

"Gamify your machine learning with Python* - Where to start with Public Health Data Science"

Tuesday 6th February 2018, 9.30am – 15.00pm

Venue MAC, Edgbaston, Birmingham

9.30am	Registration
10.00am	Welcome & introduction to the workshop – John Denley, Director of Public Health, Wolverhampton City Council
10.15am	Keynote speaker - Dr Julian Flowers, Head of Data Science, Public Health England - Introduction to Public Health Data Science
10.40am	Comfort break – no refreshments provided
10.50am	'Data Science in ONS' - Susan Williams, Principal Statistician, Big Data team, Office for National Statistics - Data science work and an overview of the ONS Data Science Campus
11.20am	Dr Rob Aldridge, University College London - UCL's broadening data science research agenda and the development of a Centre for PH Data Science
11.45am	TBC
12.15pm	Lunch (not provided)
1.00pm	World Café style session showcasing the application of data science in PH (30 min each table)
2.30pm	Expert panel Q&A session – Questions gathered from Padlet, Quick evaluation using Mentimeter
2.55pm	Summary and closing comments
3.00pm	Close

* **Gamify** – *Gamification* is the application of game-design elements and game principles in non-game contexts. A typical public health example would be where apps encourage their users to exercise more effectively and improve their overall health.

Machine learning - This is the science of getting computers to act without being explicitly programmed. It can allow faster processing of very large datasets and likely to automate many tasks in public health data processing and analysis.

Python - This is an important programming language associated with Data Science. It's free, it's fast and it's relatively easy to use. Increasingly, large applications are written almost exclusively in Python - from YouTube to NASA.

For more information on data science terms see

<https://publichealthmatters.blog.gov.uk/2015/11/11/phe-data-week-an-a-z-of-public-health-data-science/>

DRAFT