

Map design and its influence on users perception

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Why this PLACE and TIME?

- map is one of the most important communication tools for all spatial data
- thousands of pages of text can replaced by hundreds of tables,
 tens of graphs and diagrams or several maps...
- communicate geographical information graphically is the main aim of cartography

Student: Making maps is rife with rules.

Teacher: There is a lack of standardization in cartography.

. . . .

Colleague: Can you tell me who said this rule and where the hell did you find it?

Colleague (a few minutes later): You also read everything so that you can reproduce it!





MAP DESIGN

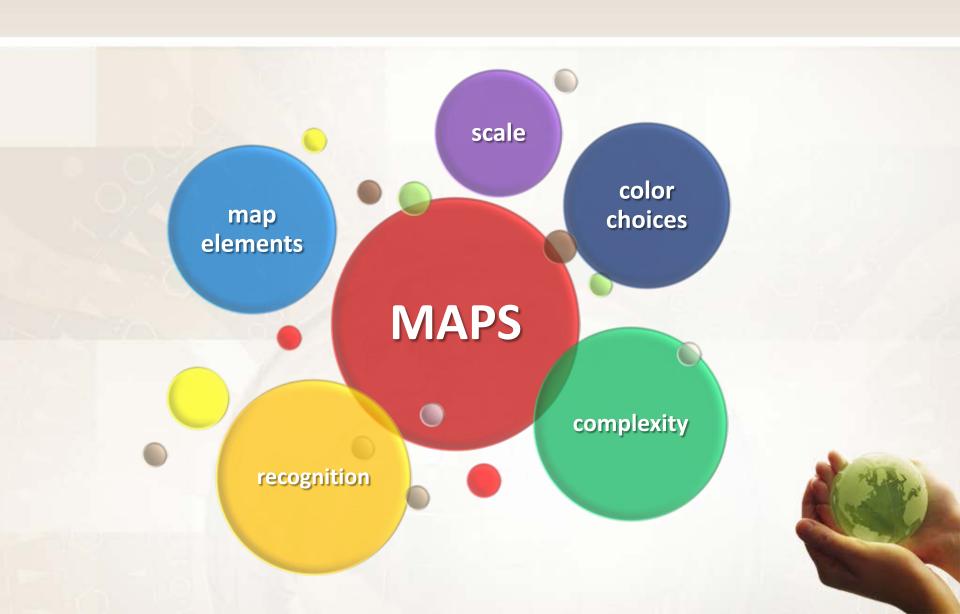
LAYOUT

PLANNING





What is it about?



Map design & Designing maps

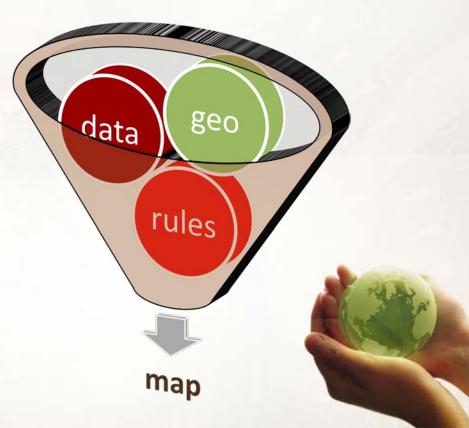
- cartographers apply many design principles when compiling their maps and constructing page layouts
- main design principles are
 - Legibility, Visual contrast, Figure-ground organization, Hierarchical organization and Balance (Aileen Buckley, Esri)
 - Concept before Compilation, Hierarchy with Harmony, Simplicity from Sacrifice, Maximum Information at Minimum Cost, Engage the Emotion to Engage the Understanding (John Krygier)
 - Harmony, Composition, Clarity (Bethany Bradley)
 - Clarity, Order, Balance, Unity, Harmony (Judith A. Tyner)



...and others

More about MAP or DESIGN?

