# 2 Methods for improving road signs / symbols / text to adapt to today's driver's requirements

Stefan Egger, IIIDre

#### Stefan Egger

Information designer, researcher, speaker

#### Research projects on road signs/signals

2 international EU funded (3 years each): SOMS/In-Safety, Safeway2school

### 7 x Conference co-organizer Traffic & Transport Information Systems

#### Member working group AASTB10 of FSV

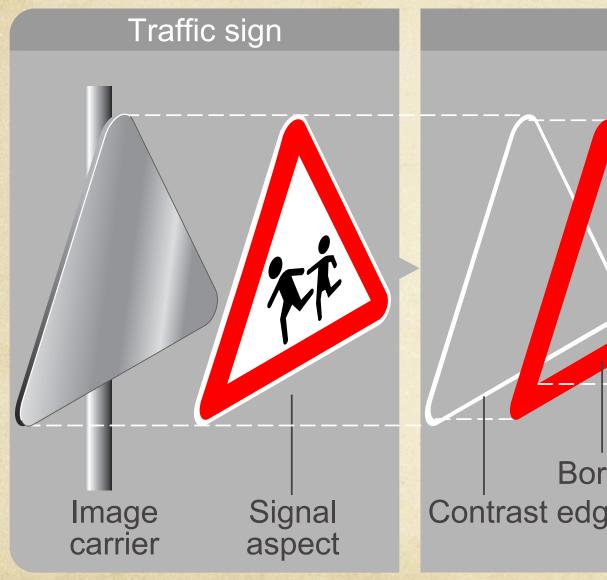
Recognised Austrian body to develop road signs

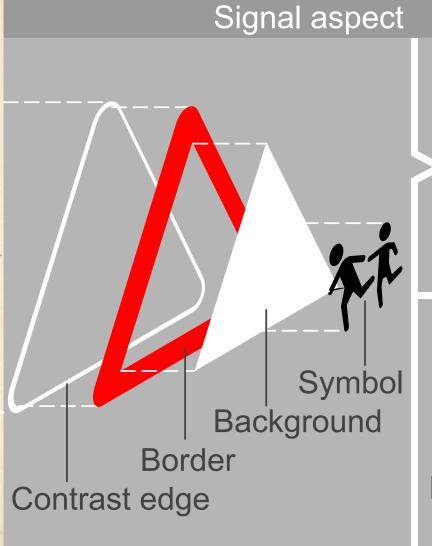


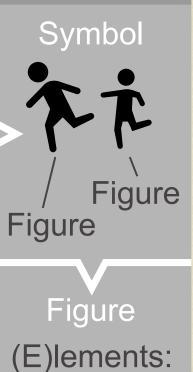
#### **Information Design**

Enable informed decision making to carry out actions and meet set goals

#### Definitions for graphical components









#### Why improve road signs?

Since road signs were "defined", the road environment has changed dramatically.

Increasing cognitive stress is burdened upon drivers.

#### Why improve? /1

Increase in <u>speed</u> –1968 and before: Few cars and roads to maintain speeds of more than 100 km/h

Increase in traffic <u>volume</u> – e.g. Austria: 143.000 cars in 1955 to 4.205.000 in 2006

Increase in <u>network</u> density – No or few motorways in many countries in 1955.

E.g. Austria: 1955– 27.6 km; end 2007– 1.696 km

#### Why improve? /2

Increase of <u>long-distance</u> travel due to interconnected road networks and suitable cars

Increase of amount of <u>information</u> provided on / alongside roads

To reduce the increased cognitive load,
- and increase road safety Road signs should be adjusted to human
capabilities.

#### Opportunities for improvement

\* ISO 9186 Test procedures \* fostering understanding of visual information

- \* MOA Design Method \* improving visibility
- Reducing uncertainty while transforming information into action
- Earlier recognition and driving action

ISO 9186 Procedures for the development and testing of graphical symbols

Two psychological test methods

Comprehensibility judgement test to sort out less appropriate symbols

and

Comprehension test measuring "understandability" of symbols

#### Test requirements

- Extensive research for- and collection of symbols on international level
- Symbols to be brought to same visual quality level before testing\*
- 50 respondents from 3 different cultures
- Carried out with paper and pencil, monitored (to allow questions and improvement of symbols)

