

Exploring Spatial Ability and Mapping the Performance of Engineering Students

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***Abstract:** One of the more important aptitudes for students studying engineering courses is spatial ability. Spatial ability can be defined as the performance on tasks that require the mental rotation of objects, the skill to understand how objects appear from different perspectives, and the skill to conceptualize how objects relate to each other in space. This aptitude requires visual and perceptual abilities to interpret what is seen, and spatial understanding to mentally manipulate visual representations. Engineering students require these abilities to be effective designers but our understanding of spatial ability and its elements are not well understood. In many respects, spatial ability is not given the attention it deserves.*

Reported in this paper is research conducted as part of an Australian Learning and Teaching Council funded initiative and the findings of a comprehensive study of the spatial ability of engineering students. Central to the study was a 3D ability test consisting of twelve subtests representing various elements of spatial ability. The test was used to evaluate the performance of engineering students across a range of disciplines and institutions.

Introduction

The concept of spatial ability is a complex one, it does not relate to a single ability but rather a set of abilities. As Maier (1998) proposed five spatial factors and refers to these as the five elements of spatial intelligence. Each of these is briefly described below:

- *Spatial Perception.* “Spatial perception tests require the location of the horizontal or the vertical in spite of distracting information”.
- *Visualization.* “Comprises the ability to visualise a configuration in which there is movement or displacement among (internal) parts of the configuration”.
- *Mental Rotation.* “The ability to rapidly and accurately rotate a 2D or 3D-figure”.
- *Space Relations.* “The ability to comprehend the spatial configuration of objects or parts of an object and their relation to each other”.
- *Spatial Orientation.* “Spatial orientation is the ability to orient oneself physically or mentally in space. Therefore, the person’s own spatial position is necessarily an essential part of the task” (Maier 1998, 70-71)

Engineers as designers would regularly utilise spatial abilities to assist in resolving problems and understanding drawings. What has been considered in the past is that spatial ability is an innate ability

but research conducted at the University of Newcastle has started to increase our understanding of spatial ability and the effect that it can have on students' performance in courses which utilise spatial abilities, specifically design related courses (Williams A., Sutton K and Allen, R., 2008; Sorby, 2006). In this paper we report on the findings of a significant project, funded by Australian Learning and Teaching Council (ALTC), which measured the spatial abilities of a large number of Engineering students from a range of disciplines and considers their performance in the context of their disciplines as well as of other factors including University Admissions Index (UAI) and experience they have had with graphics based learning experiences. The results provide an interesting perspective of student spatial abilities.

Considering Spatial Ability

Understanding of spatial ability has increased and changed over recent years. It has become evident that a range of abilities exists relating to spatial ability rather than a singular ability it is now believed that a more accurate measure of 3D understanding consists of a mixture of test types (subtests) rather than any one particular test. The majority of existing tests are generic measures and do not provide a precise prediction of an individual's performance in real work situations (Sutton and Williams 2007). Also, traditionally, tests of spatial ability generally don't target specific disciplines, thus the work reported in this paper differs from past studies in that it reports on a discipline specific study.

In this study twelve subtests were developed and implemented, the results of 154 engineering students were compared across the twelve domains. The types of skills and their testing are displayed in the examples of test items drawn from the twelve subtests, shown in Appendix 1 (included at the end of the paper)

Results

The results of the study identified interesting outcomes across three aspects firstly to the overall performance of the engineering students and then consideration of their performance across the represented disciplines. The second aspect is that of the relationship of the UAI scores in relation to spatial ability performance. Finally the relationship of years of experience with technical drawing or design type activities and their implications for spatial ability is considered.

Overall Results of Engineers

In developing the subtests the level of performance of the students from the different disciplines was considered from previous trials (Williams A., Sutton K and Allen, R., 2008; Sutton and Williams 2007). The performance of students from design based disciplines was consistently higher across all measures (Williams A., Sutton K and Allen, R., 2008). A primary issue was the importance of developing a series of tests which would discriminate across a range of disciplines. The current subtests do achieve this level of discrimination, trials showed students from non design disciplines perform at a significantly lower level. The overall performance of the engineers is shown in Figure 1, which shows the performance of the engineering participants across the twelve subtests (refer to Appendix 1 for the explanation of the subtests).

