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INCOSE Webinar Series

Wednesday 15th April 2020 – Webinar 136

**Human Systems Integration:
From Virtual to Tangible**



Guy Andre Boy



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To provide a forum for experts in the field of Systems Engineering to present information on the “State of the Art”

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<http://www.incoe.org/certification/CertProcess/CertRenew>



CHOREOGRAPHY



1. Andy Pickard (your host) will introduce the Webinar and the speaker
2. Guy will speak for about 40 to 45 minutes
3. During his talk, participants can write questions using the Webex Q&A window
4. After Guy completes his talk, he will spend 10 minutes answering questions that Andy selects from those submitted by the audience
5. Andy Pickard will provide information about upcoming Webinars and then end this session
6. This Webinar is being recorded and will be made available on the INCOSE website to members and employees of CAB organizations



Human Systems Integration From Virtual to Tangible

**Design for Flexibility, a Human-Centered Design Approach:
From rigid automation to flexible autonomy**

The Infusion of

- **Human Factors**
- **System Architecture**
- **Autonomy Design**
- **Mission Operation**



GUY ANDRÉ BOY

INCOSE Webinar Group – April 15, 2020



MY WORLD FOR ~40 YEARS...



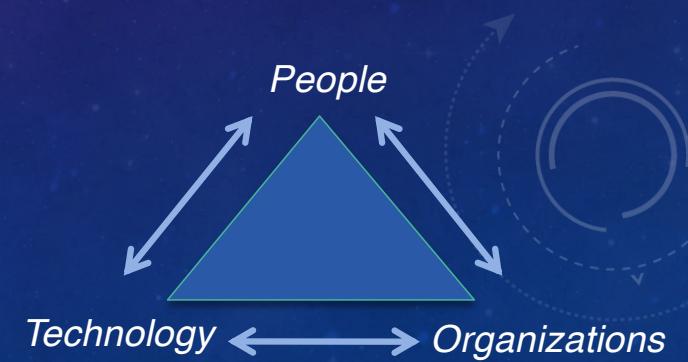
From correction...
... to interaction
... to integration

... and other things



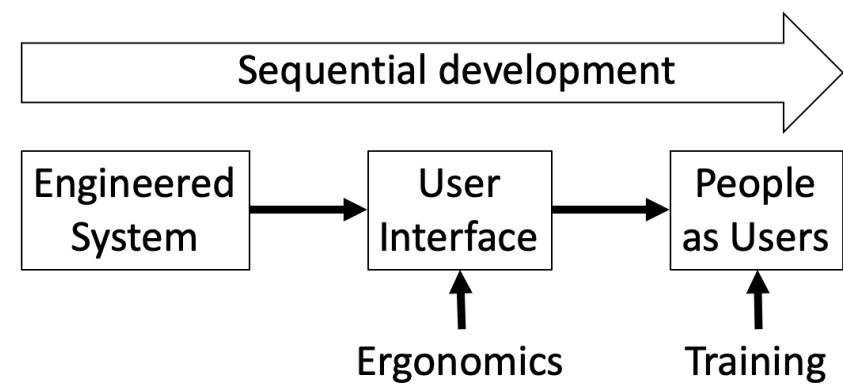
WHAT DID WE LEARN FROM APOLLO 13 SUCCESSFUL ACCIDENT?

- Human Systems Integration (HSI) is a matter of technology, organization and people



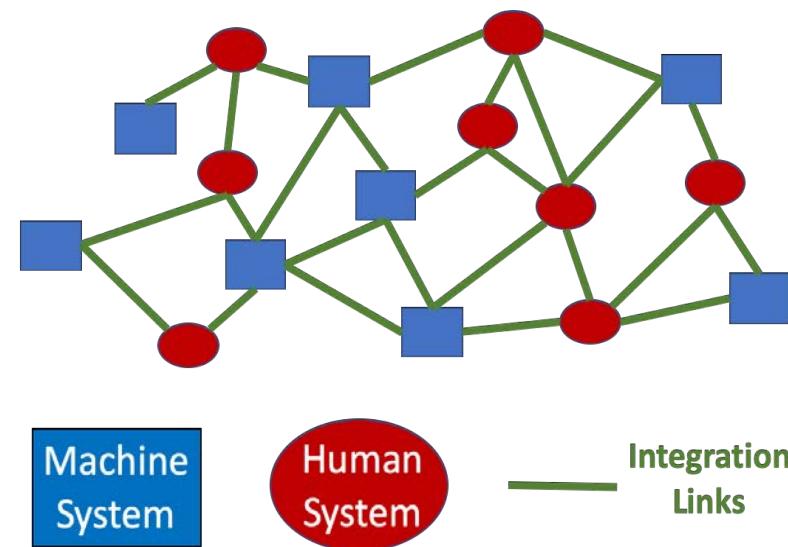


DEPART FROM SEQUENTIAL DEVELOPMENT...



