



CENTRO
RICERCHE
FIAT

Designing and measuring the vehicle cockpit quality perception

Automotive Interiors Expo 2011

Cristina Randazzo

User Interaction

Product & Quality Perception

FIAT
SOCIETÀ PER AZIONI



AGENDA



- **Why do we design and measure perceived quality?**
- **What is PQ?**
- **Innovative instruments to measure vehicle interiors PQ**
- **Examples of application in automotive field**

Why Quality Perception?



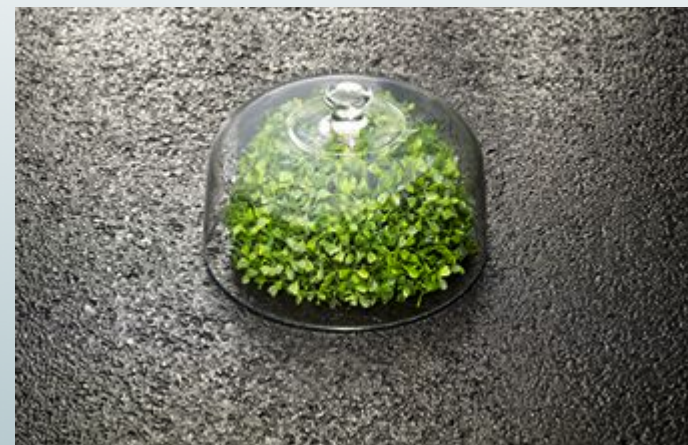
It is fundamental to be able to **assess and predict** interior QP for having and managing a cost target.

QP will constitute the **competitive value**, the difference, compared to competitors

QP helps in creating **personalization** that it can be sold!

QP helps in **technical choices**.

Why Perceived Quality is more and more important?



What is Quality Perception?

Quality

PERFORMANCES



AVOID NEGATIVENESS
(Warranty of functionalities. No failures)

Quality
PERCEPTION



build positiveness

QUALIT

Y



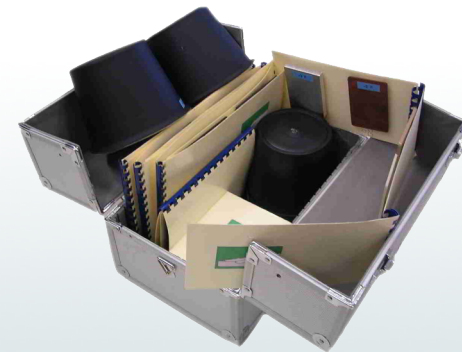
PERCEIVED QUALITY

Identify Customer Car
Profile dimensions and
priority between them



OBJECTIVE QUALITY

Identify project dimensions, by means
of instrument measurement and
sensorial objective dimensions



SENSORIAL ANALYSIS

Quality Perception CRF Instruments



Checklist contains
smart box
measurements
summarized
into
touch index

Who uses Interiors Perceived Quality Checklist



CL can be used by

- design department people
- style department people
- product department people
- VOC
- brands...

Everybody who needs to try to have an interior global vision in terms of perception (not functionality or technical specs)

What is Interiors Perceived Quality Checklist



CL is an instrument that helps in observing interiors, both of proper products either of Competitors, in an OBJECTIVE way.

The output of CL is a synthetic objectivation of interiors by means of numerical criteria (the most part of) based on Customer's subjective evaluation.

Comparison can be carried out both on full interior, either on singular aspect/component.

When use Interiors Perceived Quality Checklist



CL can be used

- at very early project stage, to benchmark Competitors
- during development phase, to monitor improvements
- during product life, to consider the effects that new trends or Customers' needs could have on final product

Where use Interiors Perceived Quality Checklist



Better if into a vehicle...

Better if it is real, but several aspects can be evaluated on CAD maths too!

Why use Interiors Perceived Quality Checklist



Interiors are becoming more and more important and relevant for users, especially when customers spend full day into the vehicle/truck/tractor... and they show more and more interest in good quality and interior care.

For that reason, new materials, new smart solutions and new component impact can be shortly evaluated in a STANDARD way; this helps in doing comparison of different interiors but always measured with the same meter.