The results indicate that this group of first year students performed at different levels across the range of tests. The task performed at the lowest level was that of "true length" a significant majority of the students do not understand the concept of true length of lines or surfaces which is evidenced in the "Mental Cutting" subtest where students are required to visualise shapes resulting from cutting planes passing through objects. In fact the students' ability to consider objects which change in relation to the viewer is not strong. This is also evidenced in the lower performance in "Building Recognition" and "3D Mental Rotation" these proving more difficult for the students.

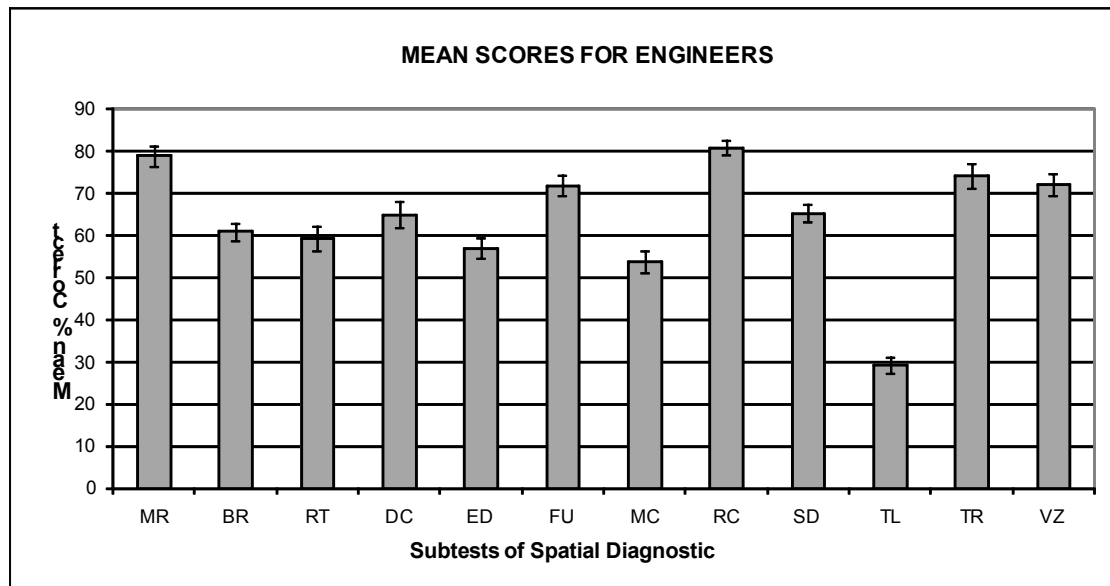


Figure 1: Results of the Engineering Group across the Twelve Subtests

Shown in Figure 2 are the overall results of the three Engineering disciplines which took part in the study. Although not of significance to the study it is interesting to note that there is a difference across the disciplines which may not have been expected. It will be of interest to see if this is continued when the test is conducted across the full range of disciplines and across a number of universities with a larger population.

