

FDE443 SENSORY ANALYSIS

Lesson-7

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Order, Coding, and Number of Samples

As part of any test, the order, coding, and number of samples presented to each subject must be monitored.

The order of presentation should be balanced so that each sample appears in a given position an equal number of times.

Order, Coding, and Number of Samples

✓ The order of presentation

✓ For example, possible positions for three products, A, B, and C, to be compared in a ranking test:

 \checkmark ABC - ACB - BCA - BAC - CBA - CAB

✓ presentation of the six possible combinations an equal number of times

The presentation also should be *random*: draw sample cards from a bag or use a compilation of random numbers.

Order, Coding, and Number of Samples

Coding:

✓ Avoid single and double letters and digits

 Do not use letters or numbers representing companies, area codes, and test numbers or samples.

✓ The table of *three-digit random numbers* for product coding

Random Orders of the Digits 1 to 9: Arranged in Groups of Three Columns

 862
 245
 458
 396
 522
 498
 298
 665
 635
 665
 113
 917
 365
 332
 896
 314
 688
 468
 663
 712
 585
 351
 847

 223
 398
 183
 765
 138
 369
 163
 743
 593
 252
 581
 355
 542
 691
 537
 222
 746
 636
 478
 368
 949
 797
 295

 756
 954
 266
 174
 496
 133
 759
 488
 854
 187
 228
 824
 881
 549
 759
 169
 122
 919
 946
 293
 874
 289
 452

 544
 537
 522
 459
 984
 585
 946
 127
 711
 549
 445
 793
 734
 855
 121
 885
 595
 152
 237
 574
 611
 145
 784

 681
 829
 614
 547
 869
 742
 822
 554
 448
 813
 9

653489538216446849914337993459325614771244429874557119122417882714769749824721967287556628843725731553253183653988431788426875838457927475522967259532618624396562134563932441834787231958232537439956531345352475172986859925932282924842642797565399896596282441784258684625662291894333612728869487741259476127286736257168847316969692786549949559526116218464191132218573786258296471372618935353747123863644161793196847381641393375354193165615587384119187965572112695615941361375376871633968755847<td

 742
 421
 226
 286
 522
 618
 471
 218
 397
 745
 461
 477
 478
 535
 957
 674
 132
 228
 442
 225
 444
 171
 151

 859
 878
 392
 311
 659
 772
 935
 447
 834
 117
 658
 161
 754
 654
 176
 883
 855
 195
 637
 751
 586
 948
 513

 964
 593
 137
 574
 288
 994
 582
 961
 746
 336
 983
 782
 611
 988
 833
 265
 969
 584
 564
 683
 197
 214
 326

 177
 636
 674
 897
 167
 157
 856
 524
 662
 598
 145
 926
 362
 777
 415
 931
 313
 317
 195
 137
 959
 536
 985

 228
 755
 915
 955
 946
 233
 647
 653
 425
 674
 7

 975
 973
 235
 811
 761
 226
 637
 382
 741
 767
 894
 371
 128
 972
 161
 911
 427
 164
 461
 991
 792
 256
 194

 257
 752
 667
 227
 813
 488
 598
 198
 979
 388
 921
 926
 715
 349
 644
 846
 879
 242
 695
 222
 633
 595
 526

 723
 395
 174
 453
 276
 732
 323
 866
 583
 826
 562
 817
 397
 556
 786
 358
 755
 996
 249
 676
 461
 614
 485

 448
 524
 951
 982
 455
 999
 451
 434
 695
 693
 788
 493
 951
 231
 259
 667
 318
 655
 374
 559
 577
 873
 747

 539
 881
 529
 664
 594
 555
 779
 629
 168
 449
 1

Instructions

(1) To generate a sequence of three-digit random numbers, enter the table at any location, e.g., closing the eyes and pointing. Without inspecting the numbers, decide whether to move up or down the column entered. Record as many numbers as needed. Discard any numbers that are unsuitable (out of range, came up before, etc.). The sequence of

numbers obtained in this manner is in random order.

(2) To generate a sequence of two-digit random numbers, proceed as in (1), but first decide, e.g., by coin toss, whether to use the first two or last two digits of each number taken from the table. Treat each three-digit number in the same manner, i.e., discard the same digit from each. If a two-digit number comes up more than once, retain only the first.

(3) Random number tables are impractical for problems such as: "place the numbers from 15 to 50 in random order."

Instead, write each number on a card and draw the cards blindly from a bag or use a computerized random number generator such as PROC PLAN from SAS.®

From Cochran, W. G. and Cox, G. M., Experimental Design, John Wiley & Sons, New York, 1957. With permission.

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Order, Coding, and Number of Samples

The number of samples:

> with cookies or bisquits, the the upper limit: eight or ten may be

> with beer, the the upper limit: six or eight

Products with a high carryover of flavor, such as smoked or spicy meats, bitter substances, or greasy textures may allow only one or two per test

visual evaluations can be performed on series of 20 to 30 samples

Product controls-Product Sampling

✓ How much of a product is required

✓The history of the products to be tested

Information about prior handling of experimental and control samples

Product controls-Product Sampling

The source of the product: when and where it was made.

✓ The testing needs: how much product will be needed

✓All of the product should come from one source (same place, same line, same date, etc.).

✓ If the product is not uniform, blend and repackage the different batches

✓ The storage: where the sample has been and under what conditions.

Comparing two products for a processing or ingredient variable
Differences in age, storage temperature and humidity, shipping storage and humidity, packaging differences, etc.

Panel Training or Orientation

 Instruction for the handling of samples, the use of the scoresheet, and the information sought in the test.

✓ The training of panelists: They should be familiar with:

>The test procedures

- The scoresheet design
- The type of judgment/evaluation required

Panel Training or Orientation

✓ The test procedures:

✓ the amount of sample to be tasted at one time

- ✓ delivery system (spoon, cup, sip, slurp)
- ✓ the length of time of contact with the product (sip/spit, short sniff, one bite/chew)
- the disposition of the product (swallow, expectorate, leave in contact with skin or remove from skin)

The scoresheet design: instructions for evaluation, and questions, terminology, and scales for expressing judgment

✓ The type of test (difference, description, preference, acceptance)

Product/Time of Day

✓ The time of day when the product to be tested is normally used or consumed.

✓Not recommended;

✓ The tasting of highly flavored or alcoholic products in the early morning

✓ Product evaluation after meals or coffee breaks

Panelists/Environment

✓ To avoid biases control the test environment

 colored lights, high humidity, or enclosed testing area, may cause anxiety or distraction

✓ For panelists : the orientation and time to feel comfortable with the test protocols, and to provide them with enough information