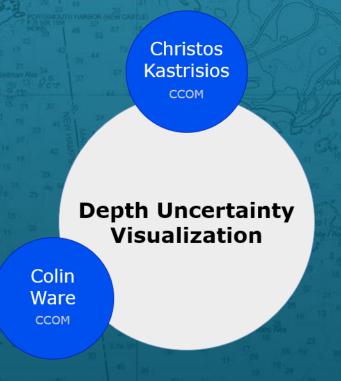


# IHO Data Quality Working Group VTC, Feb. 8-9, 2022





User survey results on five alternative QoBD coding schemes

Christos Kastrisios February 9, 2022



## IHO Data Quality Working Group

VTC, Feb. 8-9, 2022





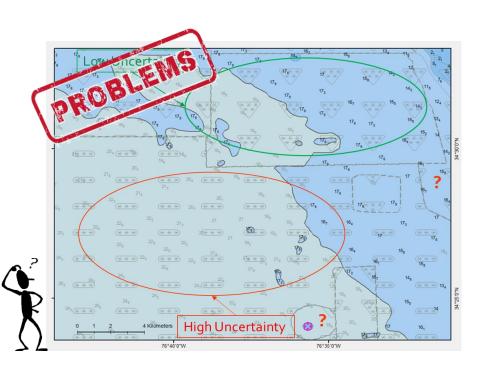


Monaco, Feb. 4-7, 2020

Christos Kastrisios February 7, 2020

Christos Kastrisios February 9, 2022

### STAR SYMBOLOGY PROBLEMS



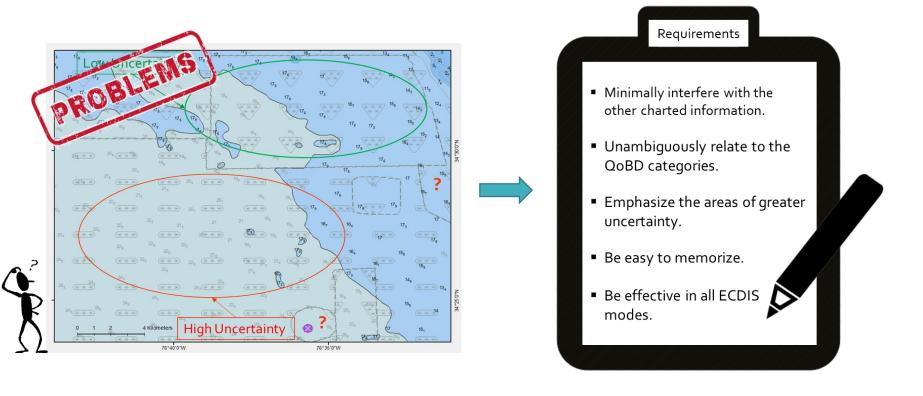
- CLUTTER
- Obscure depth information
- Visual weight is increased with the increase of the quality of data
- Not intuitive
- May not fit in small areas
- Dominate the screen

"The current staggered pattern symbology of CATZOC should not be used in S-101"



