HMI Integration for Driver Systems INTEGRATE and VIVID



TTEC: Tailoring Transport Technology to People

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What was INTEGRATE?

- 2 year project, 1997 1999, EPSRC IMI Programme
- HUSAT, MIRA, Coventry Univ. KBE Centre
- HMI design advice for integrated in-vehicle systems
- 'Whole Vehicle' approach:
- Future-proof / flexible / modular integration





System scope

Primary driving controls HVAC Vehicle status ICE

STANDARD

FUTURE

ACC Collision warning Vision enhancement Driver status





EMERGING

Navigation

Traffic information

Mobile office

Tolling

Implications for the driver

Potential for:

- Reduced performance with individual systems
- Negative effects on primary driving task
- Increased driver stress, frustration etc.



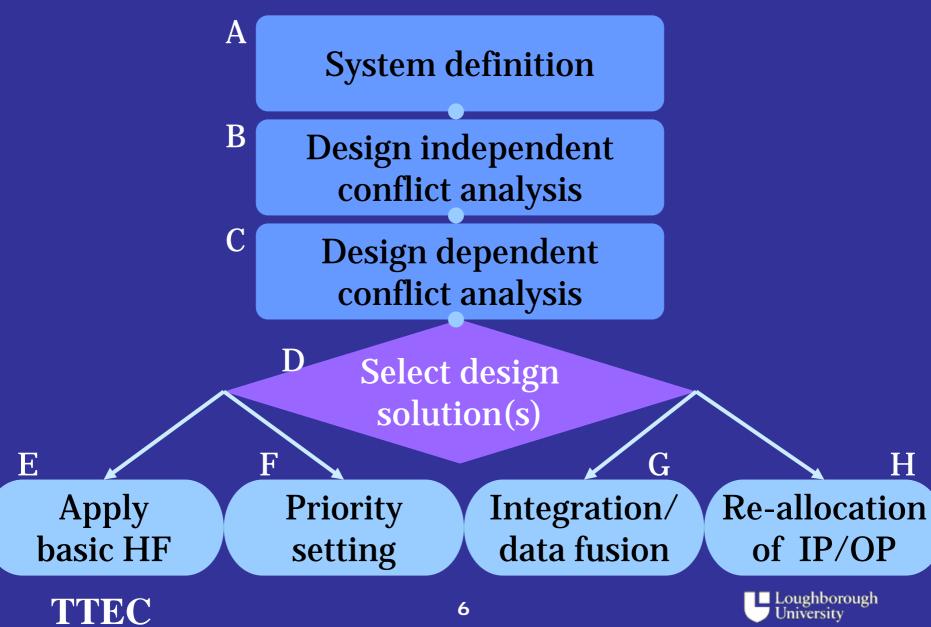


Industry Requirements

- Ford, Jaguar, Rover, Honda, Nissan
- TRW Automotive, Alpine, Visteon
- Human Factors staff and Engineers
- Aimed at HF expert
- Procedural
- Early input
- Future-proof