- 'ten principles of good design' by Dieter Rams converted to eight principles of good design in cartography
 - Understanding of user requirements
 - Consideration of display format
 - A clear visual hierarchy
 - Simplicity
 - Legibility
 - Consistency
 - Accessibility
 - Good composition



Non-Technological Aspects

SOCIAL ASPECTS		PROFESSION	IAL ASPECTS	USER ASPECTS	
POLITICAL		GEOINFO	DRMATIC	SOCIOLOGICAL	
	ETH	IIC		HISTORICAL	
	LEGISLATIVE			CONCEPTUAL	
ECONOMIC		METHODOLOGICAL		PSYCHOLOGICAL	
		VISUALU	ZATION	AESTHETIC	
				USER	
		ORGANIZ	ZATIONAL		

User Issues & User perception

- User issues
 - combination of many aspects
- User map perception
 - complex process with many internal and external factors

How to make maps with emphasis on user issues?

How to create maps, that people want to look at ???



Looking for a solution?

- you need a good cartographer
- you need to know about...
 - map purpose
 - selection of information
 - map generalization
 - map symbology in other maps
 - map projections
- there is no simple solution
- question is very broad and experts dealing with cartography focus to a number of sub-areas



Objective Research Methods

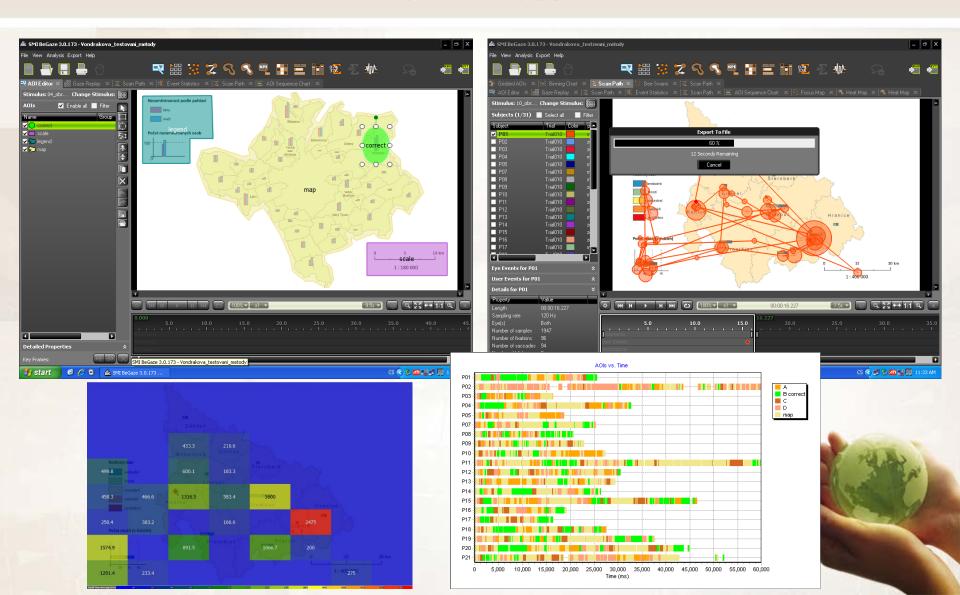
- perception of users can be assessed by the eye-tracking technology in combination with other research methods
- individual's eye movements are measured
- there are monitored localization of eye-movement in any given time