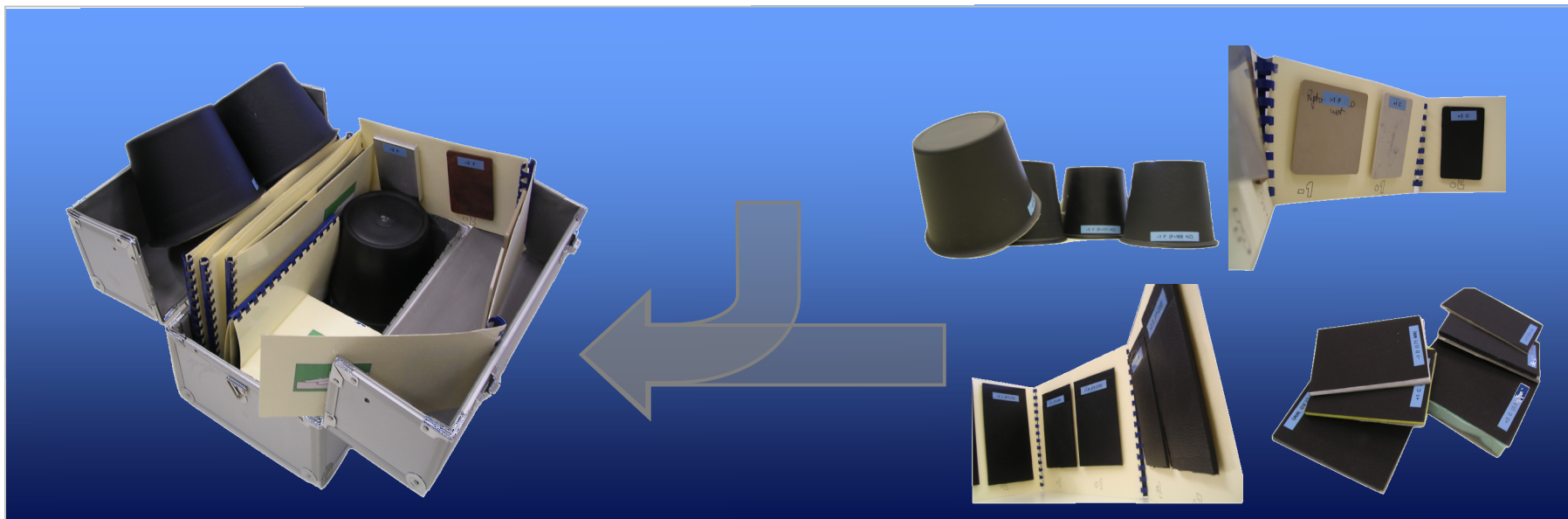
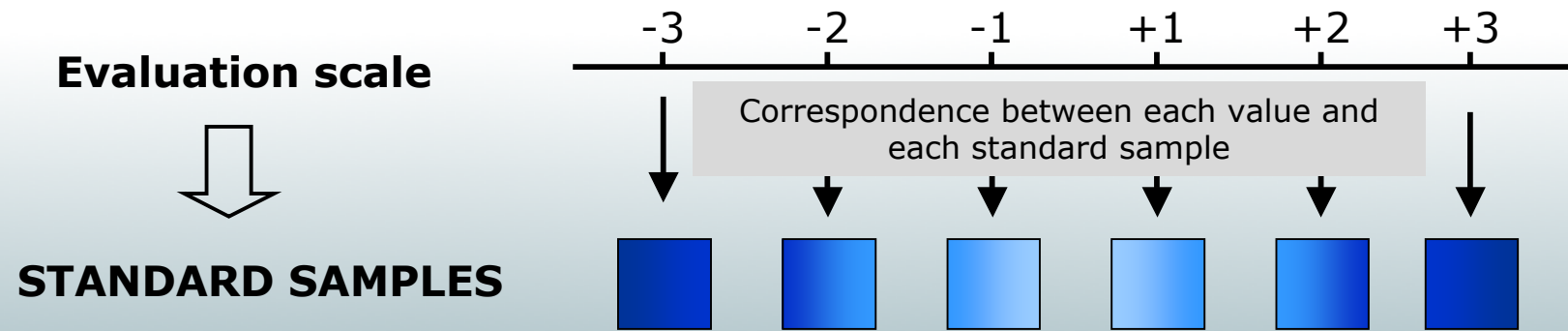
Expert panel



