Selected Issues of Cartographic Visualization Testing

Zdeněk STACHOŇ

zstachon@geogr.muni.cz

Laboratory on Geoinformatics and Cartography (LGC) Institute of Geography Masaryk University Czech Republic



Institute of Geography

- Faculty of science, Masaryk university
- Masaryk University second largest university in the Czech Republic
 - 9 faculties and 40,456 students
- Founded in 1919
- Institute of Geography provides within its teaching activities education in bachelor, master and Ph.D. study programmes in geography and cartography.



Map Adaptation

Which support/map is good?

- A map which fits:
 - USER SITUATION
 - USER ROLE
 - **DISPLAY DEVICE**

••••

- A map which fits **CONTEXT**
- Adaptive Mapping

How to adapt a map?

- Centre, scale, and orientation
- Map symbols
- Generalization
- Cartographic visualization methods



Adaptive Mapping (Cartography)

Cartographic Information Processing

Map commucation - Cartography -Koláčný (1968)



Map communication - Cartography -Morita (2004)



(Map) **communication** - Psychology -Brunswick's lens model



Cognitive processes in Cartography

- Evaluation of alternative methods of cartographic visualization
- Research of basic principles of cognitive processes
- Influence of user personality to map use abilities
- Influence of situation properties on map use



Map User Personality -Cognitive style

- Interindividual differences in information perceiving and processing
- Cognitive style or "thinking style" is a term used in cognitive psychology to describe the way individuals think, perceive and remember information, or their preferred approach to using such information to solve problems.

Cognitive style - basic dimensions



Models of cognitive style

Wholistic-Verbal-Field dependence-Spatial visualisation-

- Analystic
- Imagery
 - Field independence
 - **Object visualization**

(wikipedia)

Cognitive continuum theory (Hammond)

- Cognition oscillates between two extremes in accordance with a nature of perceived problem. Pure intuitive or pure analytic judgement are two extremes how we can deal the problems...
- if we use in a certain situation an adequate form of judgment we can expect better results.



 low grade of knowledge about the situation

The Cognitive Continuum Theory of Judgment

• How task properties influence judgment form (task continuum index)



Task properties	Situation that provokes intuition	Situation that provokes analysis	
1. number of cues	High	Low	
2. measurement of cues	Perceptual	Objective, reliable	
3. redundancy of cues	High	Low	
4. task decomposition	Low	High	
5. availability of organizining principles	Not available	Available	

(Hammond, 2000)

Possibilities of empirical research

- Observation
- Questioning
- Experimental testing

Methodology

- Differencies between psychological and geographical terminology
- Comparability of map representations
- External and ecological validity
- Definition of experimental variable
 - characteristic of map
 - Memorability
 - Readability
 - Associativeness

Vizualization Testing

Technological solution vs. users' satisfaction - map usability testing

Map's effectiveness can be generally addressed by map usability research (Wachovicz et al., Van Elzaker et al.).

- The key role in usability testing plays evaluation by the map users.
- Goal –to establish the set of adaptation principles based on cartographic experiences and create cartographic alternatives which are then subjects of usability testing.

MuTeP - Tool for Experimental Testing

- MuTeP **Mu**ltivariate **Te**sting **P**rogram
 - interactive web based testing tool was designed and an prototype developed.
- Ready to test a wide variety of inputs from isolated cartographic symbols or symbol sets to complex map composition both static and interactive.
 - Technologically based on Google Web Toolkit
 - Cartographic part relies on Open Layers libraries.

General schema of usability testing (<u>GP Test templates</u>)



Experiment I - Evaluation of different base maps

Aim of experiment - Evaluation of different base maps

X





Design of experiment

Basic design

	undifferentiated population
Map visualization A	
Map visualization B	

Matrix design

	Cognitive style 1	Cognitive style 2
Map visualization A		
Map visualization B		

Expectations

- A) Lower time consumption for tasks on topographic map to orthophoto
- B) Lower time consumption for cartographers to non-cartographers

Tasks

- 1. Simple map symbol identification
 - Term is revealed
 - Participant have to identified designated sign
 - Speed of search is measured.
- 2. Multiple map symbol identification.
- 3. Described route identification
 - Participant can call up legend
 - Route is described in the headings







Point out:		
	Hospital	
		NEXT

Point out: Hospital



Task 3 - example

Cho	oose the decriben path:
	Path description
	NEXT

Path description....



