

## Ideation for Devices:

### VR

- Pros
  - No physical bounds for visualization
  - Within given budget
- Cons
  - Limited to one user at a time
  - Software heavy/does not take advantage of other skill sets
  - Not providing a physical device

### AR app (augmented reality interface that allows user to observe geographic data in 3D space)

- Pros
  - No physical bounds for visualization
  - Easier access for the everyday man
  - Within given budget
- Cons
  - Not as innovative as other options
  - Restricted to device resolution and specifications
  - Software heavy/does not take advantage of other skill sets

### Sphere Display (we only found the Gakken WorldEye~\$200 as an economically feasible alternative to commercial sphere-shaped displays~>\$1000)

- Pros
  - Unique displays allows for global viewing
  - Includes interesting hardware
- Cons
  - Low Resolution (on the Gakken display)
  - Details/Data hard to display
  - Out of budget (on the vast majority of solutions)

### 3D Monitor / Projection

- Pros
  - Large scale viewing options
  - Multi-user interactable
  - No glasses/headset required
- Cons
  - Limited viewing angles w/ some equipment
  - Not as innovative as other options
  - Software heavy/does not take advantage of other skill sets
  - Out of budget (on the vast majority of solutions)

### **Touch Screen Device/Computer Monitor**

- Pros
  - Easier than most solutions
  - Within given budget
- Cons
  - Most display are not convex
  - Similar to Google Maps or MeteoEarth
  - Software heavy/does not take advantage of other skill sets