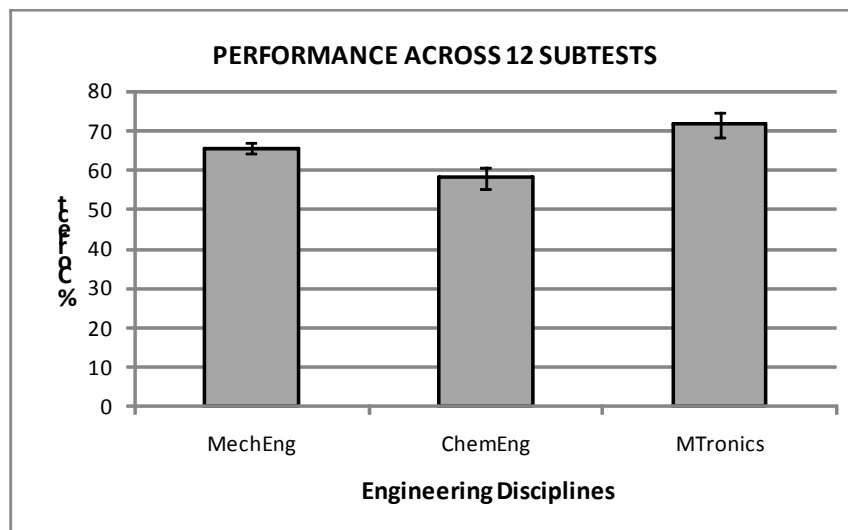


Figure 2: Overall Results across the Three Disciplines Studied

The Relationship of Spatial Ability to UAI

The relationship of UAI to performance in spatial ability provided some interesting outcomes as evidenced in Figure 3. The expectation by the project team would have been that there would be a positive relationship between the UAI performance and the spatial ability results but this proved wrong as there is a negative relationship. This makes us consider the potential problems which students entering with a high UAI might have in subjects utilising spatial abilities, often drawing and CAD courses are early in the curriculum structure of engineering programmes. Obviously further study is required in this domain but with such consistent results the question must be asked about preparedness for study in some types of subjects. One factor that may impact on this situation is the experience level of the students undertaking the tests.

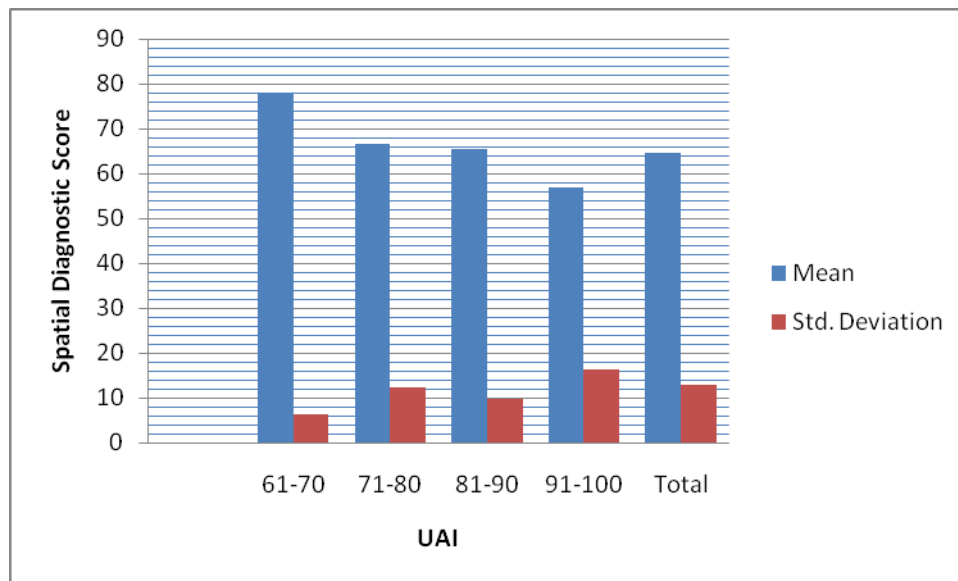


Figure 3: Results for spatial diagnostic shown in percentage terms.

Experience and Spatial Ability

What can be evidenced in the study, see Figure 4, is that students who have had experience with technical drawing or design subjects at school or have worked in these areas in industry perform better than those students with lower experience levels. The correlation is quite strong showing that the students who come into engineering may because of their secondary school experience have a disadvantage when confronting spatial ability related experiences.