... TOWARD HOLISTIC DEVELOPMENT

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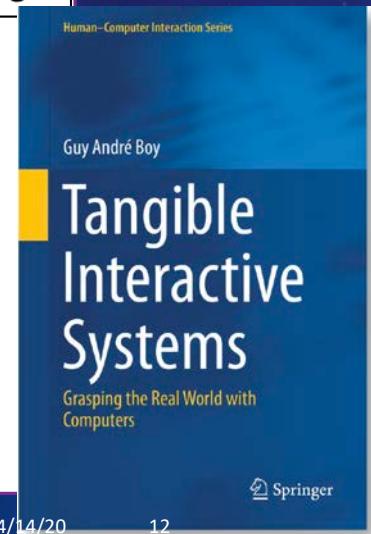
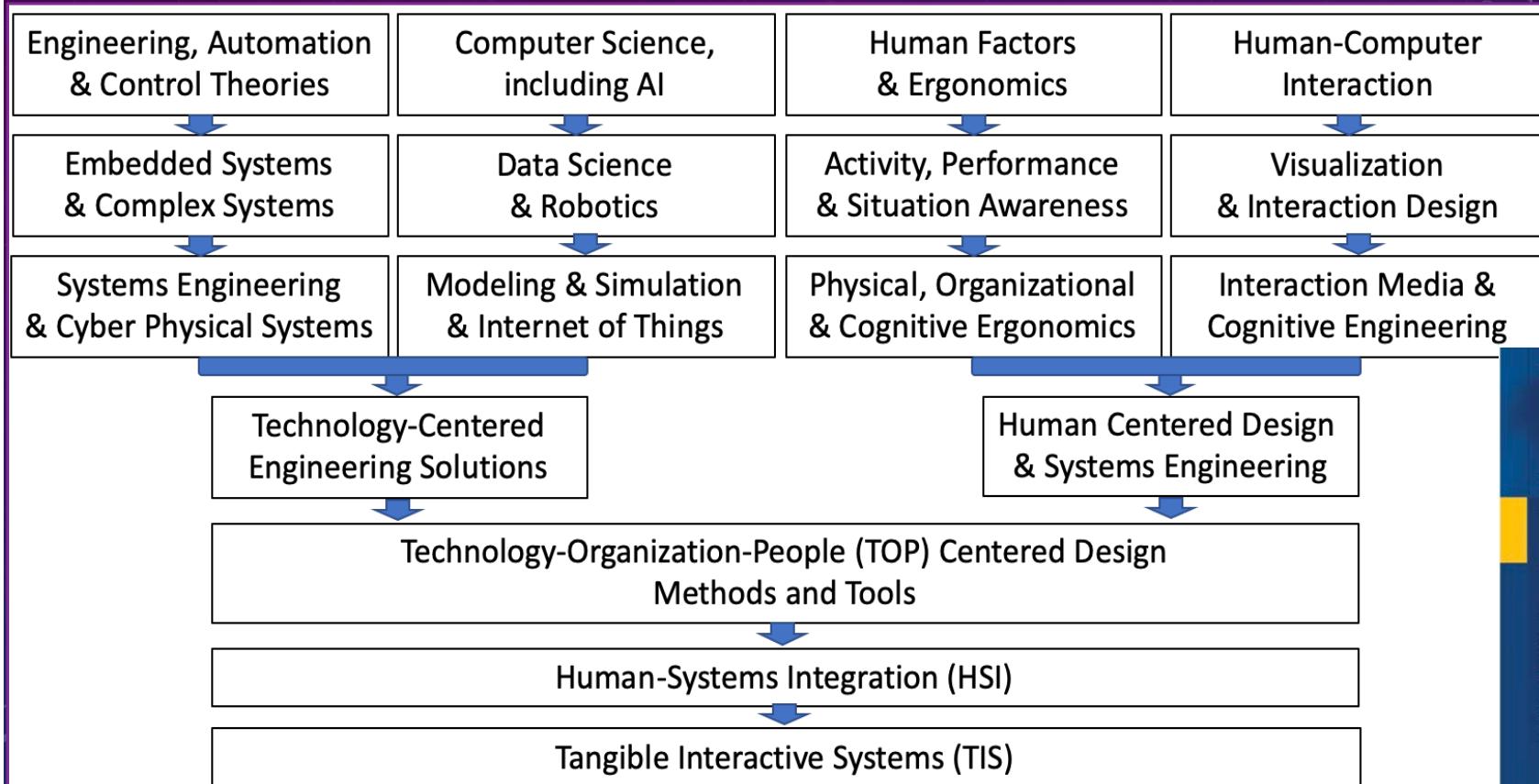