Participants

• Gender



Map skills



Results			Average time				
			0	rthophot o	Topographi c	т	Significance level
	Sin	nple symbol identif.		5,664	4,966	1,5143 57	0,132256
	Mu	Iltiple symbol identif.	1	3,87111	11,51286	1,0769 20	0,293732
	Ro	ute	4	1,20111	33,39857	0,9845 53	0,336052
Significance of the results - t- test Simple symbol identif. Multiple symbol identif. Route			Map u	se skills			
				Average	High	Т	Significance level
		Simple symbol identif.		5,352	4,272	2,0003 27	0,048775
		Multiple symbol identif.		11,7688 9	11,05200	0,2465 06	0,809457
		Route		37,1233 3	26,69400	0,9728 81	0,349816

Experiment II - Evaluation of Different Map Symbol Sets



Various symbols used for fire (A) and hospital (B)

A)





(Bodnárová, 2009)

Study

- Two map symbol sets designed for purposes of flood situation
- DGCM





Expectations



Expressivness (size) of symbols

Description

- 3 phases of the test
 - Perception testing
 - Motivation testing
 - Psychological testing OSIQ cognitive style

Participants

- 68 students (Institute of Geography)
- Randomly into 2 groups,

1. Perception testing

- Searching for selected map symbol. Influenced by:
 - a) Symbol graphic construction (map symbol has to atract the user)
 - b) Base map graphic construction (map symbol has to allow find objects of base maps – act as distraktion)
- Time and correctnes was recorded



1. Perception testing

• Better results: set A (in 19 pairs was time significantly lower – t-test)

	Average time [s]]		Average time [s]]
ID	Set A	Set B	ID	Set A	Set B
1	*3,5	4,2	19	*2,6	4,5
2	3,5	3,9	20	*3,0	6,5
3	*4,0	9,0	21	2,7	3,0
4	3,3	3,1	22	2,6	3,1
5	2,3	2,6	23	*2,3	2,9
6	*4,0	10,7	24	*2,5	3,1
7	2,8	2,6	25	*2,3	3,3
8	*2,5	3,1	26	3,0	3,3
9	3,7	4,1	27	3,5	3,7
10	2,3	2,4	28	*5,2	7,5
11	4,2	*2,5	29	*2,5	3,4
12	2,7	3,0	30	*3,2	4,1
13	*5,7	14,0	31	2,7	2,4
14	*2,9	3,7	32	*2,0	2,4
15	*2,6	3,8	33	2,6	3,0
16	*2,4	5,2	34	*2,8	4,5
17	2,9	2,7	35	2,5	2,7
18	2,2	2,4	36	*2,3	3,8

- Motivation Shape of the map symbol matches to the real object (people do not have to use legend)
- For each symbol was designed 5 possibilities of meaning.
 - Correct
 - Sematicaly close
 - Shape close
 - Neutral but relevant to the symbol set
 - Totally wrong
- 2 variants:
 - Isolated map symbols
 - Map symbols in the map field
 - 15 map symbols from each symbol set

Choose the meaning of symbol



A) shopping mall
B) theater
C) cinema
D) muzeum
E) pottery shop
F) other

Choose the meaning of symbol



- A) shopping mall
- B) theater
- C) cinema
- D) muzeum
- E) pottery shop
- F) other

- Correctness of meaning specification Pearson's chi-squared test
- Time consuption t-test
 - Significance level 5 %

	Set A		Set B		
Number	Correctness[%]	Time [s]	Correcness [%]	Time [s]	
1	9,4	16,9	*28,6	19,4	
2	87,5	12,8	71,4	14,7	
3	34,4	16,6	34,3	14,9	
4	68,8	11,8	74,3	*9,0	
5	90,6	10,0	74,3	9,2	
6	100,0	*5,3	91,4	7,7	
7	56,3	9,6	68,6	11,6	
8	81,3	9,0	77,1	7,6	
9	65,6	16,6	65,7	14,5	
10	56,3	9,3	*100,0	*6,2	
11	*100,0	*6,1	34,3	8,2	
12	71,9	10,3	77,1	9,5	
13	78,1	*7,5	60,0	9,7	
14	81,3	11,4	88,6	*7,9	
15	90,6	8,6	97,1	6,7	

Results

- Set A was significantly better in Percetion testing
- Statistically significant difference discovered on single map symbol level in Motivation testing
 - There are no significant difference beetween set A and B on Motivation level
- There was no significant difference on level of cognitive style, gender, age etc.
- Results used for optimization of set A
 Further testing needed



Experiment II - Uncertainty visualization testing

Uncertainty visualization

•A prevalent shortcoming in the scientific and information visualization communities where data are visualized without any indication of their associated uncertainties.

(Pang 2008)

•**INSPIRE directive** – new data with quality components

Cartographic methods for uncertainty visualization

•Maps compared – combination of 2 maps both for the mapped attribute and its uncertainty.
•Maps combined – both variables are visualized within 1 map using an appropriate graphic variable.

• **Interactive exploratory tool** – varying visualization of both attribute and uncertainty.

•Static vs. dynamic.

MacEachren (1992)

I. Thematic Uncertainty Visualization

• A combination of regular kriging interpolation method and interpolation uncertainty values is used for maps compared.



• Whitening visualization method is applied for **maps combined** based on the hue-saturation-intensity (HSI) colour model.

