Choose : Deliverable #Situated Biology

Team Details :

Name	Unity ID
Webb Chawla	*vchawla3*
Tyler Albert	*tralber2*
Brantley Collins	*bjcollin*
Chengyuan LIU	*cliu32*
Joseph Ly	*jly*
Ryan Mee	*rpmee*
Shrikanth Narayanaswamy Chandrasekaran	*snaraya7*

Deliverables

Solution Critiques

-Baseball Cards

- ❏ Can be limited in informations.
- ❏ Compromise between visual and direct data representation.
- ❏ Quick and easy visualization

-Google Maps

- Can be cluttered with satellite view but good way to show trees.
- Potential sensory overload.
- Can show different groupings at different zoom levels.
- Familiar way of showing locations.
- Easy way to navigate to the different groups of trees, regions, etc.

-3D Solutions

- ➢ Technically challenging, could be expensive.
- ➢ Looks cool, very interactive, fun to work with.
- ➢ Gives a more realistic representation of the tree.
- ➢ May be more difficult to navigate.

-Direct Comparisons

- Good way to see differences in trees of different type or location.
- Can help see how trees of same type compare.
- How many can be compared at a time?
- What is the best way to visualize the comparisons?

-Time Lapse

- ★ Shows the story of a tree or data over time.
- ★ Can help visualize the different seasons and their effects.
- ★ Requires data over time, will not have much use launch.
- ★ Requires old data to be stored.

-Final Choice Reasonings (Second Image)

Everyone describe why they chose what they chose

- **Brantley**: I chose Ryan's design, because the baseball card idea really fits into what I understood the grand goals of the project were aiming for. The ability to see both information and a picture together in the same place really help to show off the different trees and their various data in a nice format.

- **Ryan**: I chose Brantley's design because it gave a good visualization for how we could visually show the layout of a cluster after a user has zoomed in to that point on the map. It should be accurate enough that a person can use that image to locate the individual trees in the real world.

- **Tyler**: I chose Ryan's idea, because the baseball card idea lends itself well to providing graphic information as well as text information while still being aesthetically pleasing. Also, his storyboard really captures the overall feel of how the project should look.

- **Joseph**: I chose Webb's idea because effectively displays a graphical representation of a tree as well as its textual information in a familiar form. Showing both a picture and text gives a more complete overview of a tree. If a user were to want more in-depth information, they would expand either sections.

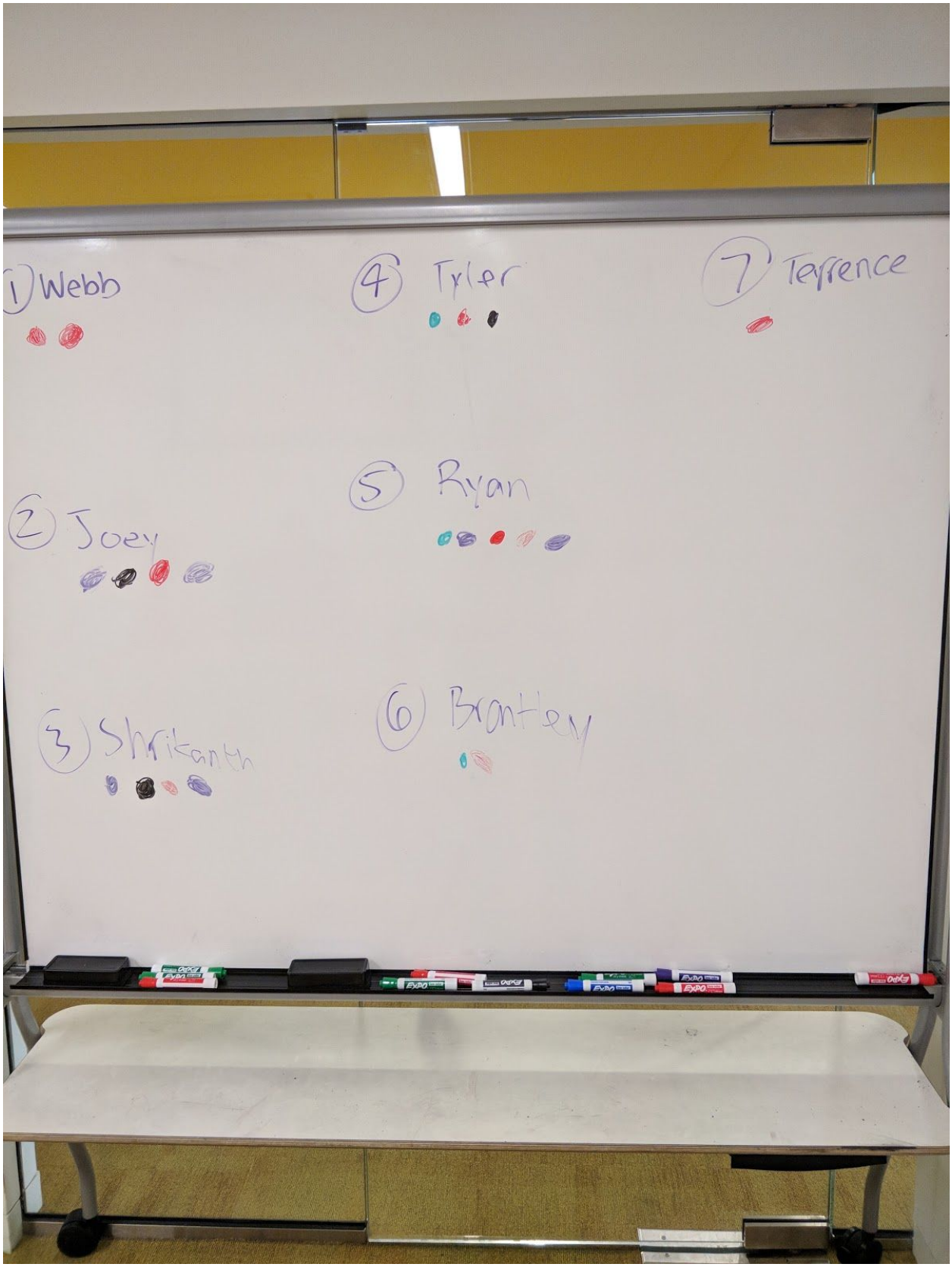
- **Shrikanth** : I chose Joey's idea because understanding the subtle polymorphic behavior of trees across various seasons and its surrounding ecosystem is better exhibited through a visual-motion medium. Hence, the Time Lapse idea has a bolster fit to represent the same to promulgate efficient learning, one of the end goal in this project.

- **Webb:** I chose Ryan's idea because it was clear mix of the both information and visuals in a style that is familiar to people already (baseball cards). User's will be able to easily pick up how the system works and will effectively receive information about tree ecosystems from it.

- **Terrence:** I chose Ryan's idea, because baseball card can make it easier to go through all kinds of key information about the tree, in a more direct way, it can have pictorial or graphical data representation, we can represent the data in a comparative form(like strengths and weakness, pros and cons). Also, I feel that people are really familiar with this kind of data representation and could easily read and identify the desired information.

-We decided to **merge** our choices into one final **Storyboard** to move forward with.

Votes display


1 Webb
4 Tyler
7 Terrence
5 Ryan
2 Joey
3 Shrikanth
6 Brantley

Selection