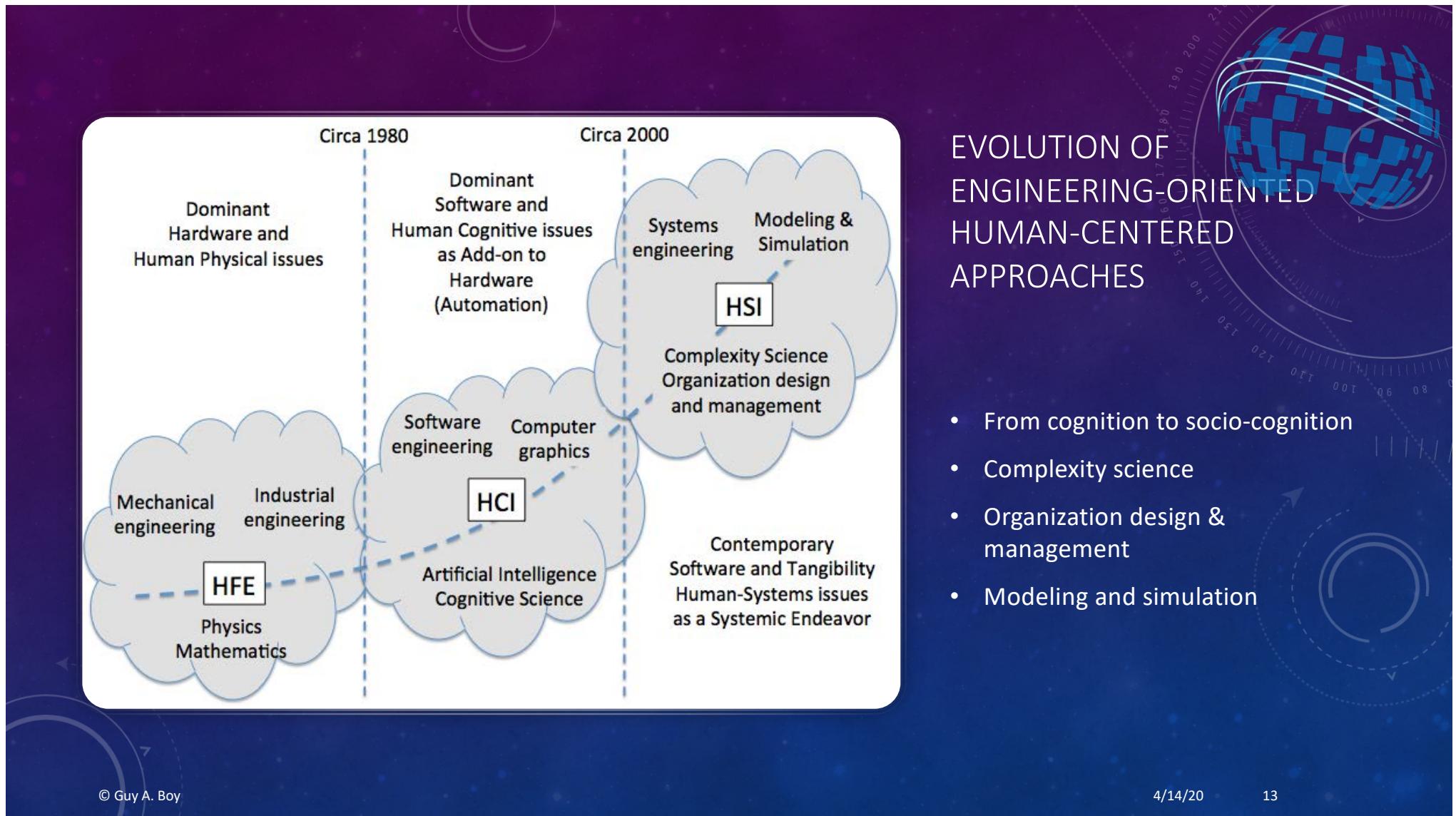
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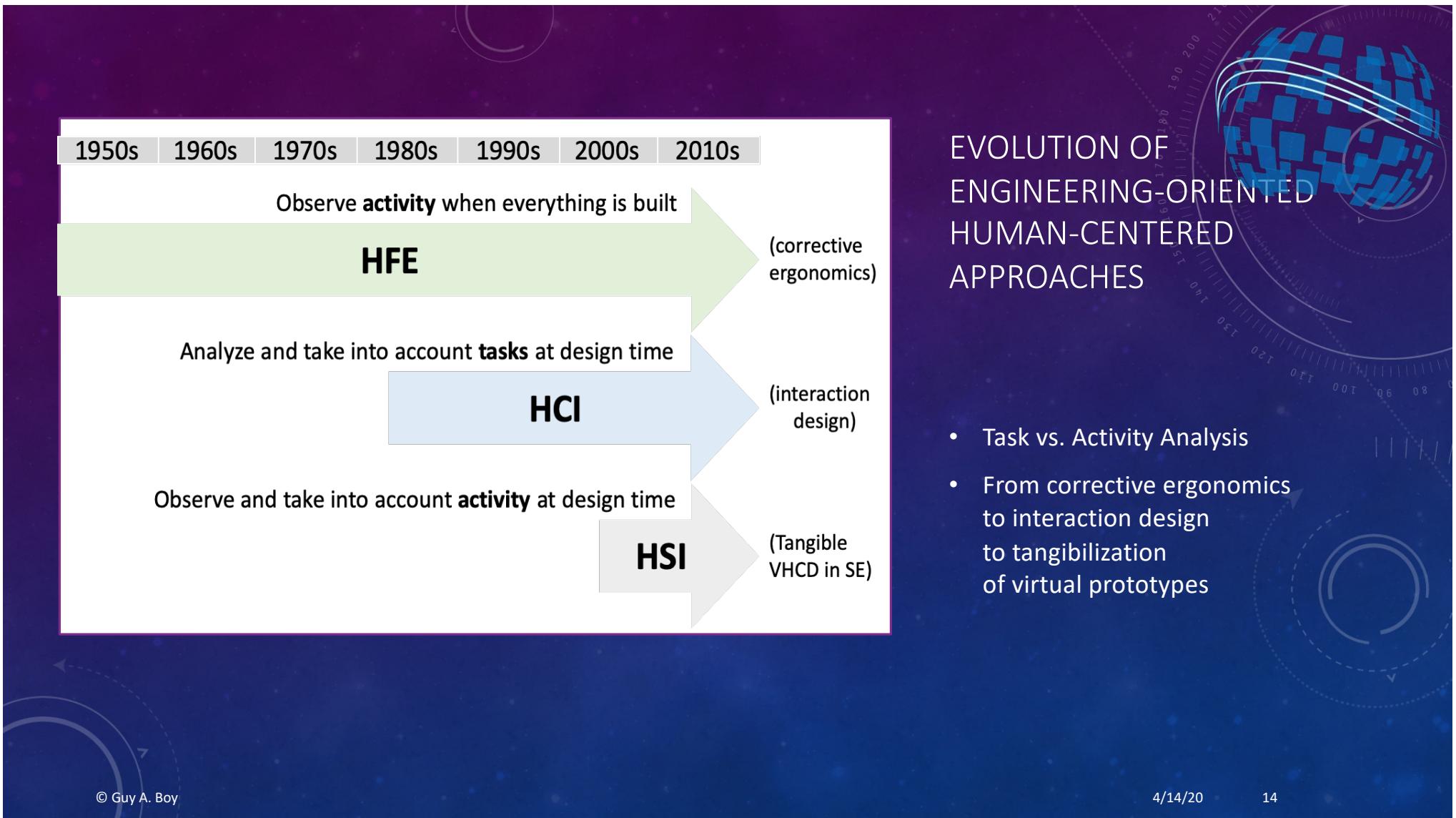
VIRTUAL HUMAN-CENTERED DESIGN

