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#### #635



#### Xpeng P5

First impressions of the Xpeng P5 (China market car) are very positive: a minimalistic, high quality and clutter-free cockpit dominated by a 12.3-inch instrument cluster and a 15.6-inch portrait-configuration central display occupying the entire centre stack. The only immediately obvious physical controls are on the steering wheel, but even these are minimalistic and thoughtfully designed.

In use, the system doesn't disappoint with a high level of responsiveness, functionality and stability, leading to the highest HMI UX score achieved in recent times. There is of course always room for improvement.

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## Scoring

> Features and functionality:

evaluating whether the solutions provide features that customers expect, need and solve problems (or provide a wow factor).

> Usability:

evaluating whether the features available are easy to learn and use. This considers areas such as ergonomics, legibility, usability characteristics and how the system implements the various features.

- Reliability/stability: evaluating the repeated usability and whether the users can have a similar (positive) experience each time.
- Perceived quality: evaluating the potential perception in quality of the HMI components and how this contributes to the overall customer experience.

## This research is useful for

C-SUITE



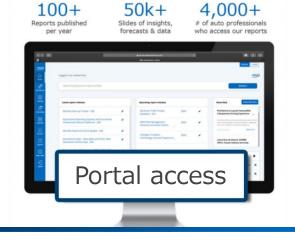


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#### In-Car HMI UX Evaluation & Benchmarking Series Xpeng P5







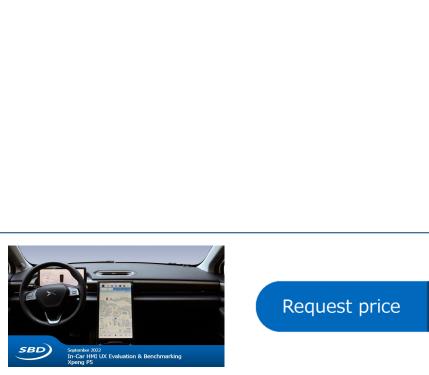
September 2022 In-Car HMI UX Evaluation & Benchmarking Xpeng P5

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140

146



Introduction

## Aim of this report

Welcome to the 2022 HMI benchmarking report series. This report has been created to provide a fair, unbiased and objective view of the latest in-vehicle HMI solutions in the European, US and Japanese markets. Evaluations are carried out by SBD usability experts with a deep understanding of CASE domains such as the Connected Car and ADAS & autonomy domains.

One of the core goals of these studies is to provide a true indication of what the final customer experience of each solution could be. To do this evaluations are focused on providing scoring and analysis in the following areas:

- Features and functionality: evaluating whether the solutions provide features that customers expect & need, and solve problems (or provide a wow factor)
- Usability: evaluating whether the features available are easy to learn and use. This considers areas such as ergonomics, legibility, usability characteristics and how the system implements the various features
- Reliability/stability: evaluating the repeated usability and whether the users can have a similar (positive) experience each time
- Perceived quality: evaluating the potential perception in quality of the HMI components and how this contributes to the overall customer experience

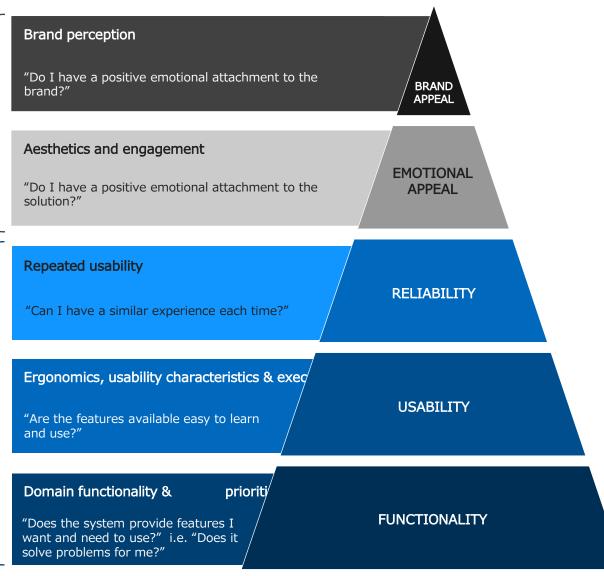
SBD supports clients throughout the development of new HMI and products from a relatively simple companion app to a more complex multi-domain infotainment solution. The methodologies used in these reports take into account many years of experience with consumer testing and custom client projects to provide a fair and, as much as possible, objective methodology.

