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A new display inspired by games to show what you like or don't like in PDT

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The data visualization is a research area both old and growing [1–3]. For a long time it has played an important role in decision support [4]. Thus, many techniques have been developed to help identify, sort and analyze information in a decision-making [5]. The potential of games for non-fun activities, including data visualization, has been neglected for many years. But since the 2000s and the development of serious games [6], new kinds of communication tools such as the advergaming [7], newsgames [8] and political games [9] have been proposed. Similarly, another design approach, inspired by the game, outcome areas of Computer Science and Management science, emerged in the mid-2000s. It refers to the idea of a transformation process of activities or tools by an addition of elements used in game design [10,11]. These changes of thought for the design of some communication tools have enabled the development of new mediums including for data collection. Nevertheless, this kind of information visualization for the purpose of communication in contexts of strategic thinking and scientific and technical information is still little used.

In order to understand the weak and strong points of PDT, we want to address in this presentation two new data display inspired by the game. Through these, we propose to look differently the PDT positioning by comparing the treatment by PDT to a reference treatment, for mesothelioma and actinic keratosis. Surveys have been elaborated and sent to clinicians. The results will be presented using one mapping inspired by a video game and another inspired by a board game. They allow thinking differently the strengths and

weaknesses of the PDT from its perception among its current and potential practitioners.

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