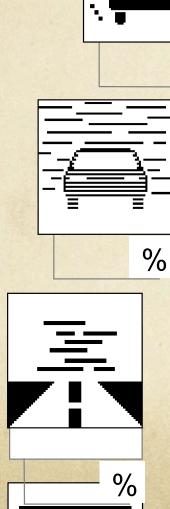


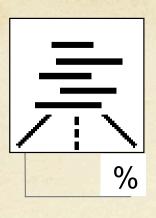
<sup>\*</sup> See MOA Design Method

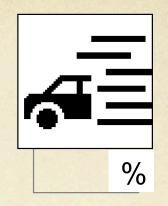
#### Comprehensibility judgement test

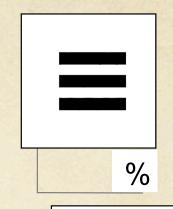
- To identify the most promising symbols
- omit others
- find 1<sup>st</sup> indications for further development

%

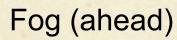


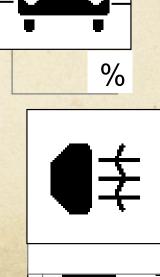














%

#### Comprehensibility judgement test

"In your opinion, what is the percentage of drivers in your country to understand the symbol?" Then ask for reasons, taking notes.

After accumulation of results [country wise and total], symbols to reach a decided benchmark are accepted for further visual development\* and the next test.

<sup>\*</sup> See MOA Design Method

#### **Comprehension test**

- Establishing an understandability score for each symbol
- Identifying the best symbol
- · Poss. final indications for improvement

Date:		
Location:		
Conducted by:		
Age of respondent:		
Driving experience:		
Kilometers per year:		
Female □	Male	
Education:	Primary school Secondary school	
	University	

On each page of this booklet is a traffic symbol.

Study each traffic symbol and write down below the symbol what you think that symbol means.

If possible, also write down what you would do if you saw this symbol.

Write down "Don't know" if you are unable to assign a meaning to the symbol.

An example is given overleaf.



This is an example:



Construct

#### **Comprehension test**

"What is the meaning of this symbol? And how would you react as driver when seeing it?"

Take notes...

After accumulation of results [country wise and total], symbols to reach a decided benchmark are accepted for final visual development\* and standardisation.

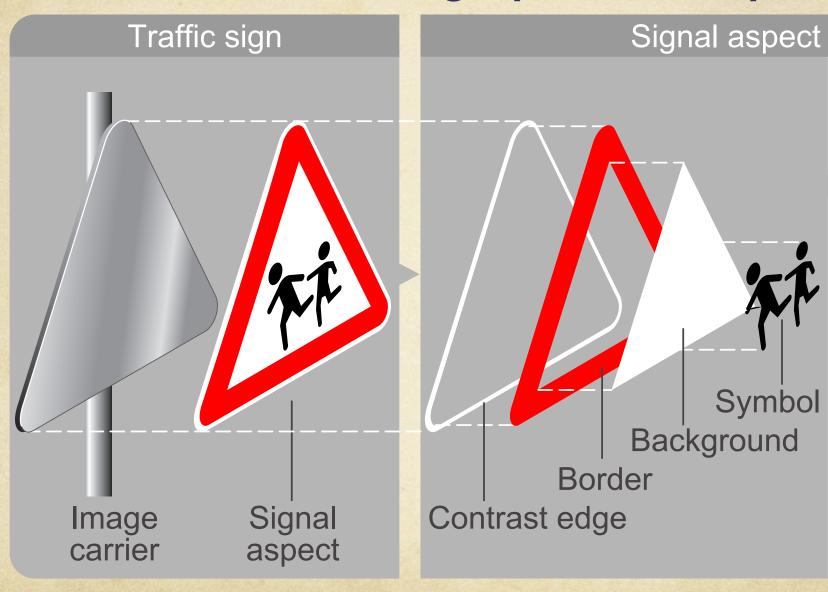
\* See MOA Design Method

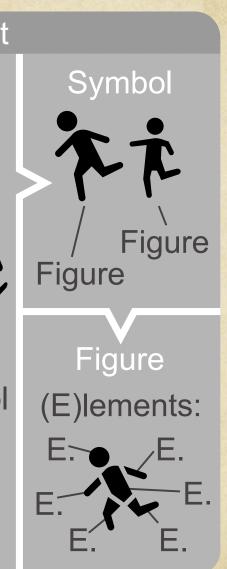
Maximum resilience of a visual signal by minimizing loss of contrast during transmission