All viewpoints and analysis within the report are aimed defining areas of concern through a data driven approach. This report aims to benchmark and score solutions whilst also being able to provide actionable recommendations to design and development teams.

Expert testing (the focus of this report)

testing

Consumer



SBD's view on the hierarchy of needs for CX benchmarking

## Scope of report: focus on in-car HMI evaluations

The scope of evaluations in this report are constrained to the in-car HMI experience, in both static and dynamic conditions. One notable element is driver distraction which SBD covers at only a high level in this study as carrying out a full driver distraction evaluation requires biometrics test equipment to ensure the collected data is unbiased and objective.



A full evaluation of the end-to-end customer experience is not within scope of this report, but it is something which SBD has may years experience in from both a consumer and expert perspective. Other areas such as the companion app, online portal and in-home smart devices are not in scope as they are defined as "out of car" experiences.

Within the vehicle, any HMI element the user interacts with is evaluated including steering wheel controls, touch screen displays, voice control, HUDs and digital keys. The features and services on offer have been broadly grouped into the following domains (or test areas):

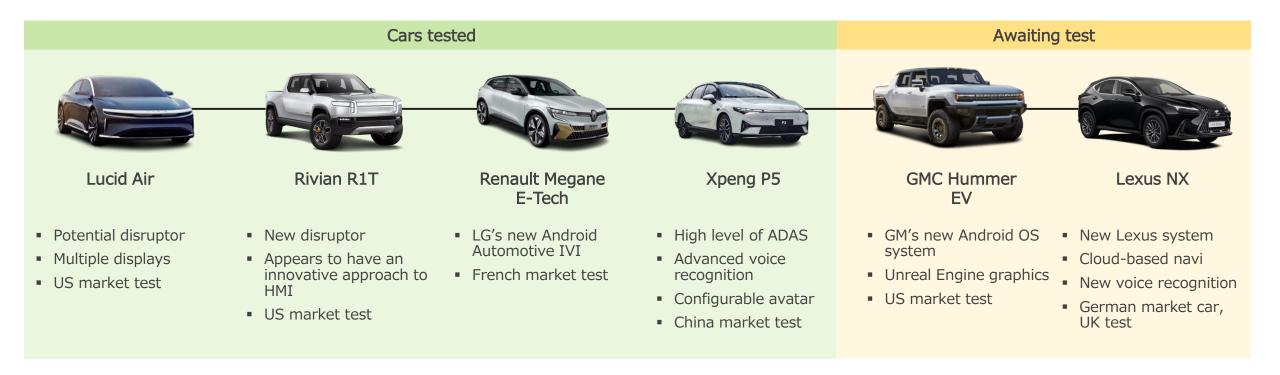
- ADAS domain
- Infotainment domain
- Navigation domain
- Voice recognition domain
- Connected services domain
- Convenience domain





## 2022 vehicle list

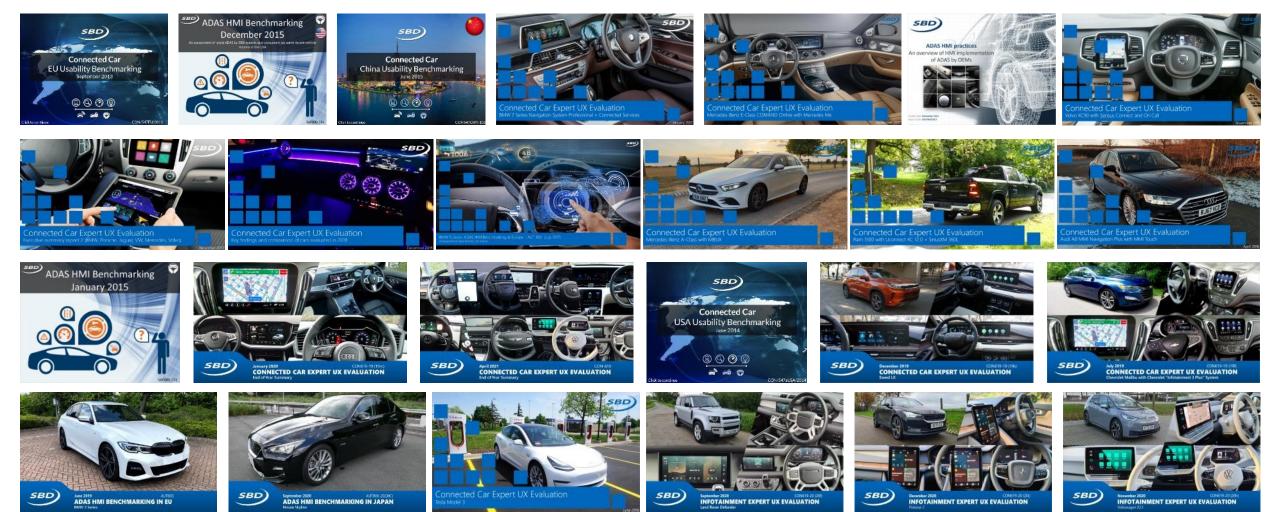
SBD has chosen six cars to evaluate in 2022, based on two selection categories. New/interesting UX focuses on systems with to never-seen-before features or functionality, or the implementation of a solution that has previously been a challenge or pain-point for end-users. New mass-market UX includes vehicles in segments that are sold in high numbers and are entering a new generation of UI for that vehicle. While we make best efforts to adhere to the chosen cars and schedule, the last year has seen release dates slipping significantly, so it may be necessary to make substitutions.





