

As the scale of the in-vehicle experience grew, the overall UI began to offer more real estate and better ergonomics around expert tools. Internal and external users equally enjoyed seeing how the data flowed in our system, so making data visuals a first class citizen in the Ghost OS made sense.





The data was streamed to a tablet in the vehicle where we created a set of standardized data “cards” that would render information in a visual way - numbers would change color as the values change.