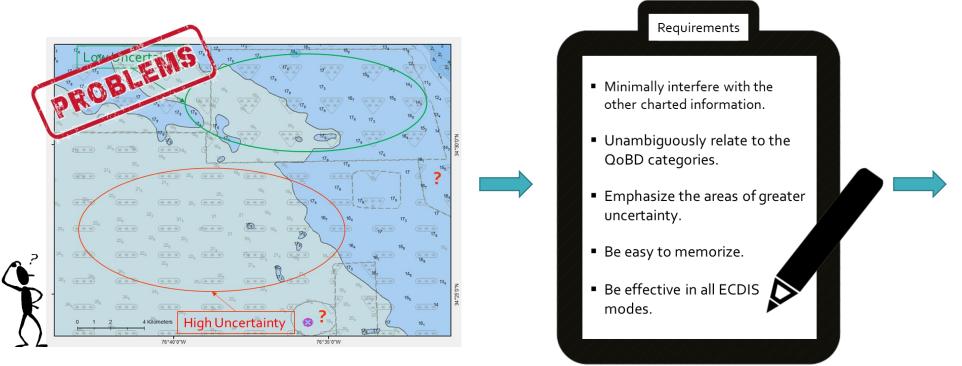


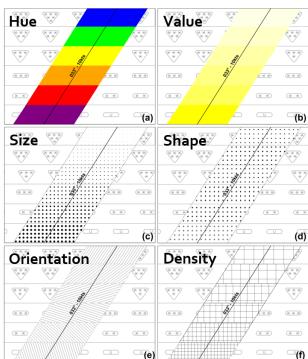
## NEW SYMBOLOGY REQUIREMENTS





## VISUAL VARIABLES EVALUATION









## PROPOSED SOLUTION

QoBD	Lines	Dot Clusters
1		• • • •
2		
3		
4		
5		•••
U		

# Sequence of textures consisting of countable elements

### Benefits:

- ✓ Minimally used in ECDIS
- ✓ Minimally interfere with chart information
- ✓ The combination can be intuitive
- ✓ Good visual hierarchy



## ALTERNATIVE CODING SCHEMES

QoBD	Lines	Dot Clusters	Color Textures	Opaque Colors	Transparent Color
1		0 0 0 0			
2					
3					
4					
5		*** ***			
U					

### 5 Coding Schemes:

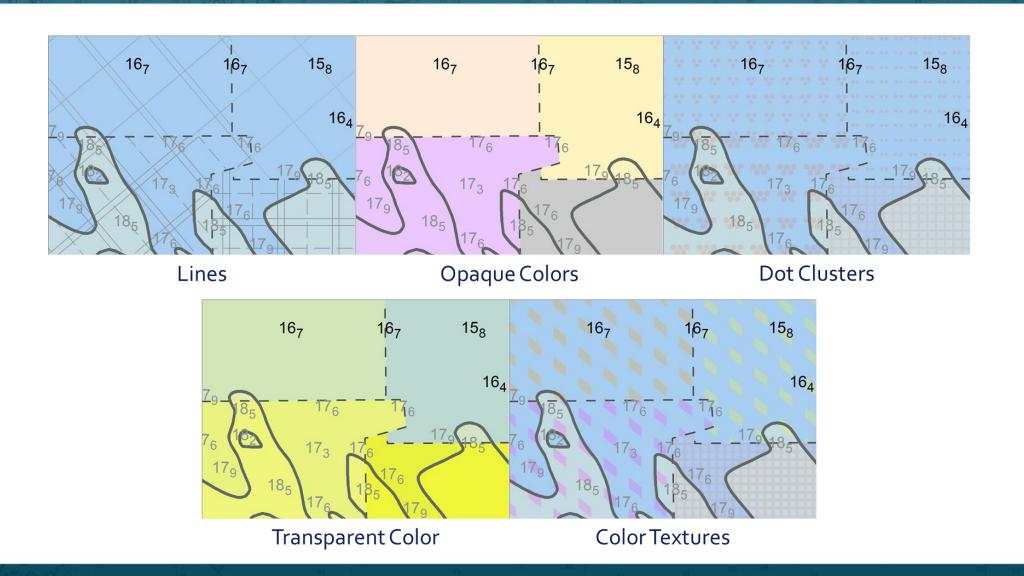
- Lines
- Dot clusters
- Color textures
- Opaque colors
- Color lightness and transparency







## ALTERNATIVE CODING SCHEMES

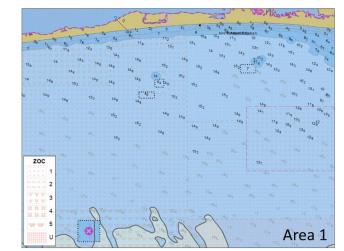


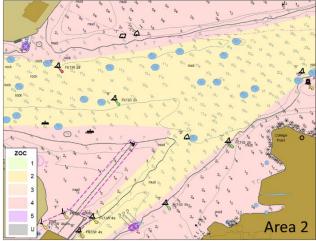


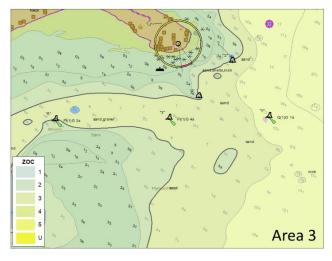
## SURVEY STRUCTURE

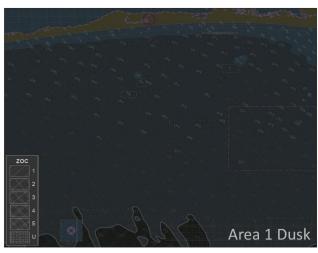
- Consent
- ➤ Introduction Section
- ➤ Evaluation Section
  - ➤ Ratings (Likert 0-6 scale for exceptionally bad-great performance)
  - Rankings (1-5 for worst-best)
- ➤ Demographics Section

