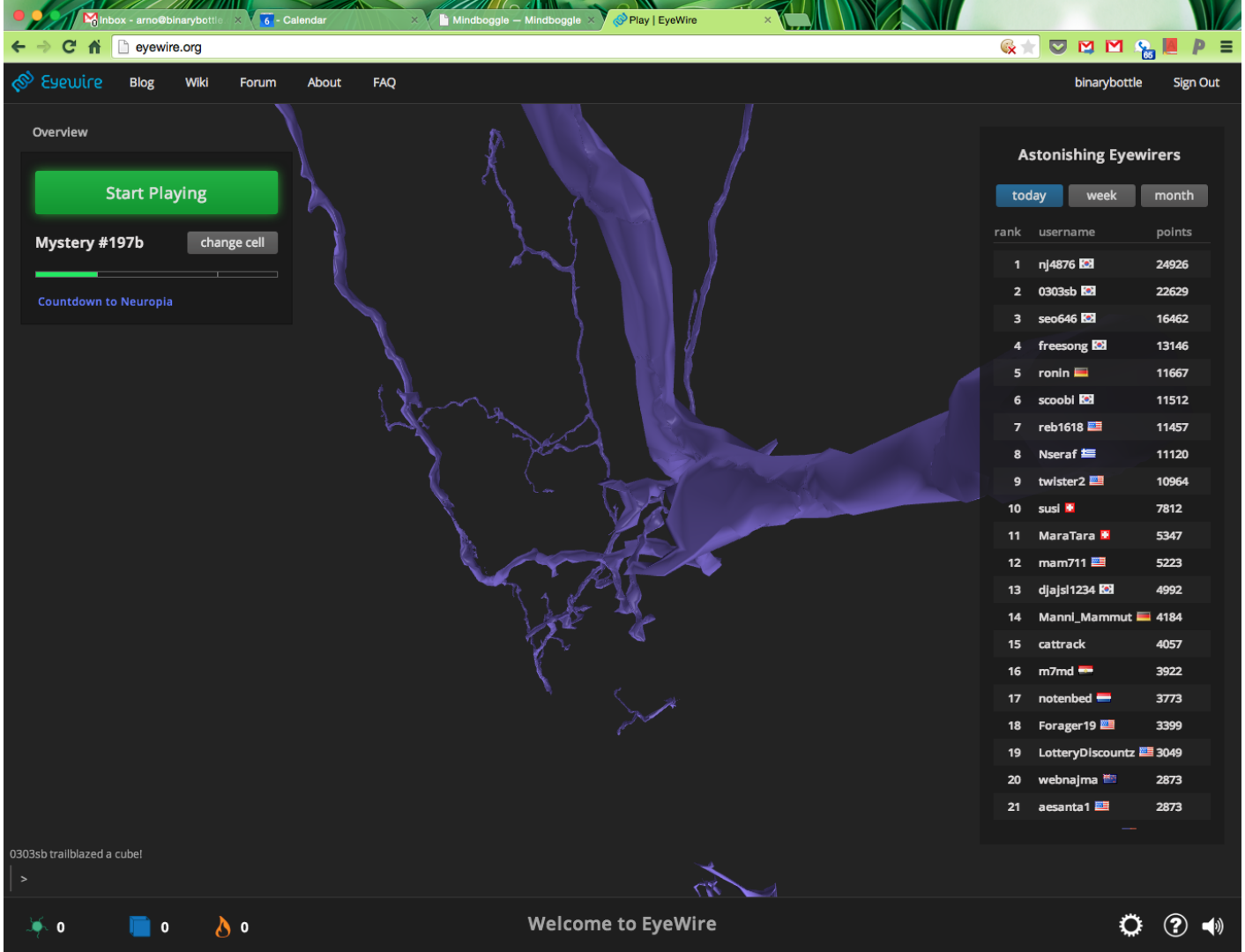
Why EyeWire?

Solving the mysteries of the brain requires something more powerful than a supercomputer - YOU. Together, we're mapping neural circuits to decipher the mysteries of vision.

EyeWire is a game to map the brain from Sebastian Seung's Computational Neuroscience Lab at Princeton. Over 150,000 people from 145 countries play.

Competition Schedule: Meme Teams, every other Thurs. Happy Hour Every Friday 2-4 pm US ET.

Shop EyeWire Gear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Mindboggle — Mindboggle
Play | EyeWire
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Blog
Wiki
Forum
About
FAQ
binarybottle
Sign Out
Overview
Start Playing
Mystery #197b
change cell
Countdown to Neuropia
Astonishing Eyewirers
today
week
month
rank username points
1 nj4876 24926
2 0303sb 22629
3 seo646 16462
4 freesong 13146
5 ronin 11667
6 scoobi 11512
7 reb1618 11457
8 Nseraf 11120
9 twister2 10964
10 susi 7812
11 MaraTara 5347
12 mam711 5223
13 djajsl1234 4992
14 Manni_Mammut 4184
15 cattrack 4057
16 m7md 3922
17 notenbed 3773
18 Forager19 3399
19 LotteryDiscountz 3049
20 webnajma 2873
21 aesanta1 2873
0303sb trailblazed a cube!
>
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Welcome to EyeWire