or

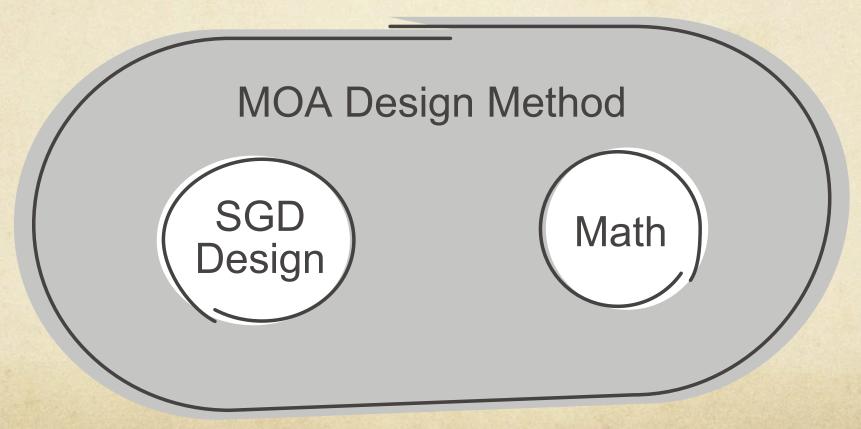
It's all about maintaining contrast in every detail

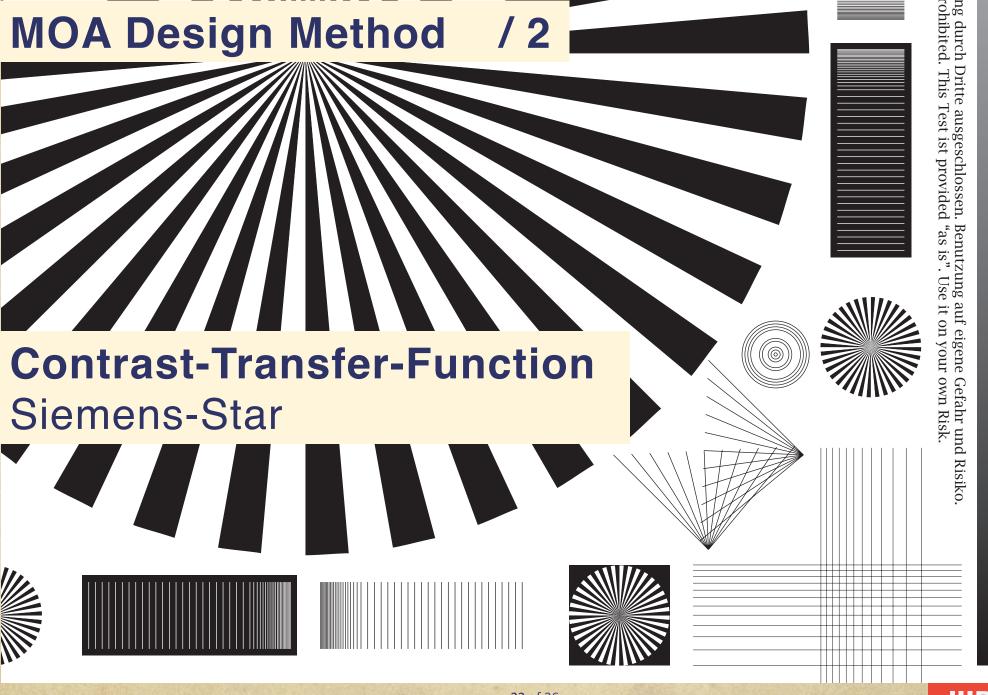
#### Definitions for graphical components





Every detail of any graphical element is made to be visually discerned (discriminable) over a precisely calculable viewing distance.