Eye-tracking Technology

SMI RED 250

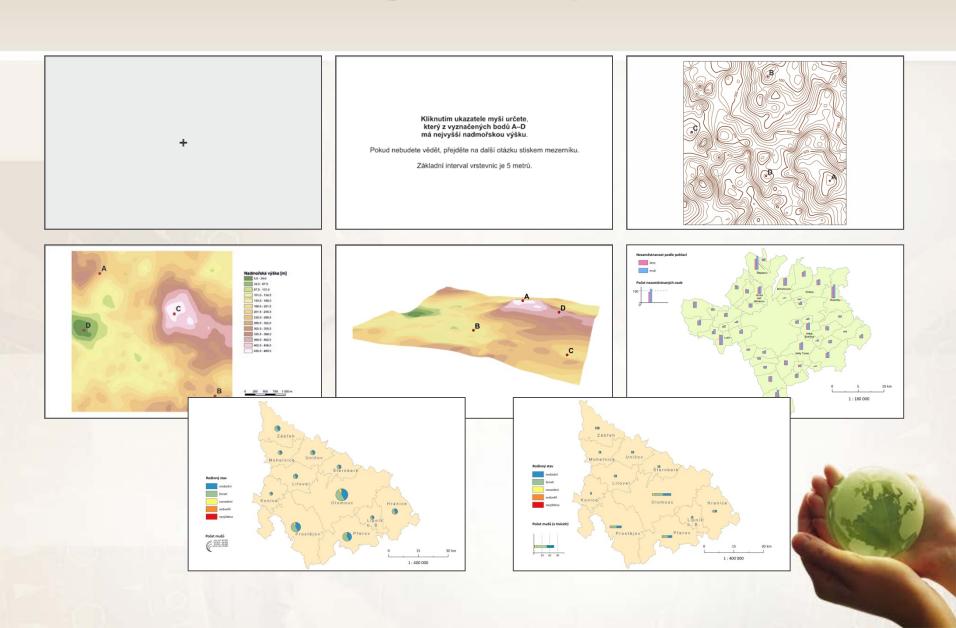


Example

Methods of Cartographic Visualization

- choice of method of cartographic visualization depends on the opinion of the map author
- way of expressing the same information by different methods of cartographic visualization leads to different user perception
- users have to get the information as quickly as possible and as accurately as possible
- maps have to help their users to better understand geospatial relationships, not to confuse the user

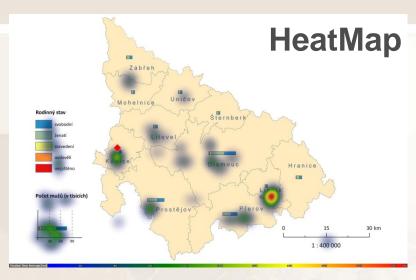


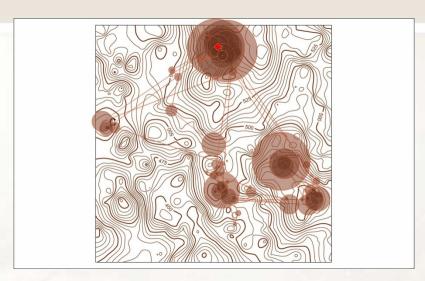


AOI_statistics - Poznámkový I	blok					- 2 X	mouseclick – Poznámkový blok	
Soubor Úpravy Formát Zob	orazení Nápověda						Soubor Úpravy Formát Zobrazení Nápověda	
Soubor Upray Format Zob Trial Subject Color TrialOO1 PO1 TrialOO1 PO2 TrialOO1 PO3			B correct Fect Local Fect Local Fect Local Fect Local Fect Local Fect Local Fect B correct Fect B correct Fect B correct Fect B correct Fect Local Fect Correct Fect B correct Fect	27473 1.6 27473 1.7 27473	AOI Scope 0	AO1 Order 11252,8 1357 139896 6 20666 1183 1183 125336 763,1 25336 763,1 25336 763,1 25336 763,1 27410 16086 60008 1411, 30450 1085, 6644,4 1207 19186 110978 16277 12155 16277 12155 16277 1215 16277	Soubor Uprany Format Zobrazen Najpovelas	Action

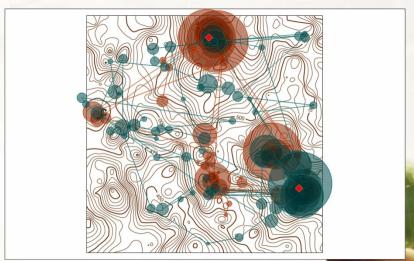
 AOI characteristics, fixations, saccades, mouseclicks...