Requirement	Sample Survey Question
1 - Minimally interfere with charted information	How clearly can you see the chart information (e.g., depths, shallow/deep depth areas)?
<b>2</b> - Unambiguously relate to ZOC categories	Are the different ZOC categories distinct /unambiguous?
<b>3</b> - Emphasize worse quality data	Are the areas of worse quality data more emphasized?
4 - Be easy to remember	Is the coding easy to remember?
<b>5</b> - Be effective in all ECDIS modes	All Area 1 Dusk Questions





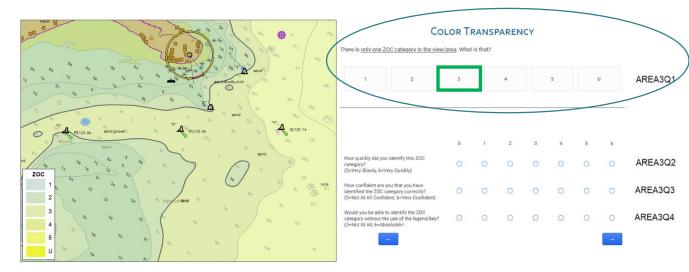






## SURVEY STRUCTURE

- Consent
- ➤ Introduction Section
- ➤ Evaluation Section
  - ➤ Ratings (Likert 0-6 scale for exceptionally bad-great performance)
  - Rankings (1-5 for worst-best)
- ➤ Demographics Section

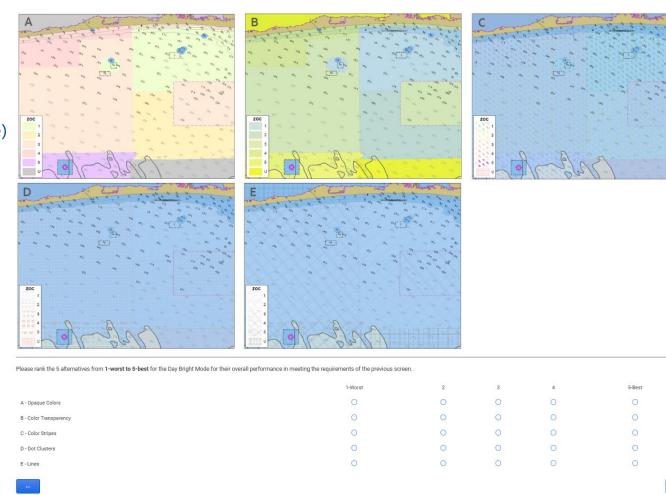


Area 3 Question 1	AREA3Q1	There is only one ZOC category in the view/area. What is that?
Area 3 Question 2	AREA3Q2	How quickly did you identify this ZOC category?
Area 3 Question 3	AREA3Q3	How confident are you that you have identified the ZOC category correctly?
Area 3 Question 4	AREA3Q4	Would you be able to identify the ZOC category without the use of the legend/key?



## SURVEY STRUCTURE

- ➤ Consent
- ➤ Introduction Section
- ➤ Evaluation Section
  - ➤ Ratings (Likert 0-6 scale for exceptionally bad-great performance)
  - Rankings (1-5 for worst-best)
- ➤ Demographics Section