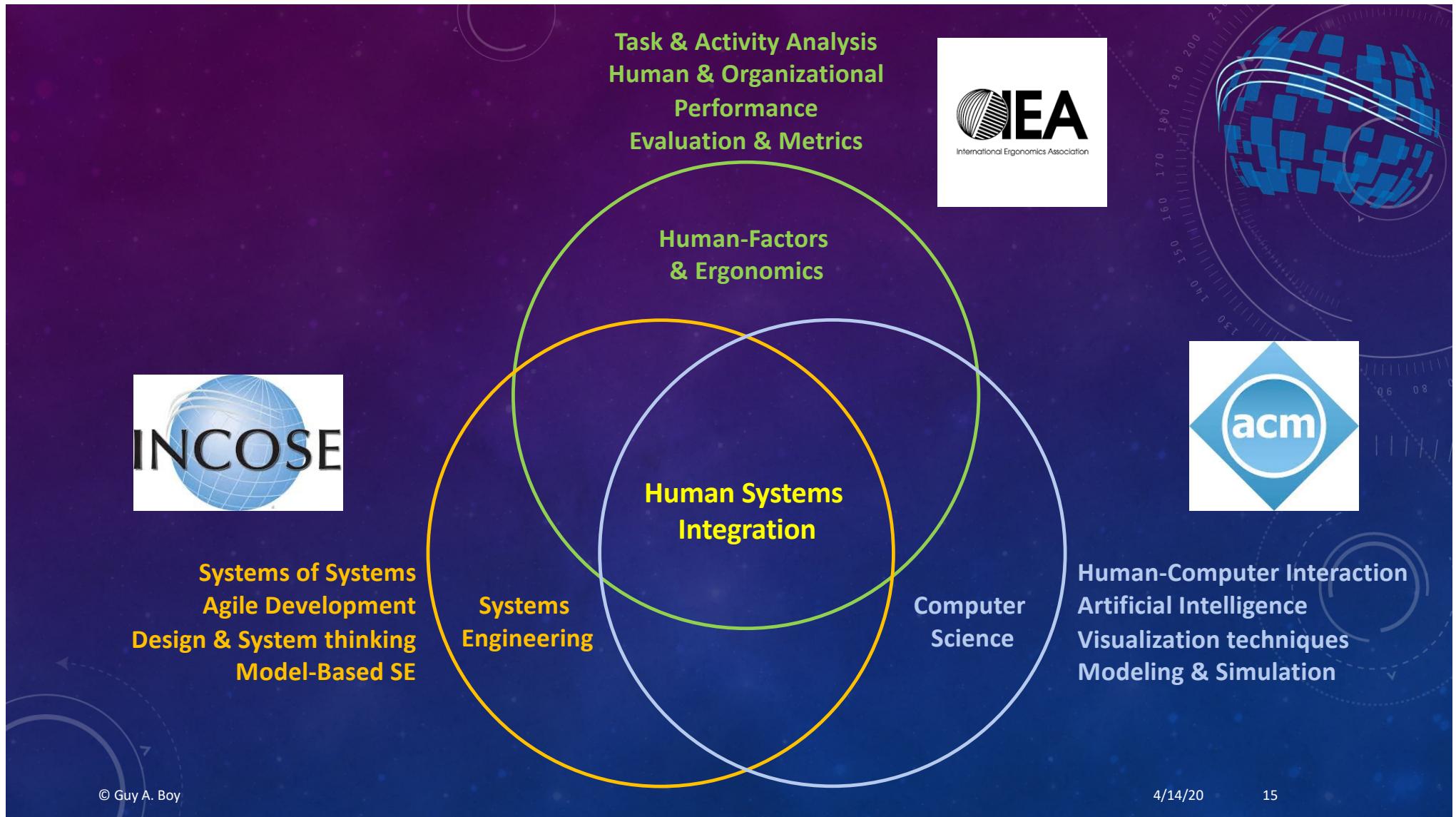
- Virtual prototypes
- Tangibility testing and development of tangibility metrics in our growing digital world
- Human-In-The-Loop Simulations
- Agile development
- Participatory design