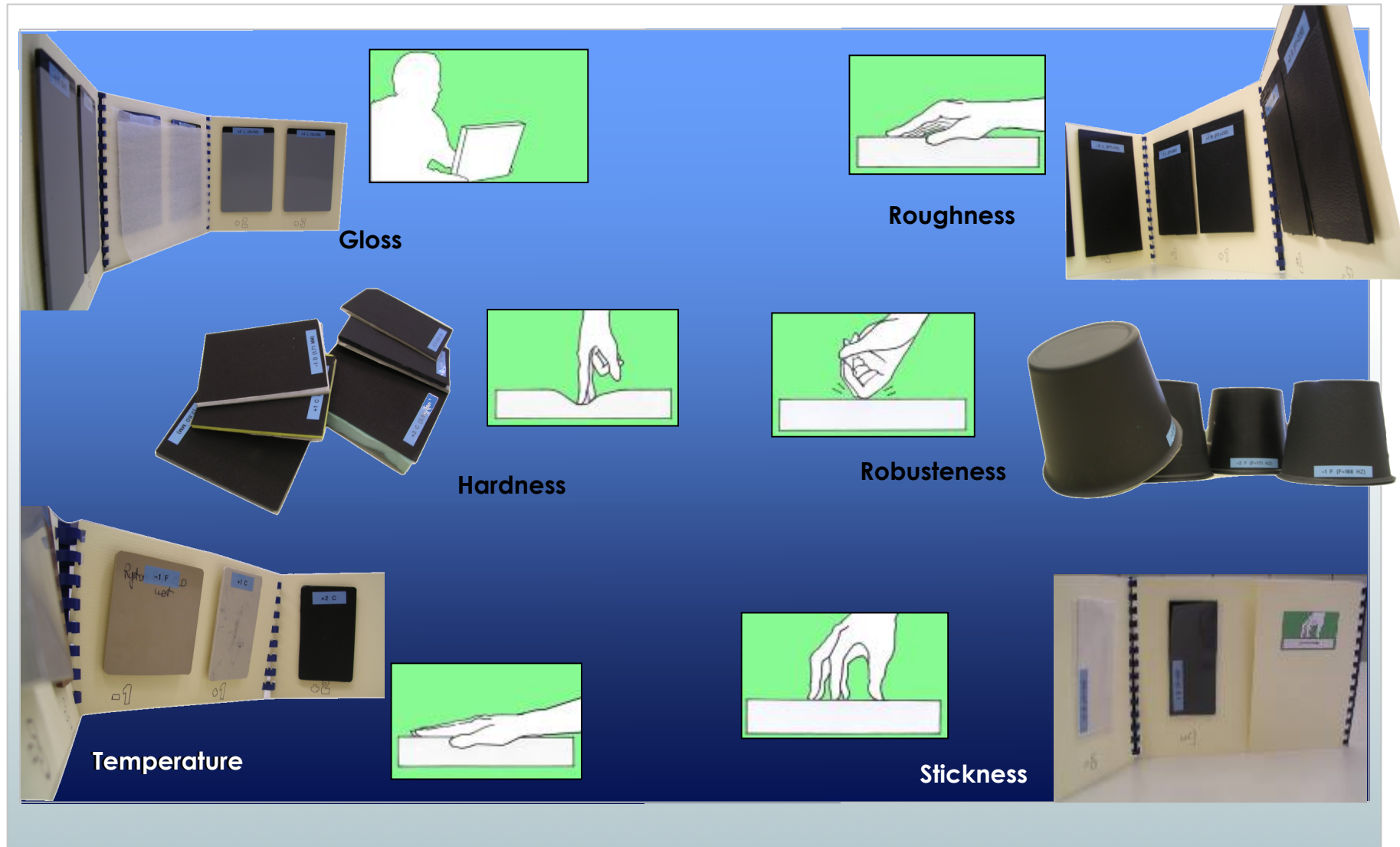
Smart Box: Instrument for Sensorial Measurement

Each adjective has a physical sample that describes it.

The sample is used to train, test and update the panel of experts.



Evaluated dimensions



CHECKLIST

TOUCH QUALITY INDEX (plastics)

MATERIAL INTERIORS QUALITY VISUAL CHARACTERISTICS	MATERIAL GLOSS-OPACITY
	MATERIAL SURFACE GRAIN
MATERIAL INTERIORS QUALITY : TACTILE CHARACTERISTICS	SMOOTH-ROUGH
	SOFT-HARD
	SLIDING-STICKINESS / GRIP



Visual index = f (gloss; grain)

Touch index = f (grain; softness)

Touch and visual quality index for plastic materials has been developed for rigid (or almost), black or dark grey samples.