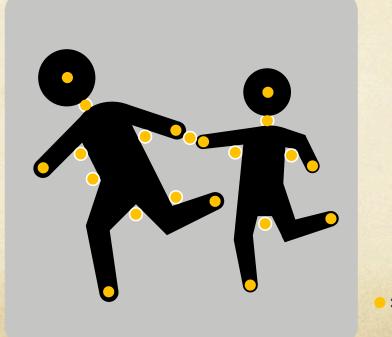




Design according to Smallest Graphical Detail

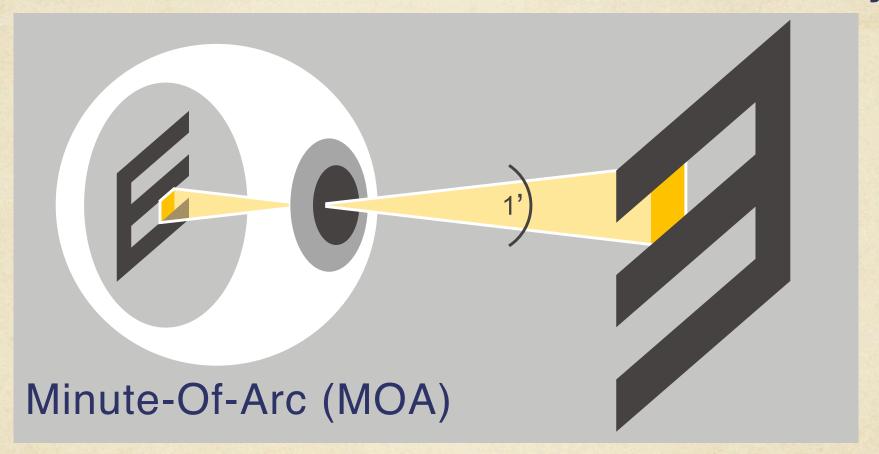
## SGD Design providing full (100%) discriminability

= Contrast-Transfer-Function is at maximum



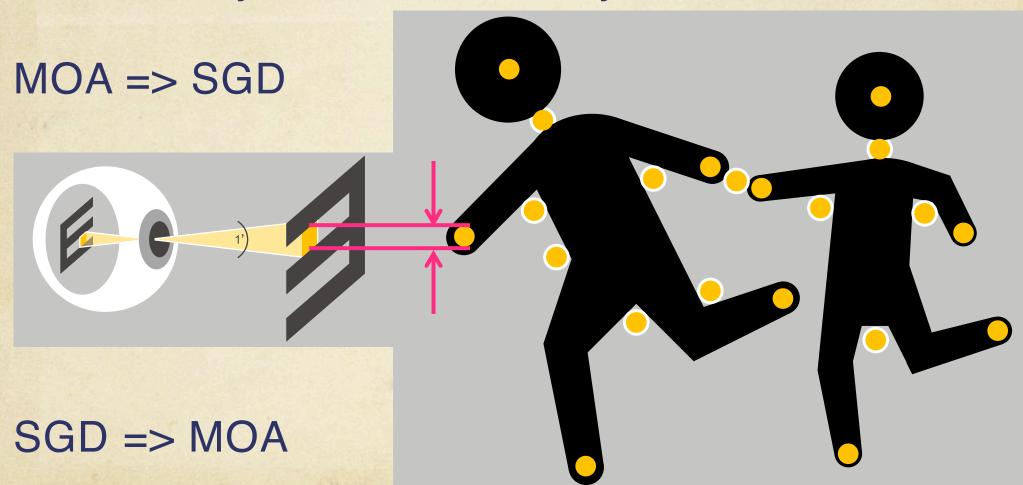


#### **MOA Math: Calculation of discriminability**



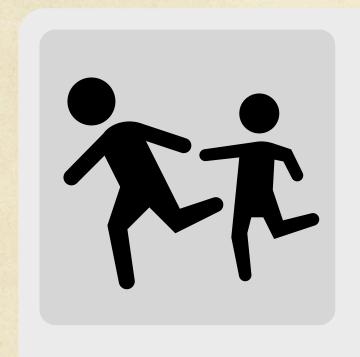
SGD dimension, viewing-distance & time, max. speed, min. visus etc.