GENESIS OF HSI & TANGIBLE INTERACTIVE SYSTEMS

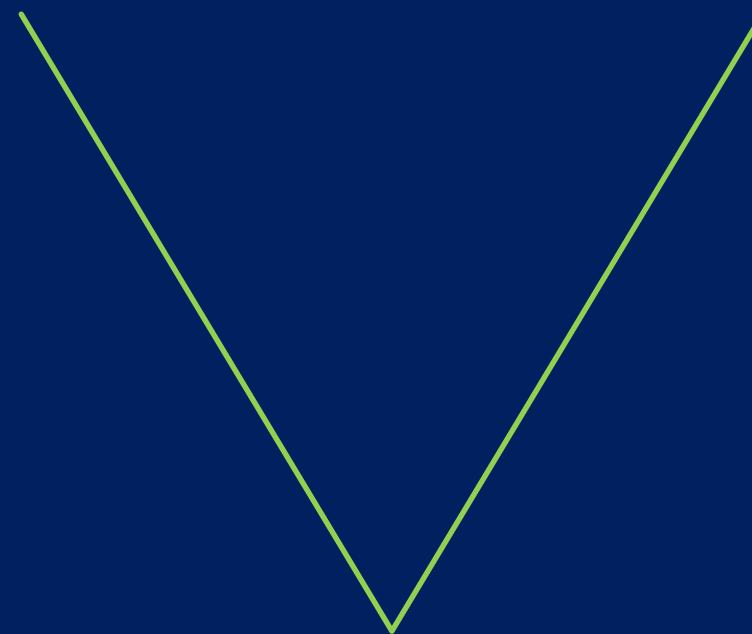