Rates are expressed in **SAE scale (1 to 10)** and while

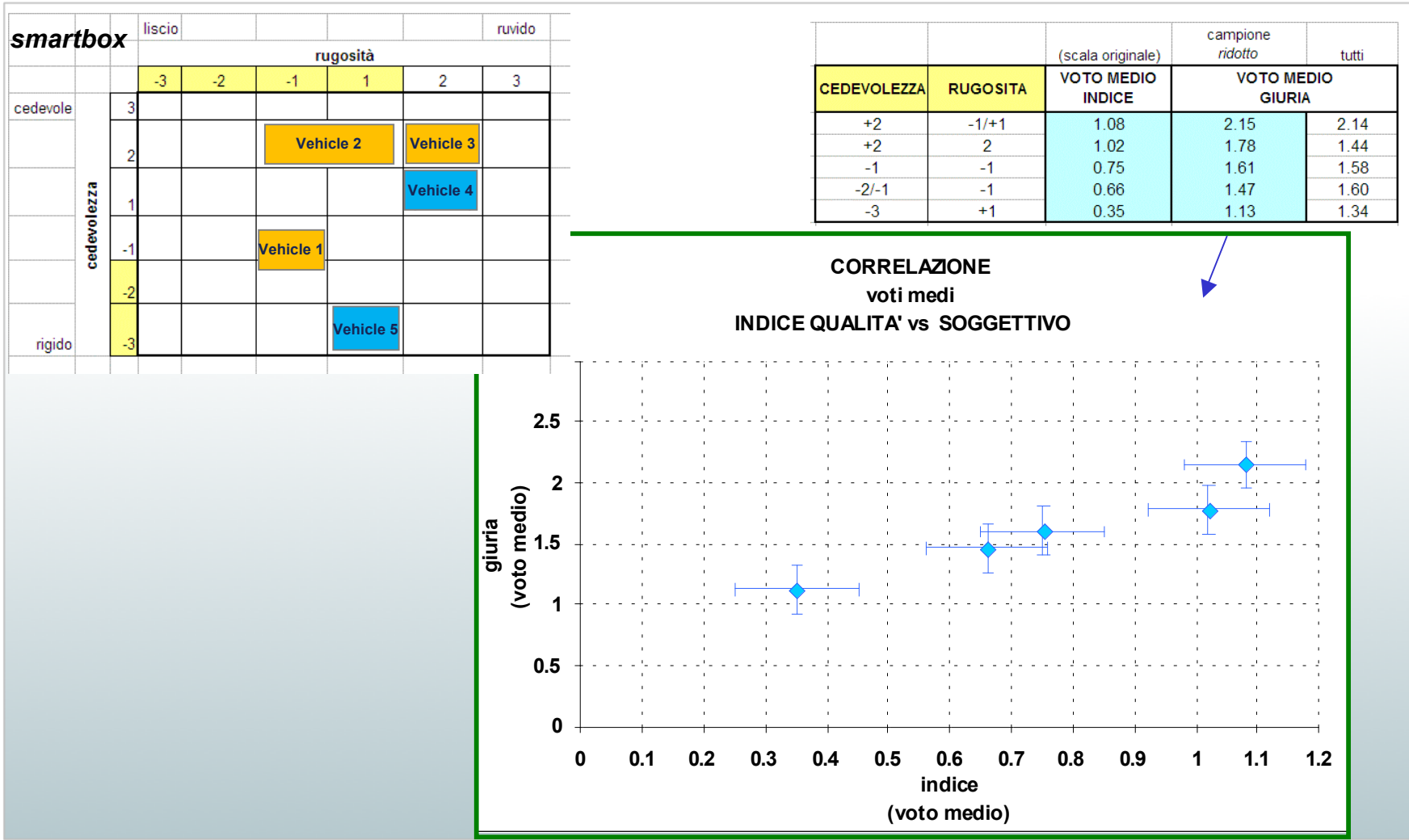
$$\text{RATE} = \alpha * \text{roughness} + \beta * \text{softness}, \text{ where } \alpha \ll \beta$$

when materials are rigid, rate can show *very small* improvement for roughness changes.

Rates must be used as comparative values when are out of validity domain.

COCKPIT – material touch pleasantness

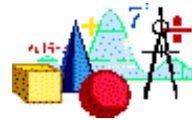
Correlation between Touch index vs Voice of Customers



CHECKLIST

TOUCH QUALITY INDEX (plastics)