Expectations

- Tasks on the maps performed in our study will evoke differences in the way of information processing:
 - serial processing of information is expected for maps compared, where map user is forced to decode the predicted value, maintain this information within memory and consequently identify uncertainty level at the corresponding spatial location of second map.
 - parallel processing of information for the second method (maps combined, whitening) both variables are presented on the same map and the user has all information available at the same moment.

Test structure

- Visualization methods were tested on two different levels:
 - On the first level the intuitiveness of whitening method was questioned visualized as map combined.
 - On the second level **both methods were compared** for:
 - uncertainty level decoding (soil depth uncertainty);
 - simple decoding of predicted value (soil depth interpolation results);
 - comparison of combined values (both soil depth and uncertainty)
 - While the tested level of soil depth and uncertainty was identical for both visualization types, the placement of testing polygons was different both for tasks and visualization methods.
 - Correctness and processing time was recorded in order to enable further statistical processing.

Participants

- 3 different groups:
 - students of University of defence (aged 19 23) -15 participants,
 - geography and geoinformatics students (aged 19 23) with intermediate skills in the field of spatial information 39,
 - the "open door day" participants heterogeneous
 - 50.
 - ^o Gender : 63 M / 41 F.

Results

- Tests results were processed and statistically tested. T-test for independent samples was used for the first level, while paired Student's t-test or Wilcoxon signed-rank test were used for the second level of samples.
- Intuitivness confirmed, that more participants (63 %) acknowledged the lighter value to be more uncertain. Those preferring this result were also quicker and were able to decide within more condensed time variability



Test results

- Second level only correct answers were taken into account, thus a pair comparison for both methods (maps combined and maps compared) is always available :
 - Uncertainty level decoding significantly better results for maps combined (whitening) than for maps compared for both groups.
 - Decoding of predicted value slightly better results for maps combined (whitening) but without statistical significance (carry over effect??)
 - Comparison of combined values controversial as far as the correct answers are concerned. Only 43% were correct for both methods at the same time. 64% correct answers were valid for maps compared and 56% for maps combined . Significantly better results were achieved by whitening methods quicker, more confident.

Positional Uncertainty Testing II

- INSPIRE directive data specification contain demand on quality of cadastral data.
- Experimental verificaion of two ways of cadastral data uncertainty visualization.
 - Scale
 - Graduated limits
 - Based on work Hope and Hunter, (2007)

Experiment II

• Visualization of uncertainty of cadastral data



Selected corner is situated:

- A. Definitely in cadastral parcel A
- B. Probably in parcel A
- C. Equal chance of being in either parcel
- D. Probably in parcel B
- E. Definitely in cadastral parcel B



В

Selected corner is situated:

- A. Definitely in cadastral parcel A
- B. Probably in parcel A
- C. Equal chance of being in either parcel
- D. Probably in parcel B
- E. Definitely in cadastral parcel B

Expectations

- Efficiency (speed)
- Efectiveness (correctness)

(Garladini and Fabricant, 2009)

- Scale method will be faster
- Graduate limit method will be more accurate

Participants

- 2 groups
- A) students of cartography specialists
- B) students of different specialization non specialists
- Gender and age balanced groups
- Both groups had no or only very limited experience with uncertainty visualization. Thus, we can consider them as groups with different spatial education and evaluate the influence of a geographic education on decision-making under uncertain conditions.

I. Step - results

- Correctness 92 % user are able to understand used methods
- Time consumption more time needed to decide in Graduate limit method
- Specialists has slightly better results not significantly

Step II - dynamic

Aim – e.g. draw the line from Parcel 570 to 121 which Will end:
A)On 100% in parcel 121 ... etc.



Expectations

- both representations are informationally equivalent,
- there will be differences between the static and dynamic tests because of the different information processing components.
 - static test only search and recognition are performed,
 - inference is the main component of the dynamic test.
- Different visual information processing is required for each type of representation.

Participants

- totally 68 participants.
- Volunteers Open doors
 - Finally 46 samples
- balanced from a gender point of view

Results

- Equal chance of being in either parcel (50:50) task no significant differences between representations, slightly better completion times in the case of Graduated limits;
- Definitely in parcel A and Definitely in parcel B (100% A and 100% B) no significant differences between representations. Respondents tended to finish the line closer to the border in the case of Graduated limit;
- Probably A and Probably B (>50% A and >50% B) significant difference for both Probably A (p=0,0225) and Probably B" (p=0,0241). Respondents had a tendency to finish the line closer to the border in the case of the Border representation.

Results

- Gender comparison revealed longer completion times for males.
- This result generally supports the belief of Loyd and Bunch (2005) that males are less effective in complex spatial tasks (above the level of simple perception) than females.



Future research

- Further MuTeP development
- Multidimensional line symbols testing
- Intercultural differences in spatial information processing
- J. Piaget theory verification

Thank you for your attention!!!

Zdeněk STACHOŇ

zstachon @geogr.muni.cz

Laboratory on Geoinformatics and Cartography (LGC) Institute of Geography Masaryk University Czech Republic