## SBD experience through years of testing in-car solutions

Over the last nine years SBD has evaluated 96 solutions from a Connected Car or ADAS perspective for our public report series (many more for private client evaluations). This current report series is an evolution of both test methodologies to provide a holistic view of in-car HMI. Furthermore, custom evaluations methodologies used across the globe for SBD clients have been included where applicable to enhance to overall approach.



## One page methodology overview

One of SBD's core goals of this report is to be as objective, fair and as transparent as possible. To achieve this, various methodologies are used throughout the testing to evaluate different areas of the solution in various conditions.

These methodologies are a mix of different types of tests:

- **Objective tests:** where the value provided is not influenced by a tester's viewpoint e.g. response time
- Subjective tests: the test score is based on the expert testers' viewpoints e.g. task ease of use
- **Task-based:** evaluations carried out based on a predefined task list e.g. navigate to a pizza restaurant near location X
- **Freeform:** random free testing by the tester with no clear pre-defined task list. This allows the testers flexibility to dig deeper into various parts of a solution when needed
- Scoring range: ranges and definitions of how to score a test element e.g. poor depth and accuracy score = the results provided are not in line with what is reasonably expected by the user
- Static: tests are carried out when the vehicle is not moving
- Dynamic: tests are carried out when the vehicle is moving in various road conditions and locations e.g. motorways/highways, cities, villages, country roads etc.
- Misuse/failures: carried out to evaluate the stability of the solution in unusual conditions e.g. repeatedly pressing the voice command button

This document does not provide a detailed description of the methodology and this page serves to provide an overview of the approach.

For a detailed discussion and presentation of SBD's methodology please <u>contact us</u>.

	Type of tests							
Test area	Objective	Subjective	Task based	Freeform	Scoring range	Static	Dynamic	Misuse/ failures
First impressions		$\checkmark$		$\checkmark$		$\checkmark$	$\checkmark$	
Static tasks	$\checkmark$	$\checkmark$	$\checkmark$		$\checkmark$	$\checkmark$		
Dynamic tasks	$\checkmark$	$\checkmark$	$\checkmark$		$\checkmark$		$\checkmark$	
Random free	$\checkmark$	$\checkmark$		$\checkmark$		$\checkmark$	$\checkmark$	$\checkmark$
Navigation specific tests	$\checkmark$	$\checkmark$	$\checkmark$		$\checkmark$		$\checkmark$	$\checkmark$
Voice recognition	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$
Performance & response	$\checkmark$		$\checkmark$			$\checkmark$	$\checkmark$	$\checkmark$
System Usability Scale (SUS)		$\checkmark$			$\checkmark$			
Final SBD UX score	$\checkmark$	$\checkmark$			$\checkmark$			
ADAS	$\checkmark$	$\checkmark$	$\checkmark$		$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$
UX heuristics	$\checkmark$		$\checkmark$			$\checkmark$	$\checkmark$	
Execution		$\checkmark$			$\checkmark$			
Ergonomics	$\checkmark$	$\checkmark$	$\checkmark$			$\checkmark$	$\checkmark$	
Legibility & readability	$\checkmark$		$\checkmark$			$\checkmark$	$\checkmark$	
Perceived Quality (PQ)	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	



## Example slides from the full 150+ page report





## Many delight features, performance features mostly well implemented

Delight feature considerations:

- The P5 has many delight features, among which the ability to connect to a voicecontrolled drone is one that stands out.
- Smart recommendation is a less common feature to find in the market. The P5 can push suggestions to the head unit based on location and other conditions.
- In-car games are also notable. Several are provided that do not require touchscreen interaction and can be played with voice only.