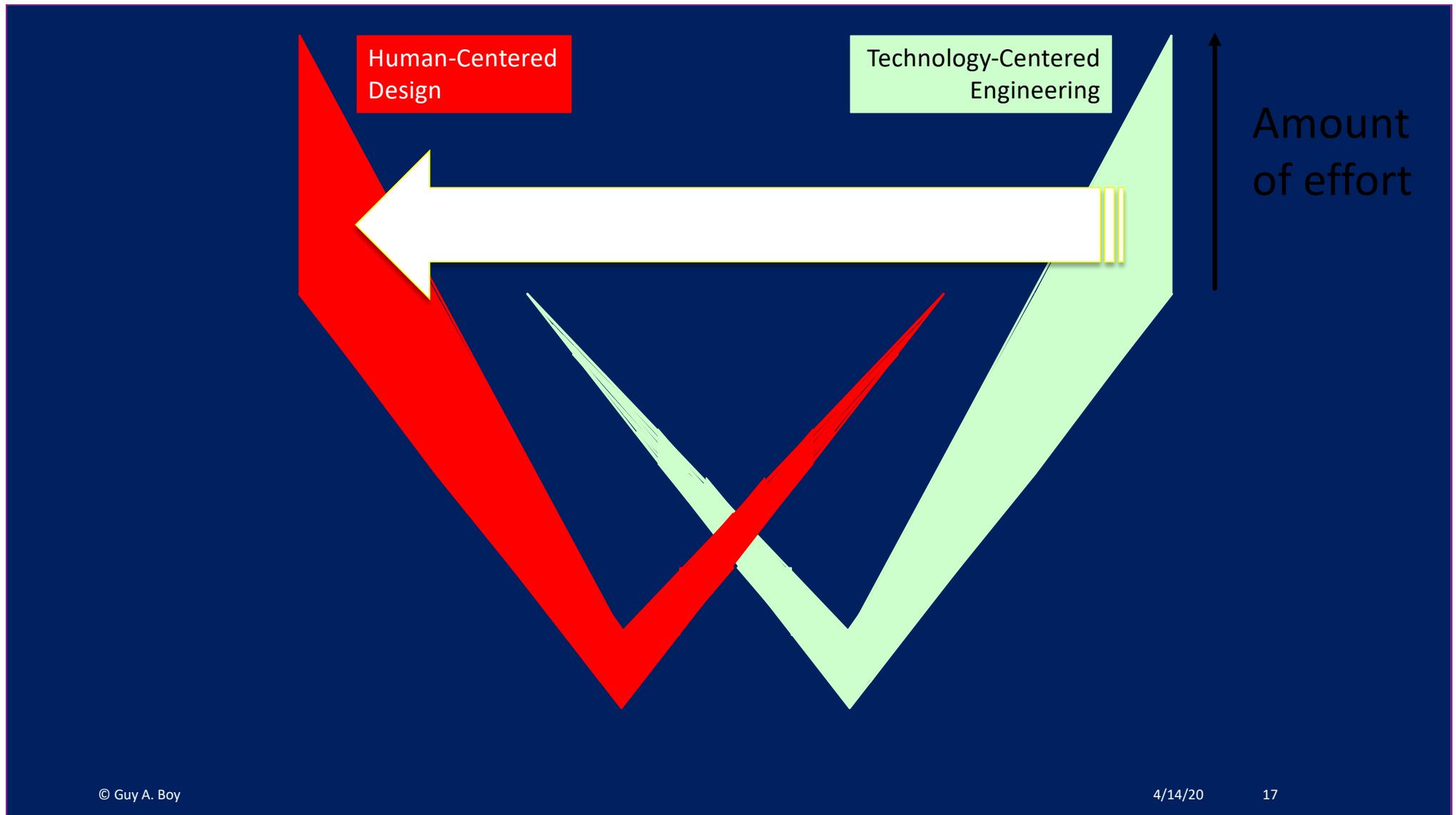


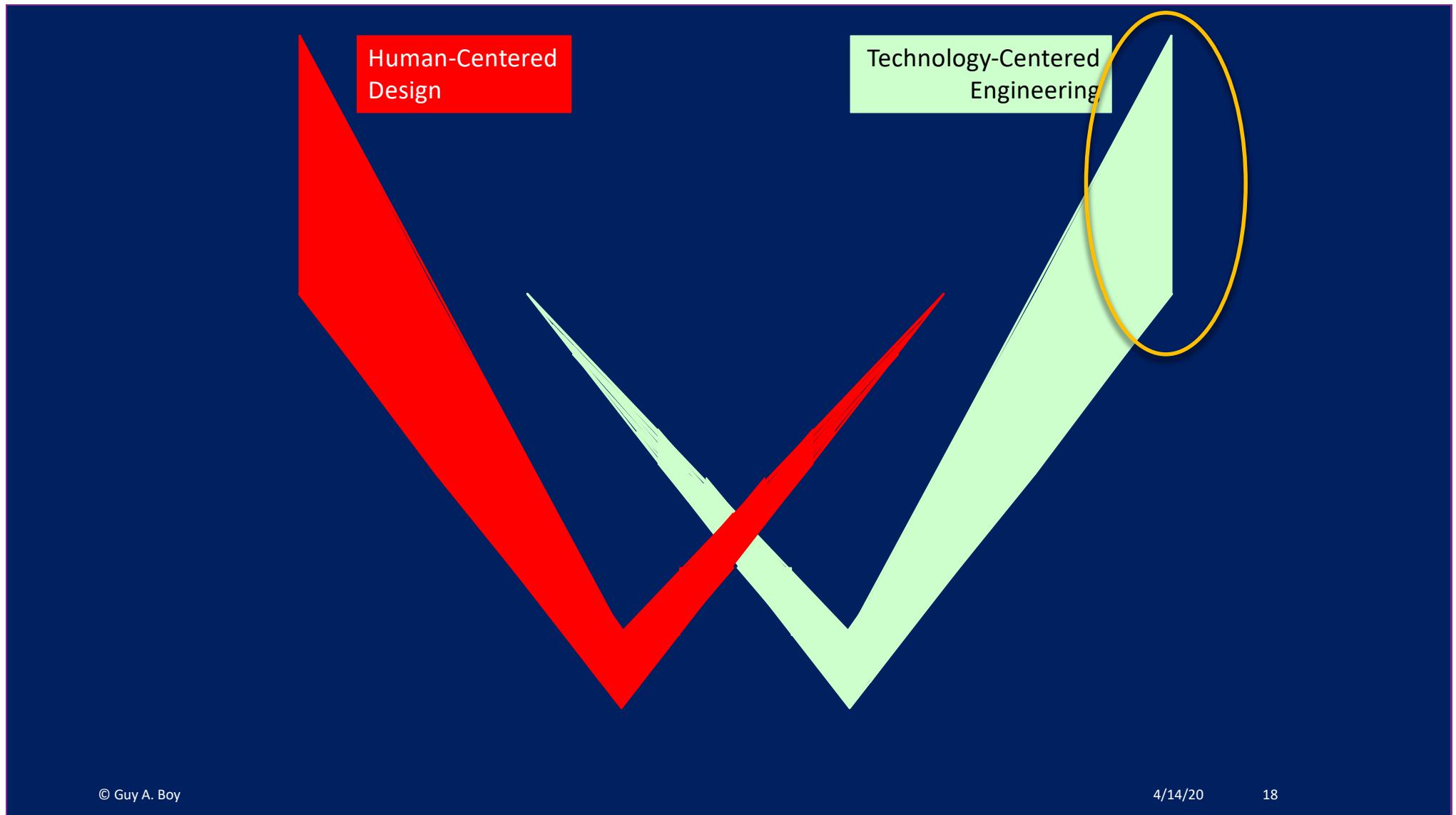


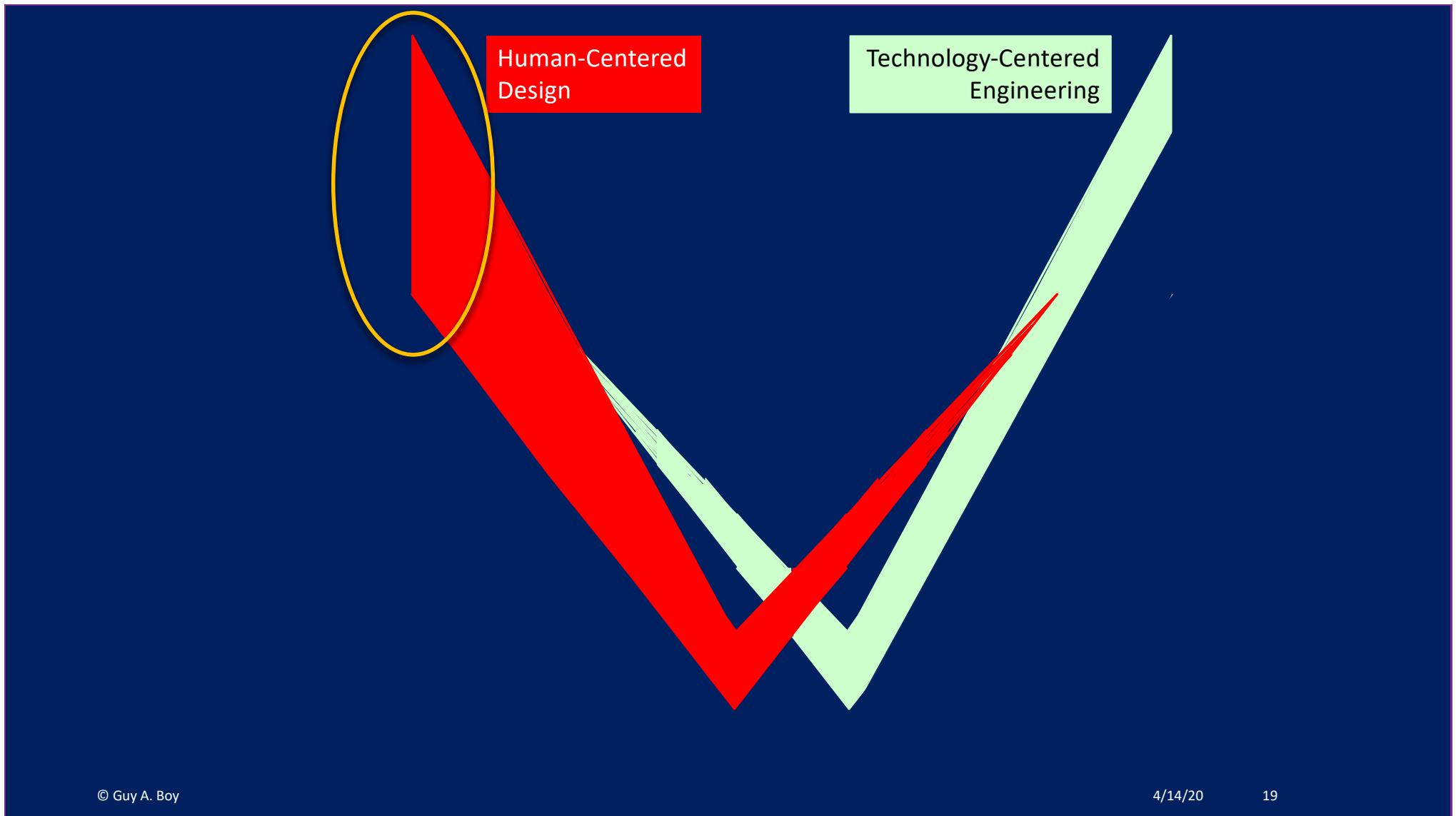


THE V MODEL









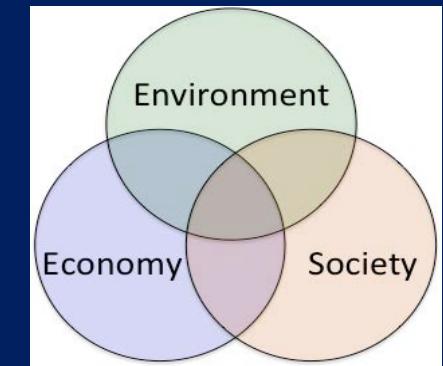
From Virtual
Interactive Systems...