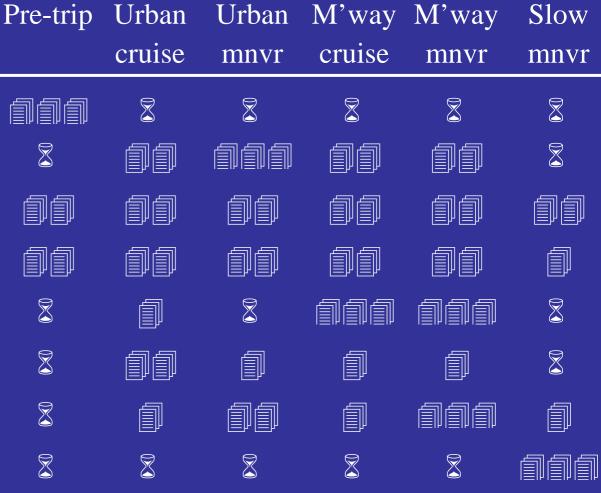


Overview of the INTEGRATE Process



B. Design indep. conflict analysis

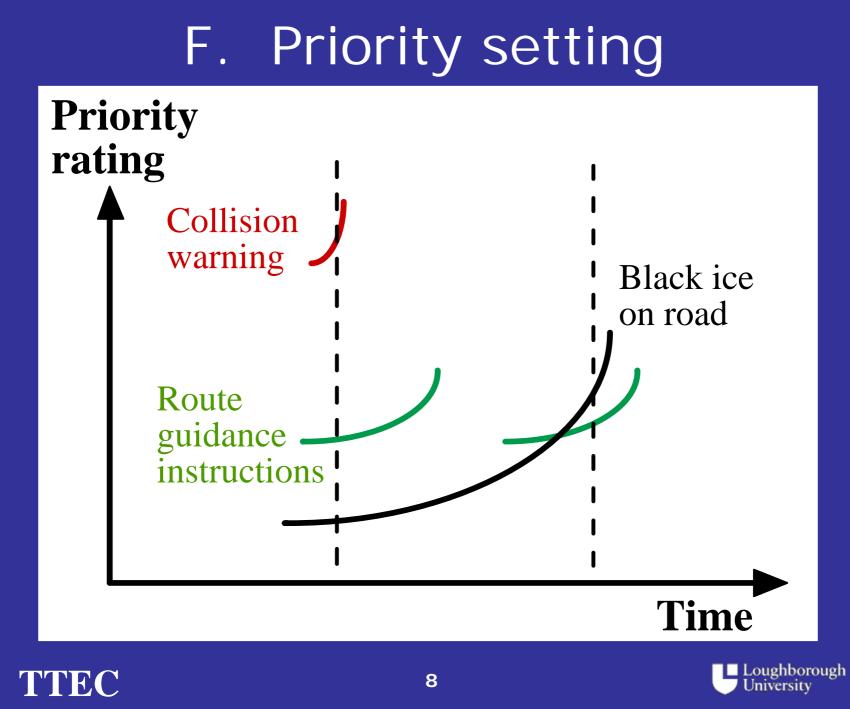
		crui
Destination entry	aaa	Z
Turn by turn instruction	Z	
Phone	Î	
Travel information	1	
Advanced cruise control	Z	Í
Forward collision warning	Z	
Lateral collision warning	Z	Í
Reverse parking aid	Z	Z



Loughborough

University





Exploitation of output

'VIVID' Virtual In-vehicle Information Displays

- UK Foresight Vehicle LINK project
- Oct 2000 Sep 2002
- PERA, TTEC, Thales Optronics, OCF

A Simulation Tool to:

- Rapidly simulate voice/display options
- Develop 'typical' driving scenarios
- Test prioritisation/timing algorithms





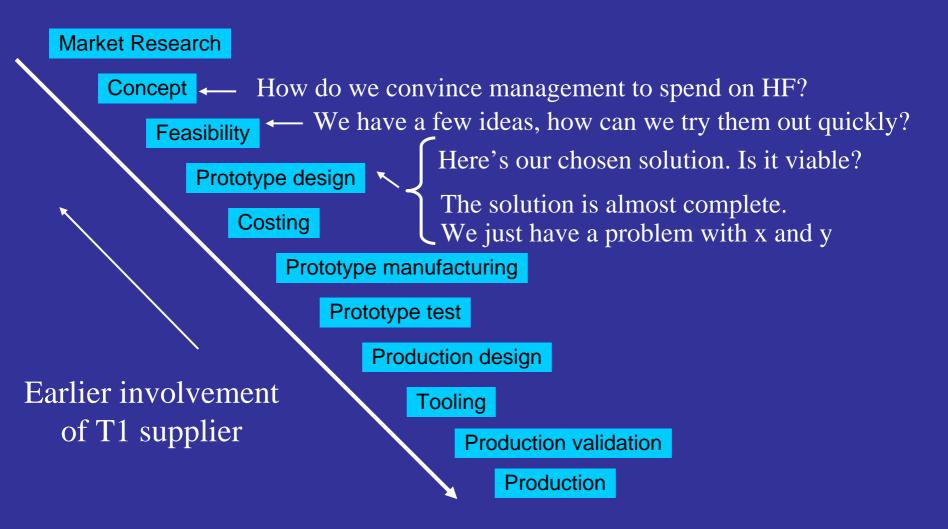
VIVID Tool

Information management and presentation

- Priority rules
- Message exclusion zones
- Visual characteristics of HUDs
- Location of displays
- Adaptable HMIs
- Other events on the road
- Real time driver behaviour