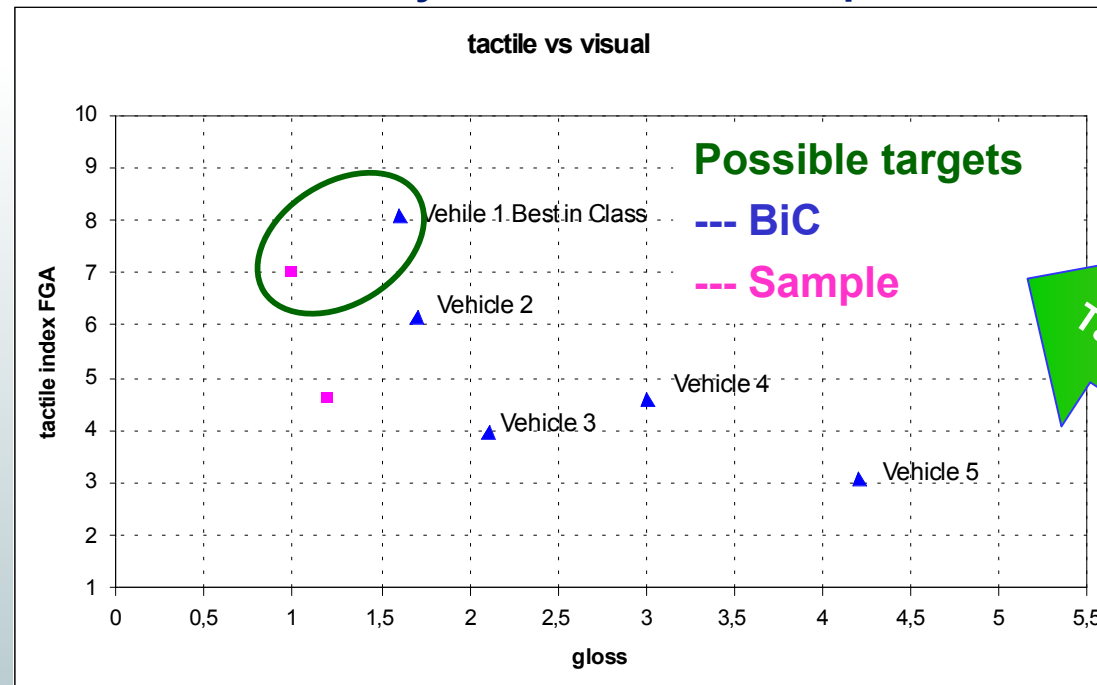
MATERIAL INTERIORS QUALITY VISUAL CHARACTERISTICS	MATERIAL GLOSS-OPACITY
	MATERIAL SURFACE GRAIN
MATERIAL INTERIORS QUALITY : TACTILE CHARACTERISTICS	SMOOTH-ROUGH
	SOFT-HARD
	SLIDING-STICKNESS / GRIP



Visual index = $f(\text{gloss}; \text{grain})$

Touch index = $f(\text{grain}; \text{softness}; \text{stickiness})$

Use of Touch Quality Index for material specifications



CHECKLIST OUTPUT

1- Benchmark + strenghtness or weakness aspects

VALUTAZIONE	▼▼▼ NEGATIVA	◇◇◇ neutra	▲▲▲ POSITIVA		
TRATTAMENTI COMANDI CONSOLLE	▲	◇	◇	◇	
PRESENZA PARTICOLARI ESTETICI	▲	◇	◇	▲	
PRESENZA MATERIALI ESTETICI	◇	◇	▲	▲	
PRESENZA FINITURE ESTETICHE QDB	▲	◇	▲	◇	
PRECISIONE REG BOCCHETTE	◇	▼	▼	◇	
PRECISIONE CLIMA	◇	▼	◇	◇	
PLANCIA SOFT	▲	◇	▲	▲	
PLANCIA PULIBILE	▼	◇	◇	◇	
PLANCIA NON SPORCABILE	▼	▼	◇	◇	
OPACITA'	▲	▲	▲	▲	
NUMERO TRATTAMENTI	▼	◇	▼	◇	
NUMERO COLORI	▼	▼	◇	▼	
NO VITI A VISTA	▼	▼	◇	▲	
NO APPICCIICOSITA'	◇	◇	◇	◇	
GRADEVOLEZZA TATTILE	◇	▼	▲	▲	
GOFFRATURE GRADEVOLE AL TATTO	▼	◇	◇	◇	
GIOCHI PROFILI COERENTI	▼	▼	◇	▼	
GEOMETRIA BOCCHETTE SU PLANCIA	▼	◇	◇	◇	
ESISTENZA ZONE OMBRA	▲	▲	◇	◇	
CONTINUITA PLANCIA PANNELLI	▼	▼	◇	▼	
COERENZA COLORI	◇	▲	◇	▲	
BOCCHETTE COMPLESSIVA SIMMETRIA	◇	▲	▲	▲	
	Vehicle 1	Vehicle 2	Vehicle 3	Vehicle 4	Vehicle 5

