Cognitively Grasping Topography with Tangible Landscape

BRENDAN ALEXANDER HARMON, North Carolina State University
ANNA PETRASOVA, North Carolina State University
VACLAV PETRAS, North Carolina State University
HELENA MITASOVA, North Carolina State University
ROSS KENDALL MEENTEMEYER, North Carolina State University
EUGENE BRESSLER, North Carolina State University
ART RICE, North Carolina State University

Revisions

Provide more details in related work section that differentiates your findings from related work.

We have added a detailed literature review to subsection **1.2 Tangible interfaces for geospatial modeling** that details relevant TUIs and user studies. We discuss TUI including Project FEELEX, the XenoVision Mark III Dynamic Sand Table, the Northrop Grumman Terrain Table, Relief, Recompose, inFORM, Tangible CityScape, Urp, the Collaborative Design Platform, Illuminating Clay, Tangible Geospatial Modeling System, SandScape, Phoxel-Space, the Augmented Reality Sandbox, Hakoniwa, the Augmented REality Sandtable, Inner Garden, and Tangible Landscape.

Add details on the system implementation.

In subsection **2.3 Implementation** we explain how the process of calibration, scanning, filtering, terrain modeling, and analysis works.

In subsection **2.4 System resolution, accuracy, and speed** we quantify Tangible Landscape's resolution and assess its accuracy and speed. The accuracy assessment and benchmarks are presented in Fig. 7, Table VI, and Table VII.

We discuss the effect of lag on interaction briefly in **2.2 Design** and in more detail in **6.3 Reflections on the design process**.

We added a diagram of the system setup with measurements to **Appendix A**.

We briefly outline potential applications in subsection **2.6 Applications**.

Clarify user study details.

In subsection **3.1 Methods** in the paragraph **Participants** and Table VIII we describe the participants and their experience with GIS and 3D modeling.

In the paragraph **Experimental design** we describe the methodology for the Coupling experiment in more detail including time limits, counterbalancing, and interviews.

In the paragraph **Digital modeling** we discuss in detail the choice of 3D modeling software comparing the pros and cons of different programs.

How proficient in Rhino were your participants?

After describing the participants in subsection **3.1 Methods** in the paragraph **Participants**, we recomputed the analyses to in order compare novices versus experts. We used pairwise comparison to compare their performance (See Fig. 17).

Subsection **3.2 Results** presents the new results with new Tables X-XVI comparing novices versus experts. In these tables we changed the color table for standard deviation and cited its source – Color Brewer – and references in publication.

Table XXIII in Subsection **4.2 Results** presents the new results comparing novices versus experts for the difference experiment.

Table XXVII in Subsection **5.2 Results** presents the new results comparing novices versus experts for the water flow experiment.

It would be very interesting to find out more about the qualitative feedback from users.

More feedback from interviews and observations are discussed in the subsections **3.2 Results**, **4.2 Results**, and **5.2 Results**. Table XXVIII compiles select comments from interviews.

Generalize on your findings.

In section **6 Discussion** we discuss the new results comparing novices' and experts' performance and process, draw generalized conclusions, and hypothesize about the implications.

To clearly address the research questions, the discussion is broken in discrete sections – subsection **6.1 Coupling physical and digital models** and subsection **6.2 How tangible geospatial analytics mediate users 3D spatial performance** – addressing the questions.

The revised results and discussion are reflected in the **8 Conclusion**.

Longitudinal results: As the functionality outlined in the study experiments has been part of the Tangible Landscape system for many years, the paper should balance the results of this short study with qualitative observations of experts that have been using it over a longer duration, and how their use patterns shift.

The authors' experiences and observations are discussed in subsection **6.3 Reflections on the design process**. We discuss system lag / speed, digitizing hands and arms, and unstructured versus structured users experiences.

Best practices if spatial modeling is the target goal.

Subsection **6.4 Design guidelines** outlines best practices for design TUIs for spatial modeling.

Suggestions for Online Appendix Content

We added videos demonstrating each of the experiments and showcasing applications with Tangible Landscape as supplemental content.

We have also added code and data for running the experiment as supplemental content.