Calculability of discriminability



MOA Design Method

**UNECE ITC** 







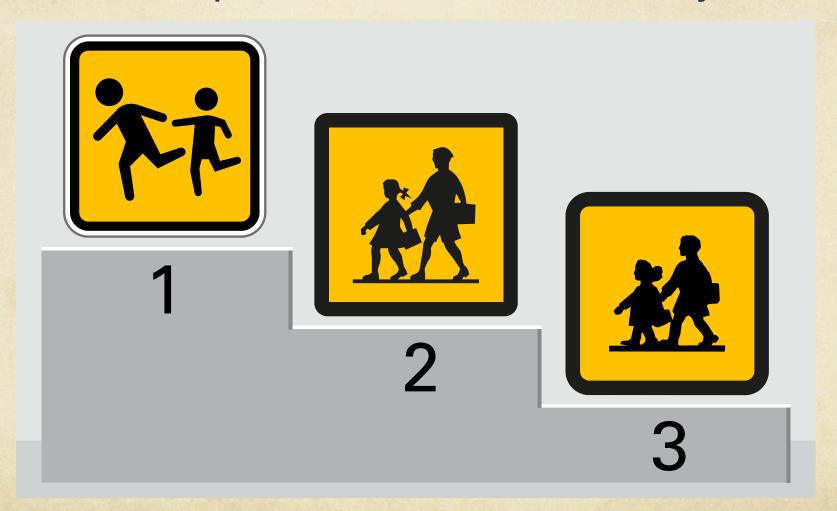


Viewing distance:

100%

max. 74%

Comparison of discriminability



University Stuttgart/Fraunhofer Institute (2011)

Prepares simultaneously for conventional signage (vectors)

Enhanced dot-matrix application (screen, VMS)



## MOA Design Method /9 Current implementation status

- Tern Typeface in Austria, Slovakia and The Netherlands
- Tern Symbols to be implemented in Austrian guidelines
- MOA Design Method became success criterion for new Austrian symbols



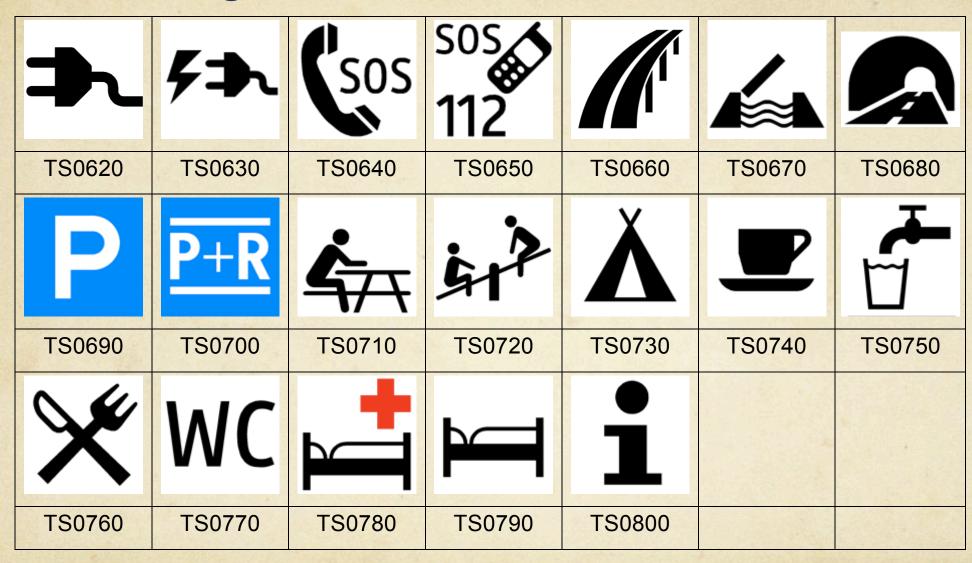


- Tern typeface legally binding use in Austria (2013) and Slovakia (2014)
- Tern VMS typeface: Standard for Full-Matrix-Displays "DRIPS" in the Netherlands (2009)

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TS0560	TS0570	TS0580	TS0590	TS0600	TS0605	TS0610



# To reduce the increased cognitive load and increase road safety: Improvement of signs & symbols through:

- \* ISO 9186 Test procedures \* fostering understanding
- \* MOA Design Method \* better discrimination & precise effectivity calculation
  - Reducing uncertainty while transforming information into action
  - Earlier recognition and driving action



#### Thank you!

Stefan Egger, IIIDre s.egger@iiidre.net

The MOA Design Method stkegger.wordpress.com

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