#### Connected drone

The head unit can be connected to a DJI Mavic 2 Pro drone using a USB cable. The drone does not come with the car and has to be purchased separately. The app for the connected drone however, is a native app that comes with the system. Once connected, the drone can be controlled by the P5 voice assistant. Controllable movements include take off, return and several flying modes.

Performance feature considerations:

- No major issues were found in performance features. Most of the features are well implemented.
- Two large, high-definition displays with fast response lead to a smooth and pleasant user experience.
- The handwriting input area is located very low down due to the portrait design, which makes it more difficult to access than it should be.



#### In-car KTV

Catering to Chinese people's tastes, in-car KTV is not uncommon in connected cars in the Chinese market. However, most OEMs only provide one app, either Changba, WeSing or Thunderstone KTV. Xpeng provides two KTV Apps (Changba and WeSing) for users to choose from. A microphone can be bought in the Xpeng online shop with Bluetooth connection supported.



## Issue with parking sensors

#### 3. ADAS

Execution

On one occasion, the error message 'Parking sensors unavailable' showed on the instrument cluster in white text, followed by 'Check parking sensors' in yellow. This remained for a few minutes, then was not seen again.



Frequency	Low	Medium	High
Severity	Minor	Major	Critical



## Failed to trigger VPA when leaning towards the center console

2. Voice recognition

Execution

The Xpeng P5 has positional detection feature. Under most conditions, it is very convenient to use, however, the downside is that the wake-up rate is significantly lower when trying to wake up the VPA near the centre console.

Frequency	Low	Medium	High
Severity	Minor	Major	Critical



Ergonomics highlights

## SBD

## Key lowlights

Execution



Portrait display leads to bigger glance-down angle

## Glancing down posing driving risks

Users must glance down to operate the central display

The central display (15.6-inch) is reasonably wide for a landscape orientation and occupies the entire centre stack.

While this works well for the visual appeal, it unfortunately presented reach issues in operation for SBD's testers. When sitting in the driver's seat, interacting with the central display requires the tester to look down to the screen. Also, since the screen is very large, locating desired information may be time-consuming. This can cause potential risks if the driver is not focusing on the road for a long time.

## Perceived Quality: Tactile

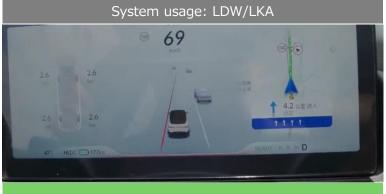
Level 1	Tactile	
SBD viewpoint	<ul> <li>Stiffness &amp; looseness: No wobble experienced during testing, everything feels secure and high quality.</li> <li>Force feedback: Most of the feedback experienced matches the user's expectations, including feedback from steering wheel buttons and stalks. However, there is no haptic feedback for the display and the response time is good.</li> <li>Material quality: The feel of all buttons/stalks/displays provides an impression of good quality.</li> <li>Material harmony: Tactile quality is consistent throughout the vehicle.</li> <li>Geometric &amp; Positioning: The overall shape of the hard buttons and shifters conveys good quality and fits the brand identity.</li> </ul>	<complex-block></complex-block>

Level 2 scoring					
Stiffness & looseness	Force feedback	Material quality	Material harmony	Geometric & positioning	
Good	Good	Good	Good	Good	