CHECKLIST OUTPUT

2- Material/Component specifications and targets

	COCKPIT		
	VEHICLE 1	VEHICLE 2	VEHICLE 3
GLOSS SENSORIAL EVALUATION MAT(-3) / SHINY(+3)	-1	-2	1
CHECKLIST criteria IF sensorial evaluation -3,-2 , mark +1 IF sensorial evaluation -1,+1 , mark 0 IF sensorial evaluation +2,+3 , mark -1			
Instrumental measurement	3,7	1,8	4

subjective dimension -VOC	QP mouvement quality MANUAL devices
Checklist item	OPENING FLUIDITY
Evaluation criteria	if fluid, +1 if doesn't bounce, 0 if bounces, -1
VEHICLE 1	1 it opens slightly and fluid (constant speed)
VEHICLE 2	-1 it bounces

Gloss $\leq 1.8 \pm 0.2$

Data are related
to HCV

Use of a damped opening

CHECKLIST OUTPUT

2- Material/Component specifications and targets

		RUGOSITA'			
		-3=LISCIO 0mm	-2	-1	+3=RUVIDO
CEDEVOLZZA VALIGETTA SENSORIALE	+3 =CEDEVOLZZA				
	2				
	1				
	-1	4.6	8.1 (BEST IN CLASS)	7.7	6.2 (VEHICLE 1)
	-2		6.5	target	4.6
	-3 =RIGIDA		5	4.6 (VEHICLE 2)	Current position