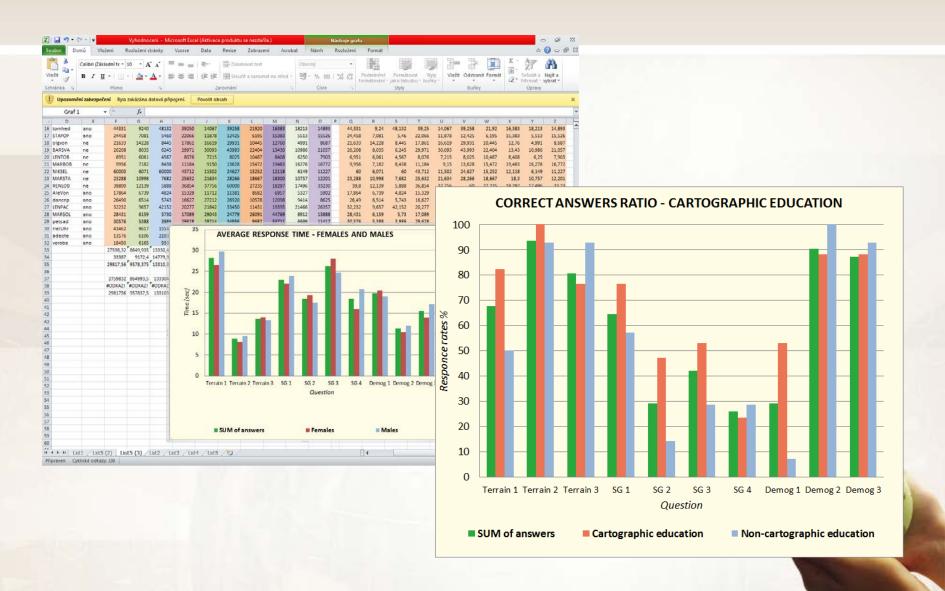


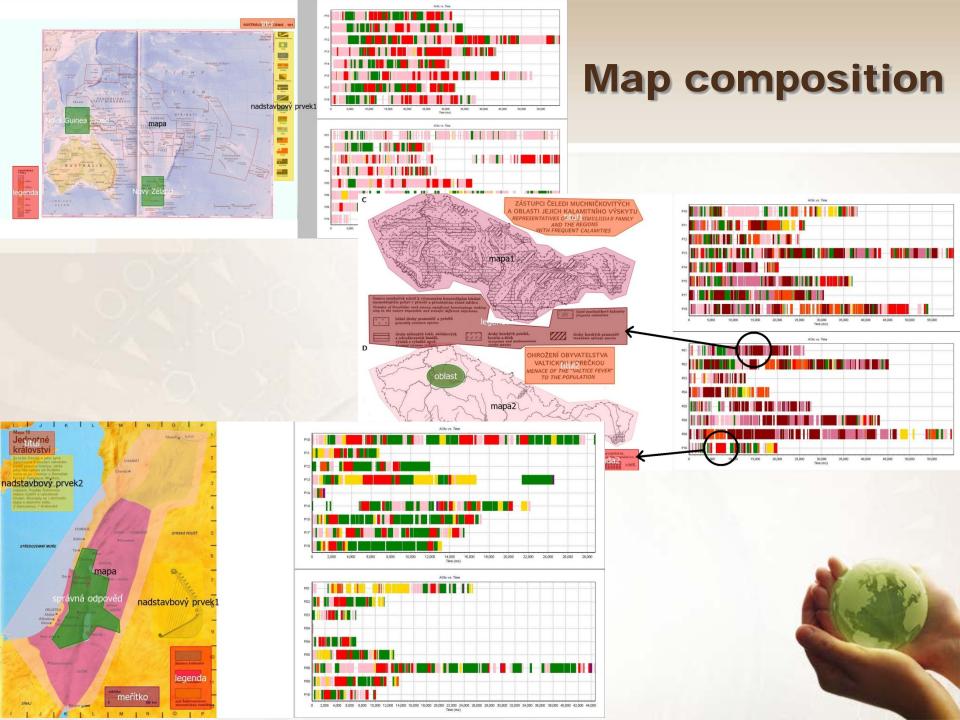




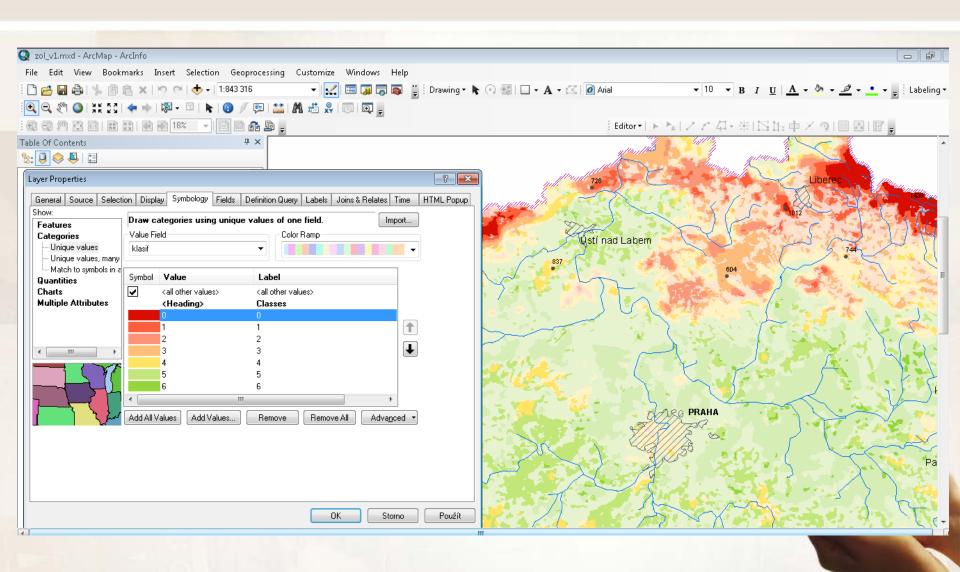








User's ability to distinguish colors

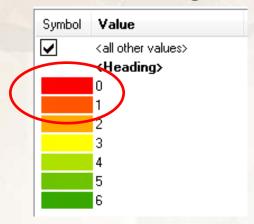


Correct presentation of the information

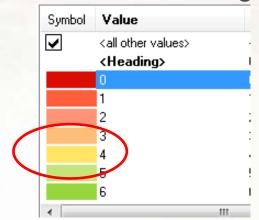
problems

- ability to distinguish red colors (ET experiment)
- NORMAL value is not AVERAGE value

ESRI color range

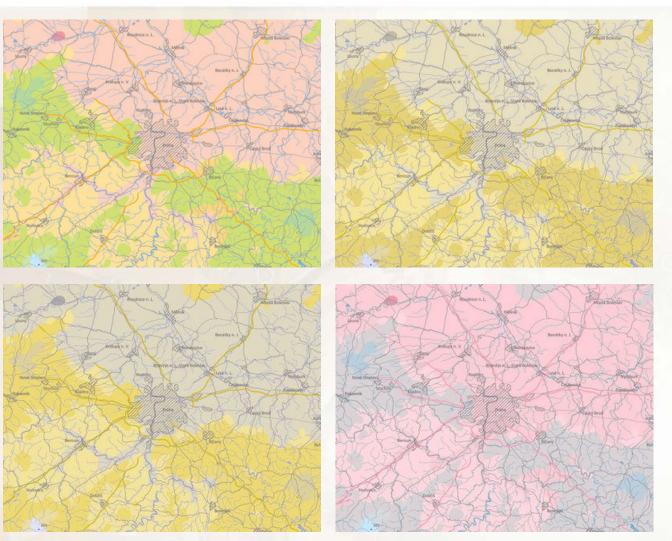


Authors color range





Customization - Color Blindness



Vischeck Color Blindness Simulator



Findings

- users are the key determinants of any cartographic work
- it is important to identify needs of the target users before you work with graphic design
- user needs may differ with respect to their intellectual and physical condition
- view of users, cartographers and producers to the design of maps vary considerably
- choice of methods of cartographic representation and their applications can have a significant impact on the perception of presented phenomena

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THANK YOU FOR YOUR ATTENTION

