



## 4AM

9AM in London (GMT), 6PM in Tokyo (GMT+9)

### VIDEOS: Human Atlas Tools

- Brain Warping by James C. Gee, *University of Pennsylvania*
- Flow Immersive Data Vis in AR with AI by Jason Marsh, *Flow Immersive*



**James C. Gee, *University of Pennsylvania***

---

# Biography

James C. Gee has been immersed in computational analysis and data science ever since he earned his PhD in computer and information science from the University of Pennsylvania. A renowned expert in biomedical image analysis and computing, he runs a [lab that's internationally known](#) for its ability to translate research accomplishments into highly acclaimed open-source software.

Now Gee, a professor of radiologic science in Penn Medicine's Department of Radiology, is bringing his deep experience in the field to his role as program director for Penn Engineering's new [online Master of Science in Engineering in Data Science \(MSE-DS Online\)](#).

Gee says the global proliferation of data underscores the need for Penn's new program.

"A lot of the most challenging problems in the world today can be tackled in part, if not in whole, by the clever use of data," he says. "We are awash with data, but we need people who can make sense of all this data and deliver on its potential."

"It's like when you go to your favorite farmer's market," he continues. "There's an abundance of vegetables and delicious ingredients, but you need cooks. You need people to take that raw material and translate it into delicious food that feeds you and nourishes you and elevates your experience."

The background of the slide features a complex, abstract simulation of fluid flow or particle dynamics. It consists of several overlapping, semi-transparent blue and green volumes that resemble liquid droplets or gas clouds. These volumes are filled with a dense field of small, multi-colored particles (red, green, blue, and yellow) that appear to be moving and interacting within the volumes. The overall effect is that of a dynamic, multi-scale simulation, possibly related to computational fluid dynamics or molecular dynamics. The text is overlaid on the left side of this visualization.

**Jason Marsh, *Flow Immersive***

---

# Biography

Jason Marsh is the founder and CEO of Flow Immersive and a data storyteller.

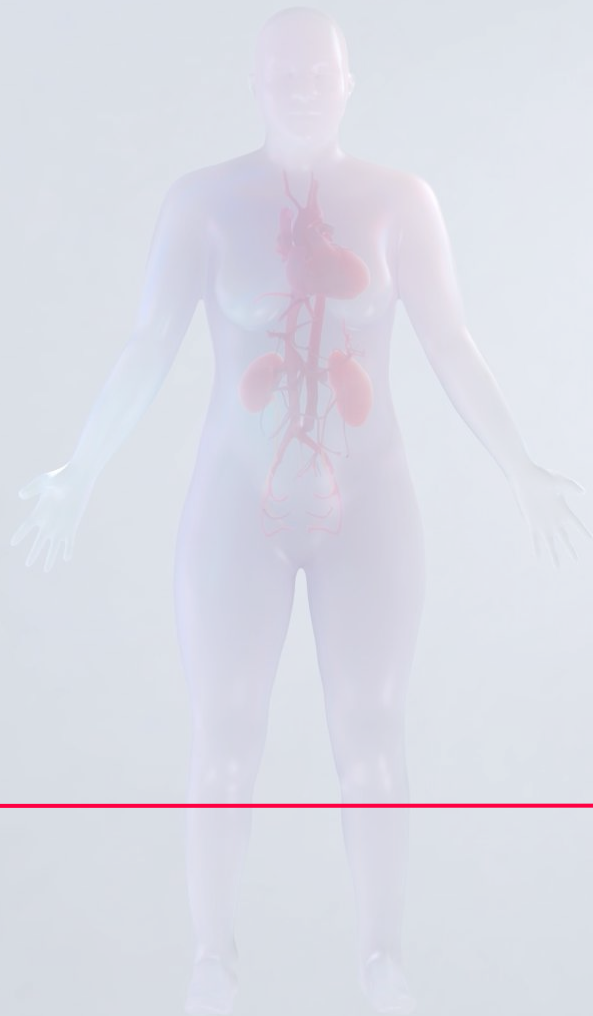
Engaging consumers of information using consumer technology of AR/VR/XR is Jason's primary goal. Flow's augmented reality data stories have been seen by over 30 million viewers on social media. Flow Immersive has built data visualization presentations for the UNDP used in the UN General Assembly, at The World Bank, and other public policy organizations.

The unique problem we solve is that data is hard to present well, and data analytics and visualization tools have been focused on the analyst and scientist end-user, instead of on the large audience of data consumers. How can we engage our executive suite or general audiences to make better data-driven decisions? Our complex problems and solutions don't fit into PowerPoint decks: we need an understanding of both the big-picture context and the details.

Jason is obsessed with visual thinking, information design, data storytelling, and building things: companies, experiences, user interfaces, visual abstract art, music, and education reform.

# Q&A

---



<https://humanatlas.io/events/2024-24h>

**Thank you**

---