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Product Introduction Process





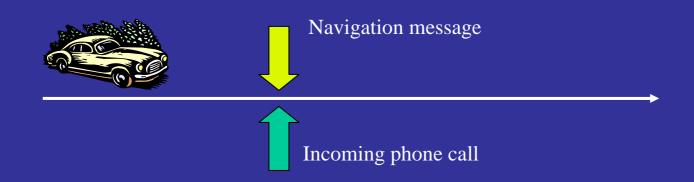


Potential applications of VIVID

- 1. Dealing with conflicts
- 2. Scheduling of information
- 3. User understanding of systems
- 4. User differences & customer segmentation



1a. Dealing with conflicts



Potential solutions:

Navigation System Phone

- 1. Presented Accepted
- 2. Presented
- 3. Not presented Accepted

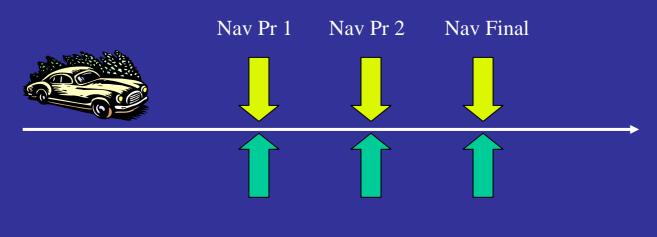
Diverted

4. Visual only Accepted

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1b. Conflicts: types of navigation messages



Incoming phone call

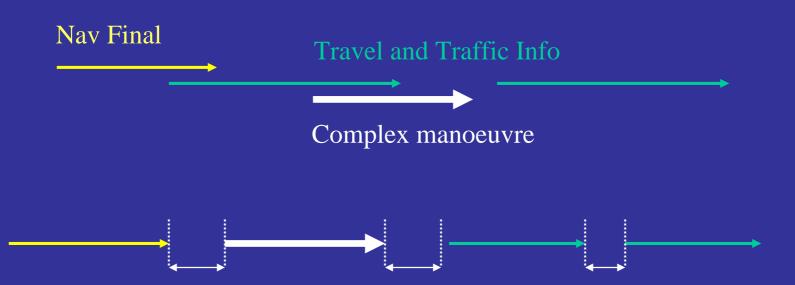
- Will solution vary depending on point of conflict?
- Solution may depend on:

Importance of next manoeuvre What driver has already received Complexity of manoeuvre





2. Scheduling

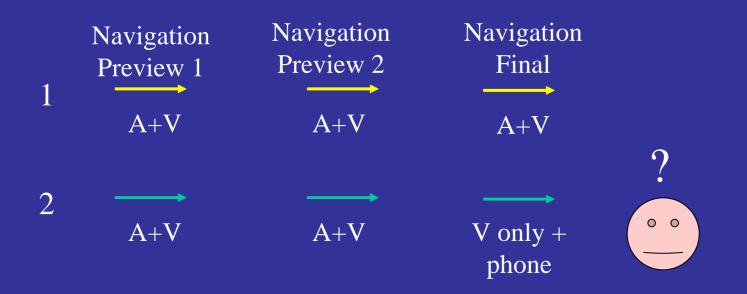


- What should the time windows be?
- What should they depend on?





3. User understanding: inconsistent HMI



- Will drivers understand why systems may behave differently?
- Will they accept such systems?
- Driver expectations
- System design, training?

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4. User differences, segmentation



- Designing for novice customers
- Designing for 3rd generation customers
- Gradual evolution of 'intelligence'
- 'Taking away' information or features seen as retrograde step by by customers





Exploitation of VIVID Tool

- For researchers to generate new knowledge in appropriate dialogue management methods
- For vehicle or system manufacturers to investigate options for integration
- For experts to test already proposed algorithms
- An illustrative tool
- Plus potential for evaluation