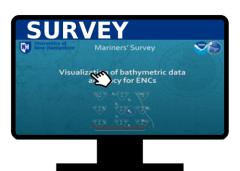




## PARTICIPANTS



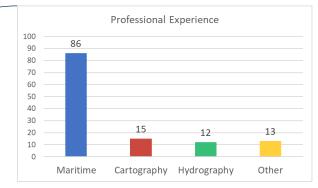


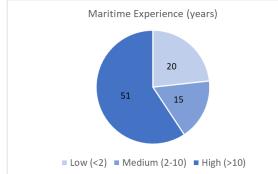




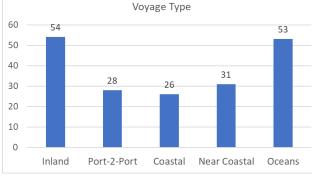


#### 94 Responses (Jan – Oct 2021)











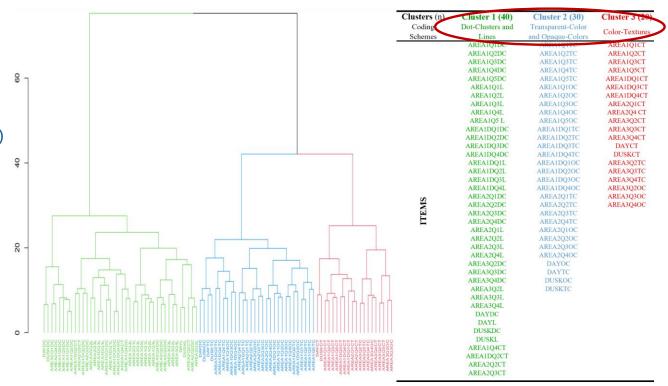


### **CLUSTERING ANALYSIS**

- ➤ Agglomerative Hierarchical Clustering analysis
  - Cluster 1: Lines & Dot-Clusters
  - Cluster 2: Opaque-Colors and Transparent-Color
  - Cluster 3: Color-Textures

### > Interpretation

- ➤ If participant rated Lines high, same for Dot-clusters (and vice-versa)
- ➤ If participant rated Opaque-Colors high, same for Transparent-Color (and vice-versa)
- Color-Textures was treated separately but closer to Color-based schemes



Dendrogram (left) and items (right) of the clustering analysis



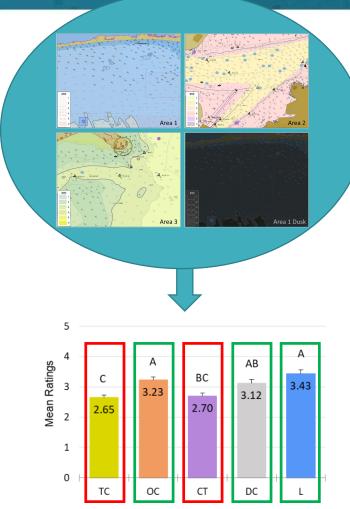
ALL 4 AREAS AGGREGATED

AREA		Coding Schemes					ANOVA	
		TC	OC	CT	DC	L	$\mathbf{F}$	p
A 1	_	3.605	3.523	2.853	3.249	3.586	5. 633	0.0002
Area 1		(1.149)	(1.197)	(1.151)	(1.418)	(1.291)		
Amer 1 Deeds		2.381	3.270	2.384	2.616	3.183	0.021	< 0.00001
Area 1 Dusk	mean	(1.101)	(1.240)	(1.282)	(1.344)	(1.366)	9.931	
A 1100 2	rating	3.163	3.413	2.954	2.895	3.404	2 422	0.009
Area 2	(s.d.)	(1.307)	(1.234)	(1.126)	(1.179)	(1.229)	3.432	
Area 3		1.434	2.698	2.601	3.717	3.558	103.0971	< 0.0001
		(1.175)	(1.184)	(1.148)	(1.763)	(1.674)	103.097	<0.0001

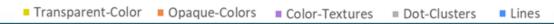
<sup>&</sup>lt;sup>1</sup>Kruskal -Wallis rank sum test – X<sup>2</sup>

Coding	Mean ratings differences				
Schemes Comparisons	Area 1	Area 1 Dusk	Area 2	Area 3 <sup>1</sup>	
OC - TC	-0.081	0.890***	0.250	8.939***	
CT - TC	-0.751***	0.003	-0.209	8.582***	
DC - TC	-0.356	0.235	0.267	11.061***	
L - TC	-0.019	0.802***	0.241	10.995***	
CT - OC	-0.670**	-0.887***	-0.459	-0.380	
DC - OC	-0.274	-0.654**	-0.517*	5.684***	
L - OC	0.063	-0.087	-0.009	5.031***	
DC - CT	0.395	0.233	-0.058	6.147***	
L - CT	0.733**	0.799***	0.451	5.484***	
L - DC	0.337	0.567*	0.509*	-0.925	