SBC

#### ADAS Domain SA

## SAE Level 0 ADAS: System usage



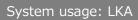
Visual warning after lane deviation

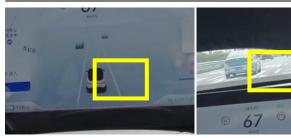
# System usage: BSM

Warning icon in mirror



Warning in cluster is very subtle





Solid line in cluster

Broken line on road

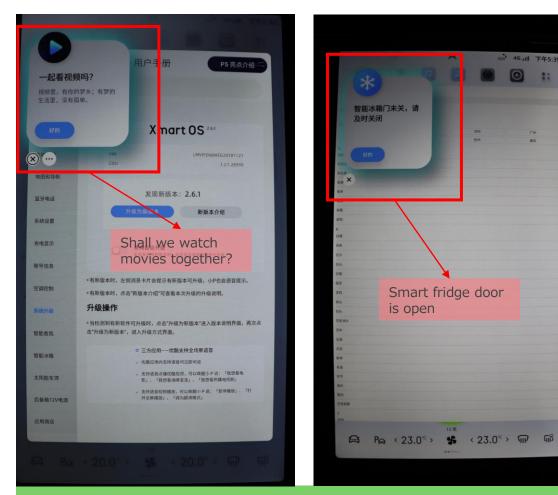
Poor reflection of lane lines



Infotainment Domain

## Smart recommendations and reminders

Category	Infotainment				
Description	Contextual reco	Contextual recommendations/reminders add value			
SBD viewpoint	period of tim such as vide • If the smart close it prom This is a pleasin 'wow' to the us	end activities t if something h e has been stat o watching. fridge door is optly. ng feature that er experience	hat might be s nappens. rted and has re may recomme left open, it wil s is unexpected	uitable to inter emained motio end entertainm Il remind the p I and adds an e	ract with, or nless for a lent activities assengers to element of
UX impact	Major negative	Minor negative	No impact	Minor positive	Major positive

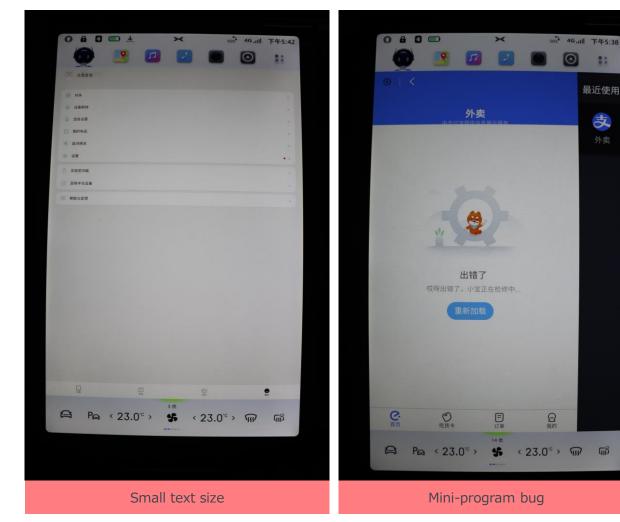


Pop-up recommendation and reminder shown on screen

105 4G.III 下午5:39

## Some apps and mini-programs are not well integrated

Category	Infotainment				
Description	Third-party app	Third-party apps and mini-programs poorly integrated			
SBD viewpoint	<ul><li>small and ca</li><li>Some conter are left unus</li><li>For mini-pro</li></ul>	all of them are es, the text sho nnot be easily nt is not optimi ed. grams, the tak ed during testir es drive down	e well integrate own on the cer read. ized to fit the f ceout-ordering ng, with pages the user exper	d. ntral display is full screen and platform (Elen failing to load	extremely large spaces ne) normally.
UX impact	Major negative	Minor negative	No impact	Minor positive	Major positive



 $\odot$ 

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最近使用

ま

Infotainment Domain

## USB music playback lacks simplicity

Category	Infotainment				
Description	USB music playback requires specific folder structure and file naming				
SBD viewpoint	<ul> <li>needs to be.</li> <li>USB media p an effortless structures or</li> <li>To be able to drive using a</li> </ul>	e system. On ust create an ' the songs are ame" structur of playing USI layback is con process witho naming conve o play files, use computer and enaming each ould be able to rant of naming less frequently	connection, a f "Xpeng music f recommended re. B tracks is far r sidered a hygie ut any requirer entions. ers will have to d then move al one individually read any stan g convention or y used medium	message was s folder" in the re l to be rename more complex ene feature, ar ment for specif create a folde l files into it be y. dard music file folder structu nowadays, th	shown bot of the ed with a than it nd should be fic folder er on the USB efore es copied to re. Although be current
UX impact	Major negative	Minor negative	No impact	Minor positive	Major positive





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## Contact SBD Automotive

### Do you have any questions?

If you have any questions or feedback about this research report or SBD Automotive's consulting services, you can email us at info@sbdautomotive.com or discuss with your local account manager below.



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Book a meeting





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