UI Research:

Check out this sites- they have comparison component features.  They aren’t the best UI approach, but I am looking at functionality and feature.

Overall input on Comparison Layouts:

<http://piktochart.com/layout-2-designing-a-comparison-infographic/>

Neat- toggle feature among the cars being compared:

<https://www.mbusa.com/mercedes/vehicles/compare#year1=2016&make1=Mercedes-Benz&model1=9366&trim1=42098&year2=2016&make2=Volkswagen&model2=9358&trim2=42283&year3=2016&make3=Volvo&model3=9054&trim3=40624&category=OVERVIEW>

Just a neat way to present the content and give emphasis to the content through color and size:

<https://www.ifitweremyhome.com/>

Clean and Simple:

<http://www.telerik.com/kendo-ui/comparison>

Very Interactive- once you pick the players you have an analyze feature below:

<http://fantasy.nfl.com/features/playercomparison>

Attached are some images just for some ideas for UI Styles too.  I was definitely thinking flat.

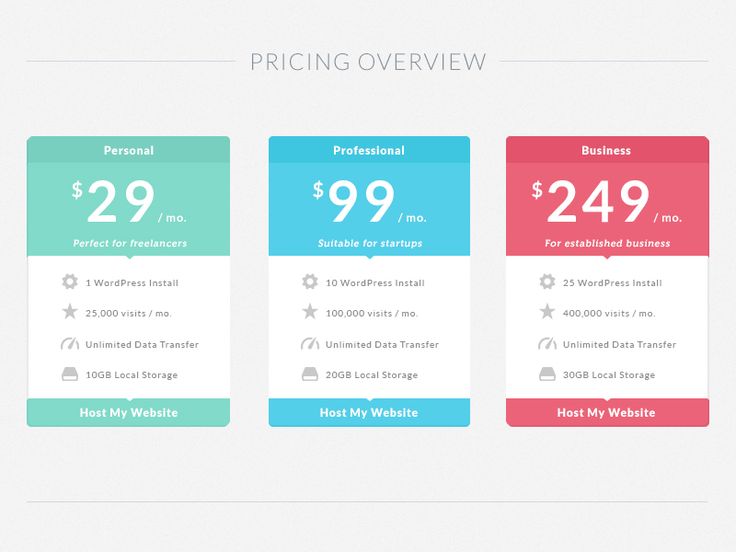
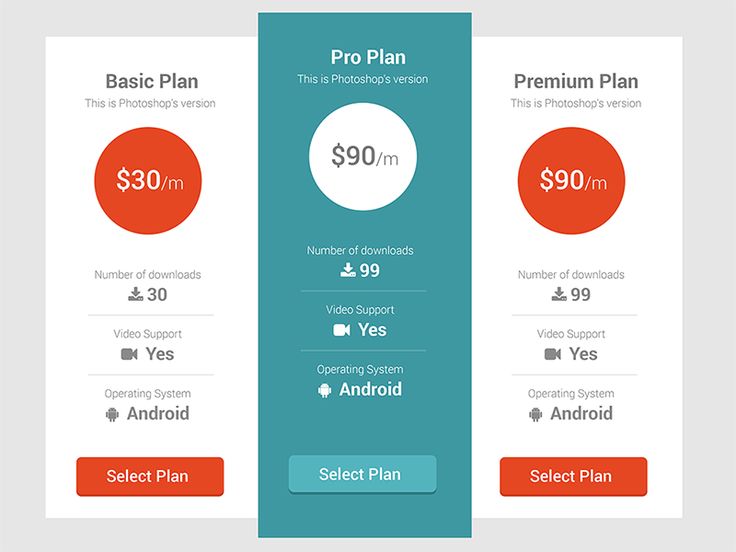
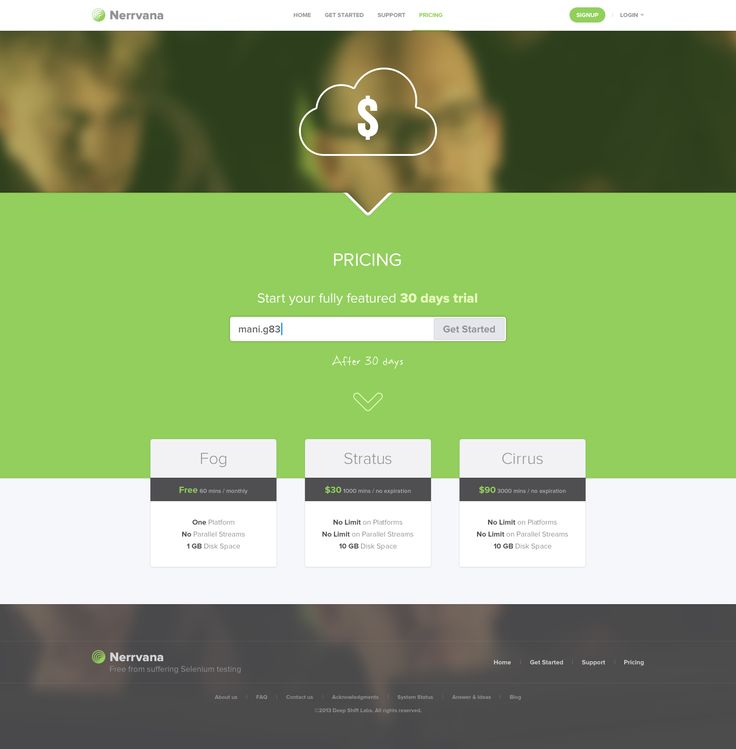
As far as Data Visualization- we used D3: <https://github.com/mbostock/d3/wiki/Gallery> -which I think as some good options.

Overall nice layout of a website:

<http://www.esri.com/software/arcgis>

When time permits just take a look around esri.com.

UI Goal for tonight: I want to line up some ideas to create style tile, so that way we can take Josh’s paper mockups and create high-fidelity mockups for Scott to implement tonight. This will allow for us to deliver the UI style tile and mockups and then focus on CSS and UX testing.

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