Project 2

Developing Expert
User Tools:
Product Design

When creating and selling a self-driving
system, the interface only tells one part of
the story. As a potential customer that
would buy Ghost's self-driving products,
the in-car visualization ended up
becoming a consolidated platform for
showing both technical data and serve as
a console for our engineers to explore
data in real time.

The interface started off very simple - a single screen that allowed engineers to inspect various data streams in the vehicle while it was driving. Most of these were rendered in boolean (yes/no) or a numerical value.