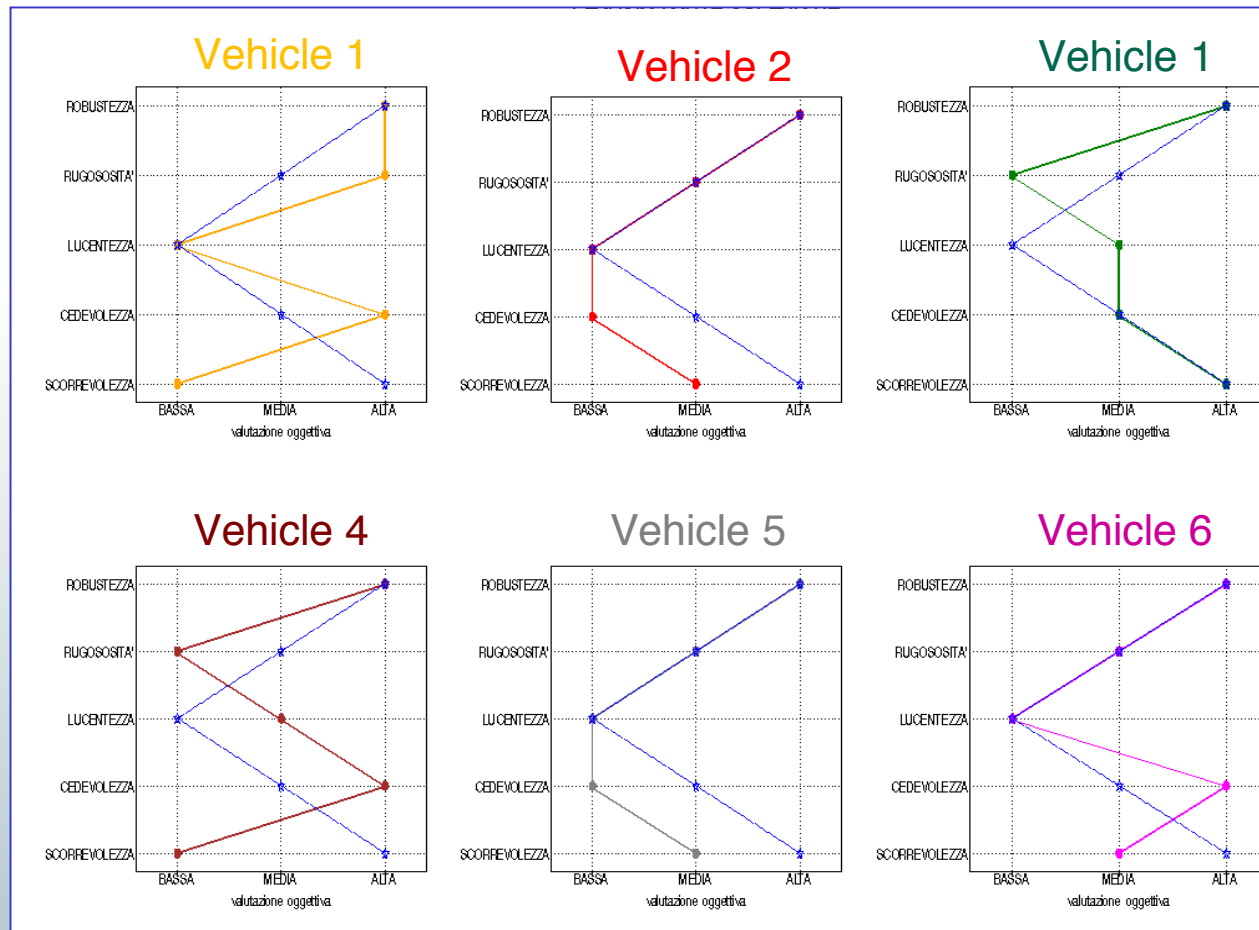
Tactile pleasantness

2- Material/Component specifications and targets

CHECKLIST OUTPUT

3- Preliminary BCMK @ car Exhibition

Cockpit sensorial profiles

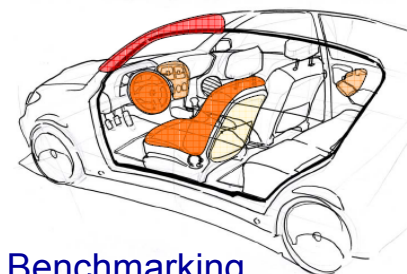
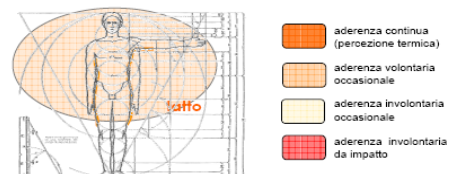


— target
example

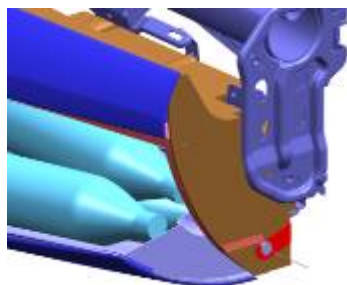
Application of Perceived Quality

Case study: dashboard

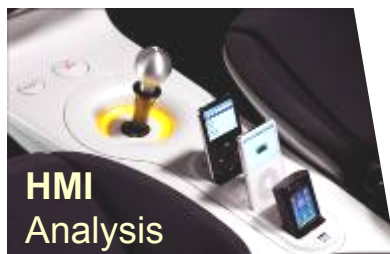
Advanced **DESIGN**
Concept



Benchmarking
MATERIALS



STORAGE Analysis



HMI
Analysis

SUBJECTIVE Characterisation

- Jury test: non professional drivers in free driving conditions
- Questionnaire: evaluation expressed at different level of the "performance tree"
- Evaluation of a large panel of different vehicle

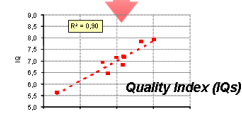
Subjective
Evaluations

OBJECTIVE Characterisation

- Instrumented vehicle
- Test procedure: simplified manoeuvres carried out on the basis of specific requirements
- Objective Parameters: acquisition and analysis of road data for the identification of specific performance indicators

Objective
Parameters

STATISTICAL
Analysis of
correlation



**Objective-Subjective
Link**



CONCEPT
Analysis

PQ - Methodology for Objective Representation

SUBJECTIVE Characterisation



QUESTIONNAIRE

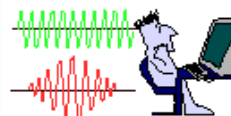
QUESTIONNAIRE



- **Jury test:** ranking & rating about different aspects investigated
- **Questionnaire:** evaluation expressed at different level of the "performance tree"
- **Evaluation** of a panel of different vehicles