<sup>\*&</sup>lt;0.05, \*\*<0.01 and \*\*\*<0.001

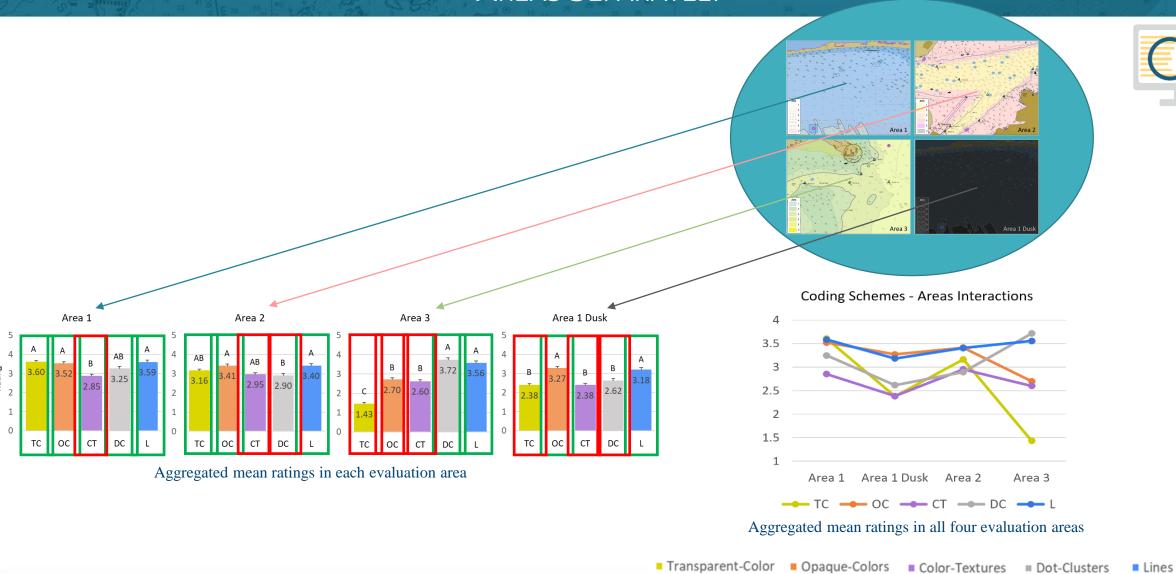






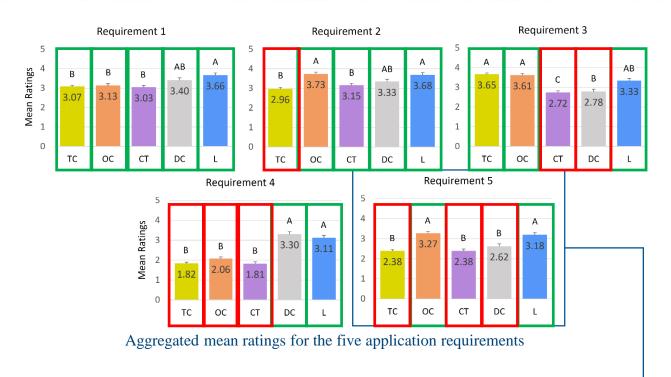
<sup>&</sup>lt;sup>1</sup>Multiple comparison test after Kruskal-Wallis

AREAS SEPARATELY



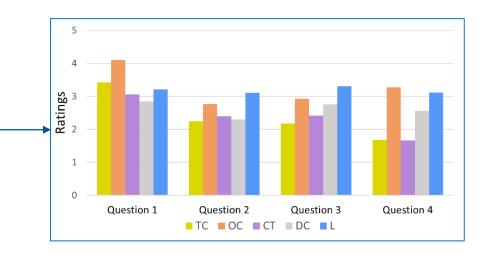


# RESULTS REQUIREMENTS



Requirement	Survey Question #		
1 - Minimally interfere with charted information	AREA1Q4, AREA2Q2, AREA2Q3		
2 - Unambiguously relate to ZOC categories	AREA1Q1, AREA1Q2, AREA2Q1, AREA3Q2, AREA3Q3,		
<b>3</b> - Emphasize worse quality data	AREA1Q5, AREA2Q4		
4 - Be easy to remember	AREA1Q3, AREA3Q4		
5 - Be effective in all ECDIS modes	AREA1DQ1, AREA1DQ2, AREA1DQ3, AREA1DQ4		