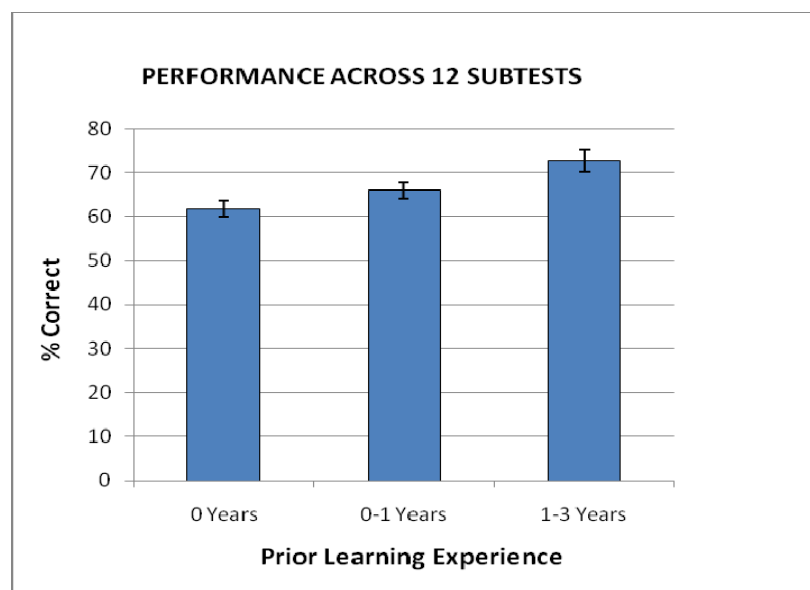


Figure 4: Impact of Experience on Spatial Ability Test Outcomes

Conclusion

What can be evidenced from the material reported from this study is that students do not perform equally as well or as could be expected across the full range of spatial ability tests which have been developed. The implications of this are that students may not relate well to subjects that utilise spatial ability. It is not possible to consider UAI as an indicator of expected performance when dealing with spatial ability problems as there is no relationship evidenced in this study.

What can be evidenced is that level of experience impacts on students' skill levels in spatial ability. What these findings indicate is a potential for spatial ability being improved through experience, achieved through the application of developed learning tasks that allow active exploration and participant interaction, thus emulating experience.

As with most research outcomes, one study identify further questions. In the coming year this project will be rolled out nationally and will be implemented in a large number of engineering programmes. With larger participant numbers and with more disciplines participating better comparative studies will be able to be conducted. Despite the questions that remain to be answered there is evidence from the study reported that there are issues concerning spatial ability, UAI is not a predictor but experience is.

What is becoming apparent is it may be necessary to engage the students in activities which involve spatial ability development as part of the core curriculum or even outside the core curriculum.

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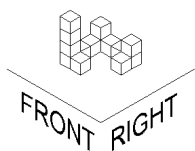




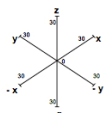
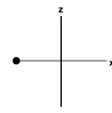




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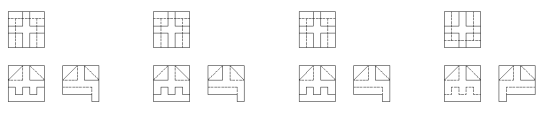


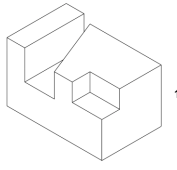
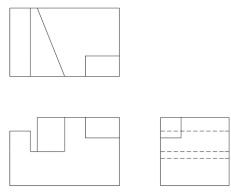
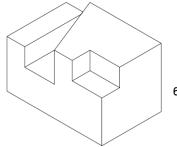
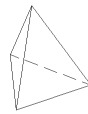
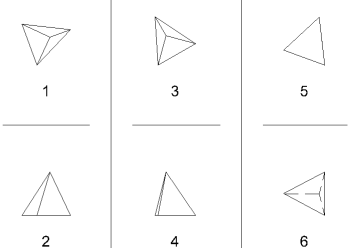
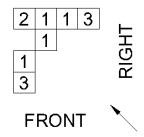
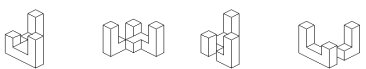
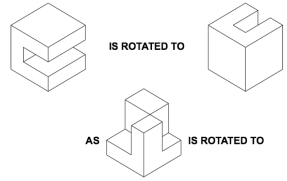
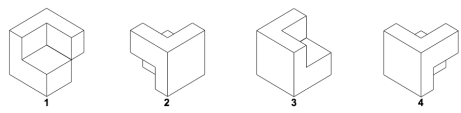
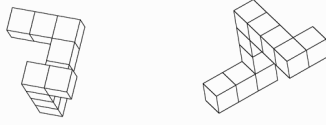
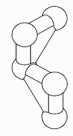
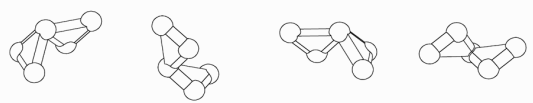
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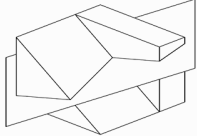
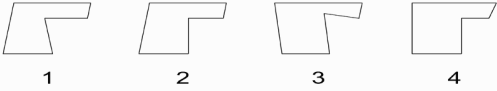
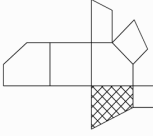
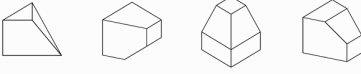
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Appendix 1