Subjective
Evaluations

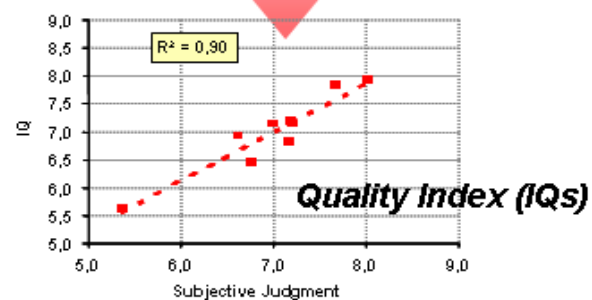
OBJECTIVE Characterisation



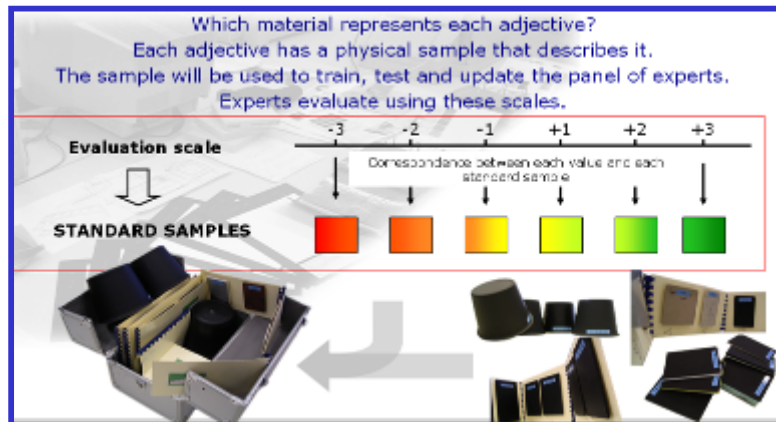
- **Objective Parameters:** acquisition and analysis of data for the identification of specific performance indicators
- **Test Procedure:** instrumental measurement and objective description (CK List)

Objective
Parameters

STATISTICAL
Analysis of
correlation

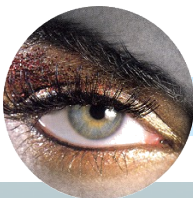


OBJECTIVE PARAMETERS



COLD - WARM
ROUGH - SMOOTH
HARD - SOFT
ADHESIVE - SLIDING

**MultiSensorial
Analysis**



RESISTANT- FRAGILE

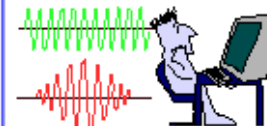
OPAQUE - GLOSSY



OBJECTIVE Characterisation



- **Objective Parameters:**
acquisition and analysis of data for the identification of specific performance indicators

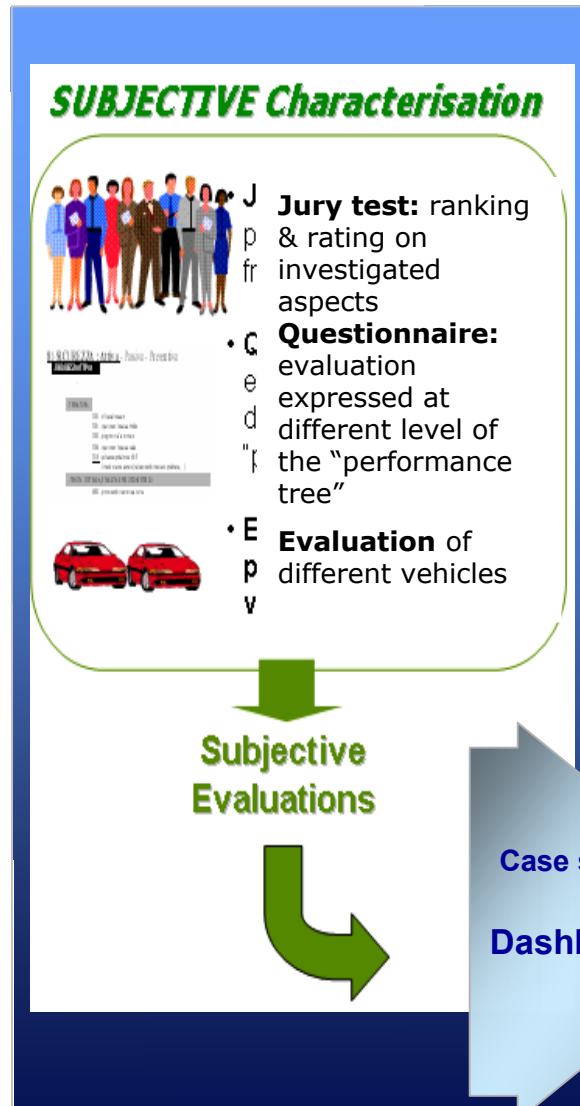


- **Test Procedure:**
instrumental measurement and objective description (CK List)

**Objective
Parameters**

**Case study:
Dashboard**

Subjective Analysis



Subjective analysis

- 30 owners indicate their perception of quality/lack of quality
- Test in static conditions (on board, as memory stimulus)

TARGET:

- Identification of critical points & complaining

Subjective analysis – “First Impact” – B segment customers

- 40 customers of B type vehicle (profile corresponding to client target)
- Comparative tests vs Best Competitors

TARGET:

- Identification of guide-lines (which competitor fit the best to customer's needs?)

Conclusions