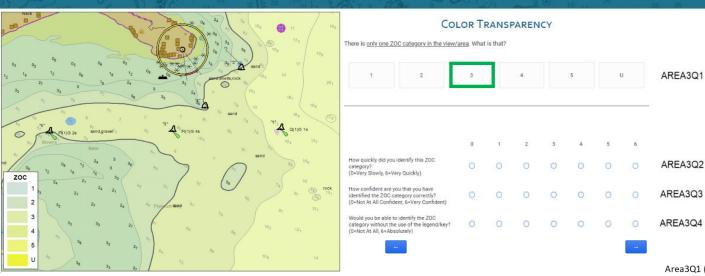


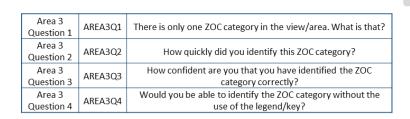
■ Transparent-Color ■ Opaque-Colors ■ Color-Textures ■ Dot-Clusters



Lines

## RESULTS AREA 3





DC and L: Participants are very confident they identified the category correctly

Area3Q1 (CATZOC) - Response Error (%) AREA3Q3 (Response Confidence)- DC AREA3Q3 (Response Confidence) - L AREA3Q4 (Without Legend)- CT AREA3Q4 (Without Legend)- TC AREA3Q4 (Without Legend)- OC

■ Transparent-Color ■ Opaque-Colors ■ Color-Textures



Evaluation Area 3 and the Color Transparency and Lightness coding scheme with the respective questions.

> TC, OC, CT: Identifying the categroy correctly without a legend would be difficult





### RANKINGS

### ➤ Day-bright Mode

- ➤ Lines and Dot-Clusters were ranked significantly higher than Opaque-Colors, Transparent-Color, and Color-Textures
- ➤ Lines received the highest ranking and DC the second best
- Lines received 44.2% of the best ranking ("5") followed by DC and OC

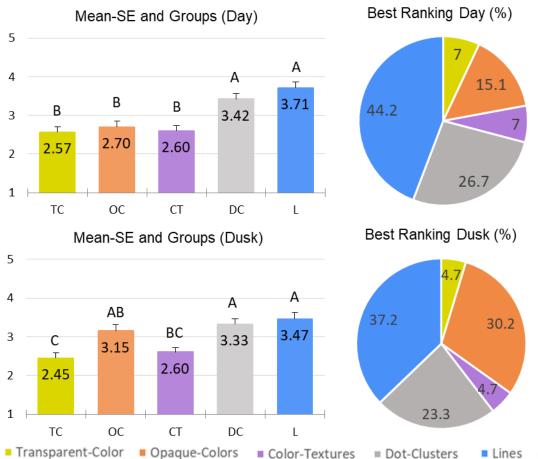
### Dusk Mode

- ➤ Lines and Dot-Clusters were ranked significantly higher than

  Transparent-Color and Color-Textures
- > Opaque-Colors significantly higher than Transparent-Color
- ➤ Lines received the highest ranking and DC the second best
- Lines received 37.2% of the best ranking ("5") followed by OC and DC

Means and groups (left), and best ranking percentages (right) of the final rankings in Day-Bright (top) and Dusk (bottom) modes







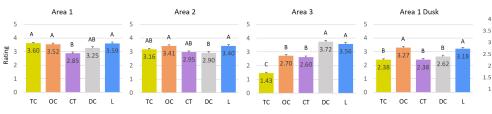
### **SUMMARY**

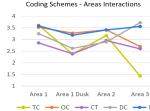
#### > Lines

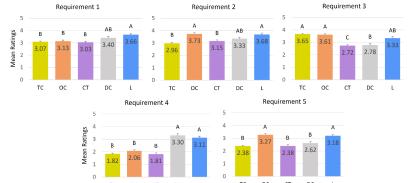
- > Received the most positive and consistent ratings
- > The only scheme with mean ratings over three in all four areas
- ➤ The only with mean>3 in the 5 requirements
- First in mean rankings in Day and Dusk modes
- Received 44.2% and 37.2% of the best rankings ("5") in Day and Dusk