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| <div style="text-align: center;">  </div> <p style="text-align: center;">For these tasks you are asked to select the corresponding 2D back view of the target 3D object above. Enter the number of your choice.</p> <div style="display: flex; justify-content: space-around; align-items: flex-end;"> <div style="text-align: center;">  1 </div> <div style="text-align: center;">  2 </div> <div style="text-align: center;">  3 </div> <div style="text-align: center;">  4 </div> </div> <p>BUILDING RECOGNITION [BuildRep(BR)]</p> | <div style="display: flex; justify-content: space-between;"> <div style="width: 45%;"> <p>REFERENCE AXES Starting from where the axes meet (origin), a dot cannot be located more than ±30 units in the x direction, ±30 units in the y direction and ±30 units in the z direction. 0 is the origin point.</p>  </div> <div style="width: 45%;"> <p>EXAMPLE If you were looking towards the origin point from the -y axis and a dot was located at: x = -30 y = 0 z = 0</p>  </div> </div> <p>If you were looking towards the origin from the z direction with positive x to your right and a dot is located at: z = 0 y = -30 x = 30 Enter the number of the diagram below that you think is correct.</p> <div style="display: flex; justify-content: space-around; align-items: flex-end;"> <div style="text-align: center;">  1 </div> <div style="text-align: center;">  2 </div> <div style="text-align: center;">  3 </div> <div style="text-align: center;">  4 </div> </div> <p>DOT COORDINATE [DotCoord (DC)]</p> |
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|  <p>For this task, you are asked to decide which set of 2D views represents the 3D object shown above. You have four options to choose from. Enter the number of your choice.</p>  <p>1 2 3 4</p> <p>ENGINEERING DRAWING [EngDwg (ED)]</p> | <p>Enter the number of the open view which you think will fold into the 3D object shown</p>   <p>1 2</p> <p>FOLD UNFOLD [FoldUnfold (FU)]</p> |
|   <p>Enter the number of the 3D object that is represented by these three views.</p>  <p>1 6</p> <p>RECOGNITION [Recogn (RC)]</p> |   <p>3 sets of 2D views of the triangular pyramid are shown.</p> <p>Select the number of the 2D view that shows the TRUE LENGTH of the SLANT edge of the triangular pyramid.</p> <p>1 3 5</p> <p>2 4 6</p> <p>TRUE LENGTH [TrueLngth (TL)]</p> |
|  <p>For these tasks you are asked to decide which 3D object represents the 2D target object above from the desired viewing angle, denoted by the arrow. Enter the number of your choice.</p>  <p>1 2 3 4</p> <p>TRANSFORMATION [TransForm (TR)]</p> | <p>From the 4 views shown below, enter the number that you think the 3D object rotates into</p>  <p>IS ROTATED TO IS ROTATED TO</p> <p>AS IS ROTATED TO</p>  <p>1 2 3 4</p> <p>VISUALIZATION [Visualiz (VZ)]</p> |
|  <p>Two 3D objects are shown above. You are asked to decide whether both objects are the SAME or DIFFERENT.</p> <p>Enter the number corresponding to your choice shown below.</p> <p>SAME DIFFERENT</p> <p>1 2</p> <p>MENTAL ROTATION [MRotate (MR)]</p> |  <p>A 3D object is shown above. Enter the number of the 3D object below that you think is the same as the 3D object above.</p>  <p>1 2 3 4</p> <p>3D MENTAL ROTATION [3D Rotate (RT)]</p> |

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|  <p>A cutting plane is shown intersecting with the 3D object above.</p> <p>Enter the number that you think represents the resulting section.</p>  <p>1 2 3 4</p> <p>MENTAL CUTTING [MentalCut (MC)]</p> |  <p>An open view of an object is shown above (the base of the object is shaded). Enter the number of the 3D object below which you think it will fold into.</p>  <p>1 2 3 4</p> <p>SURFACE DEVELOPMENT [SurfDev (SD)]</p> |
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Examples of the Twelve Subtests of Spatial Ability used in the Study

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