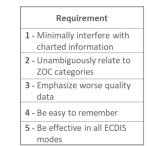
### ➤ Dot-Clusters

- > The second best in mean rankings in Day and Dusk modes
- > Particularly good in "not interfering with chart information" and "ease to remember"
- ➤ Less effective in "emphasizing areas of greater uncertainty" and "all ECDIS modes" (Dusk).
- > Impressive increase from Area 2 to Area 3 (due to "countable elements")



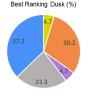












■ Transparent-Color ■ Opaque-Colors

Color-Textures

Dot-Clusters

Lines



### **SUMMARY**

### ➤ Opaque-Colors

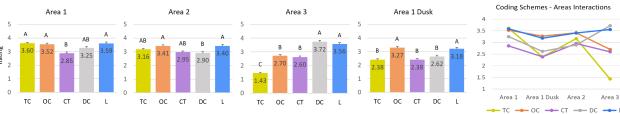
- > Third in participants rankings
- > Particularly effective in "relating to QoBD categories" and "emphasizing worse quality data"
- ➤ Least effective / problematic in "interfering with chart information" and "be easy to remember" requirements.
- ➤ Significant decrease in ratings from Area 1 and Area 2 to Area 3

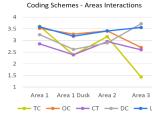
### > Transparent-Color

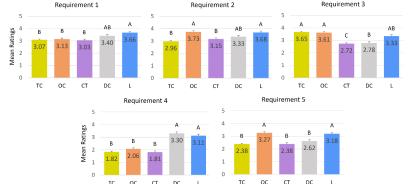
- Particularly effective in "emphasizing worse quality data"
- > Relatively poor performance in everything else
- ➤ Impressive decrease in ratings from Area 1 and Area 2 to Area 3

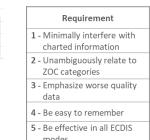
### Color-Textures

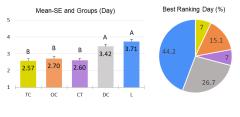
(Unexpectedly) Poor performance in almost everything

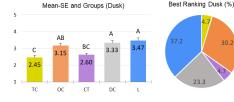


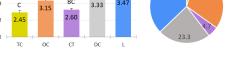












■ Transparent-Color ■ Opaque-Colors

Color-Textures

Dot-Clusters

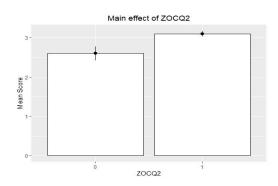
Lines

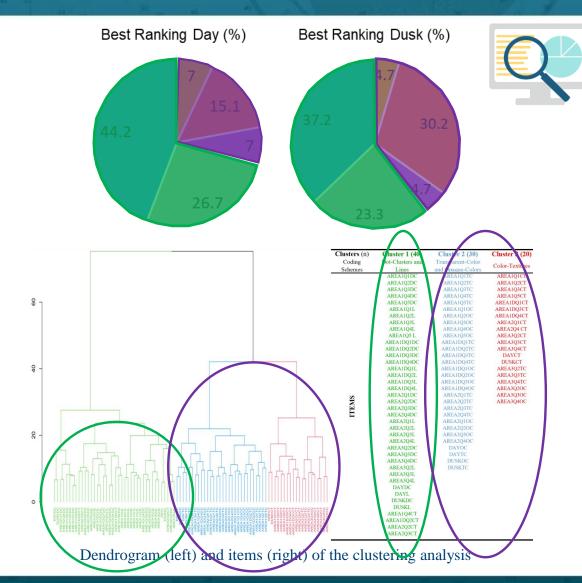


### **SUMMARY**

- > Textures the most preferred, but
- > Two big groups (textures & colors)
- ➤ One Texture & one Color to accommodate both groups?

- ➤ Aware of Star Symbology?
  - If Yes → happier with all schemes (than if not aware)







## THANK YOU!