Human-Centered
Design

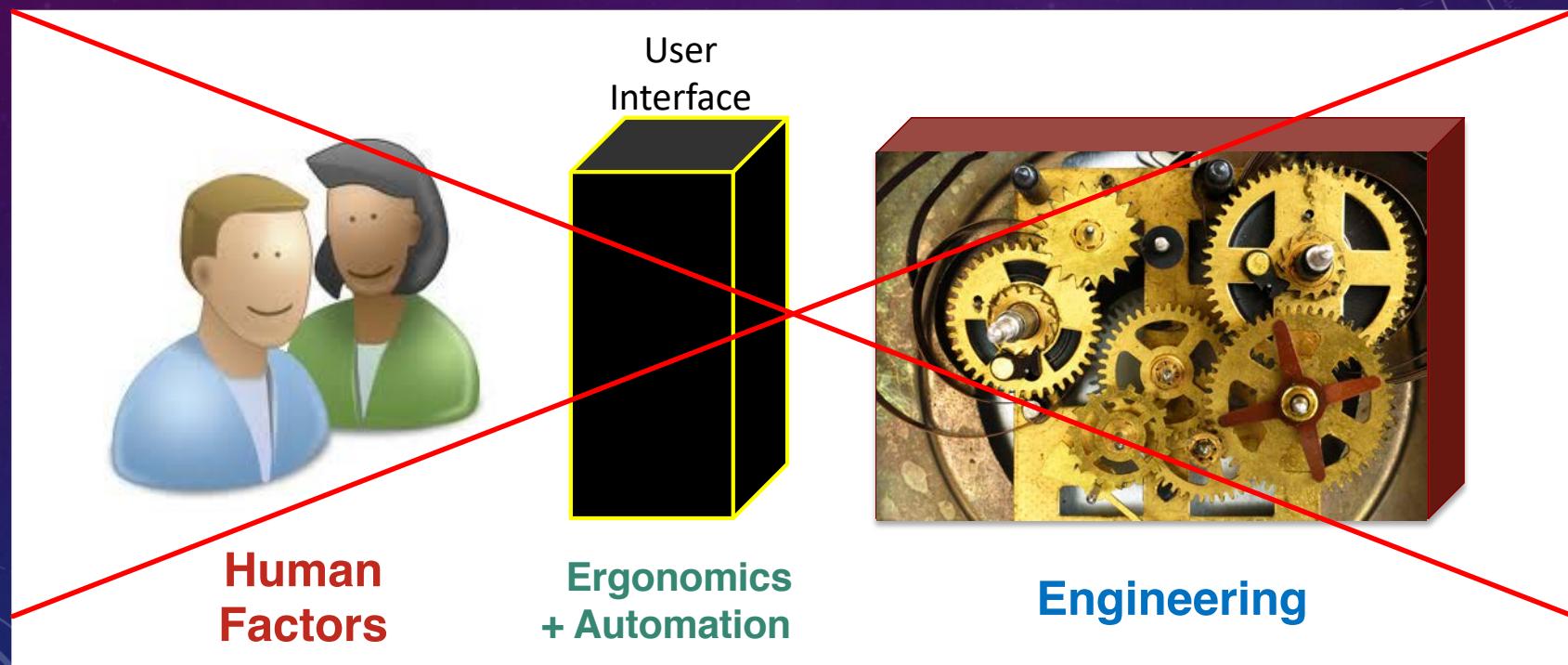
Technology-Centered
Engineering

Human-Systems Integration

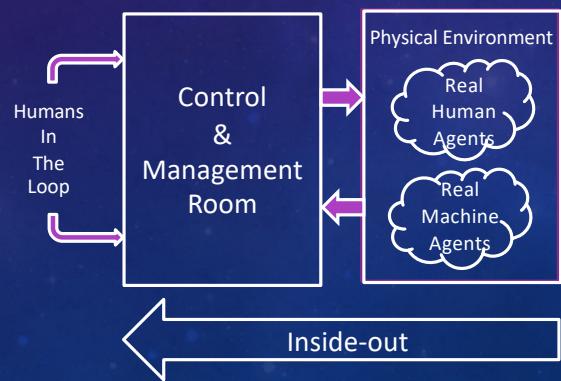
... to Tangible
Interactive Systems

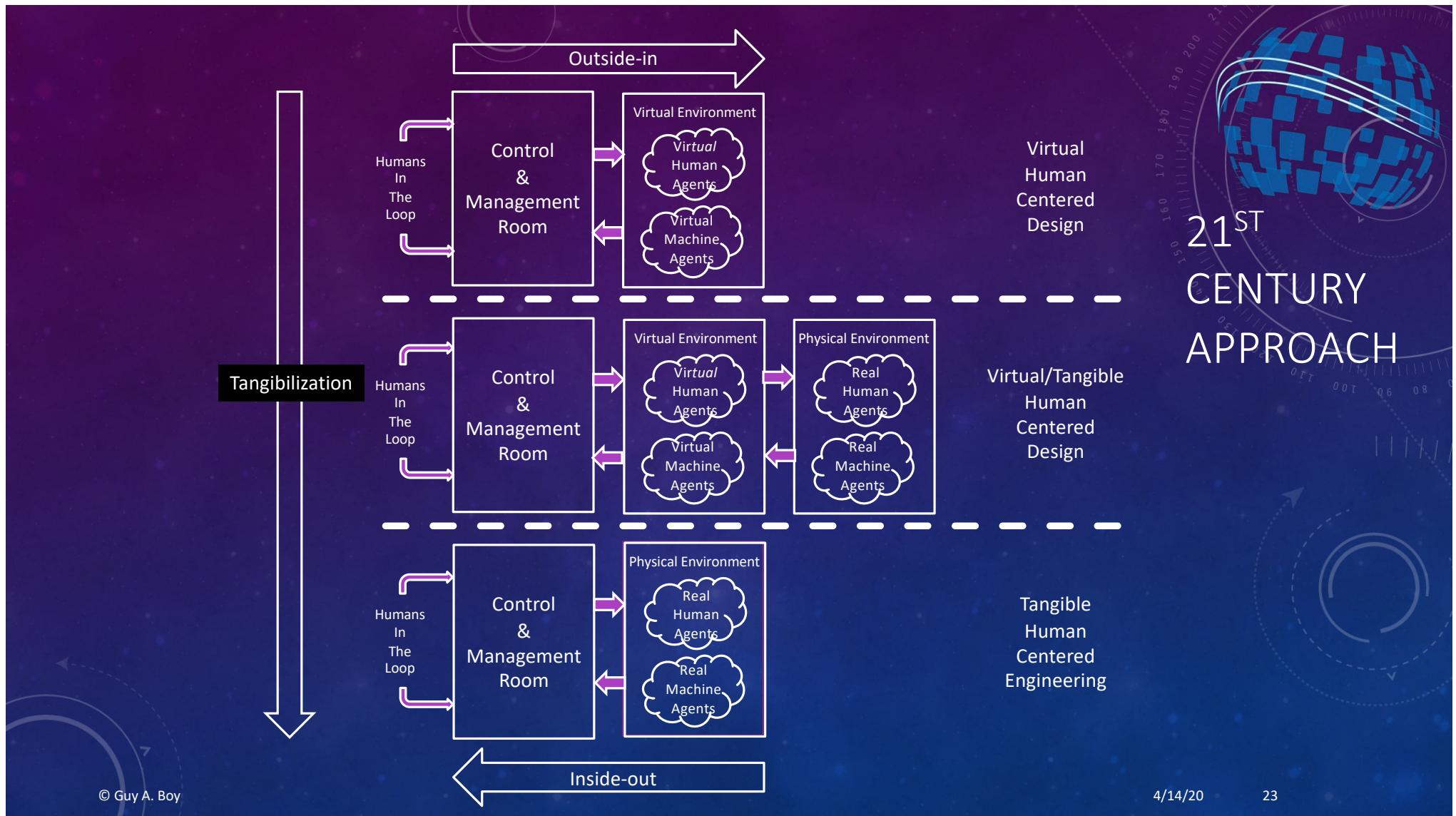


20TH CENTURY APPROACH



20TH CENTURY APPROACH



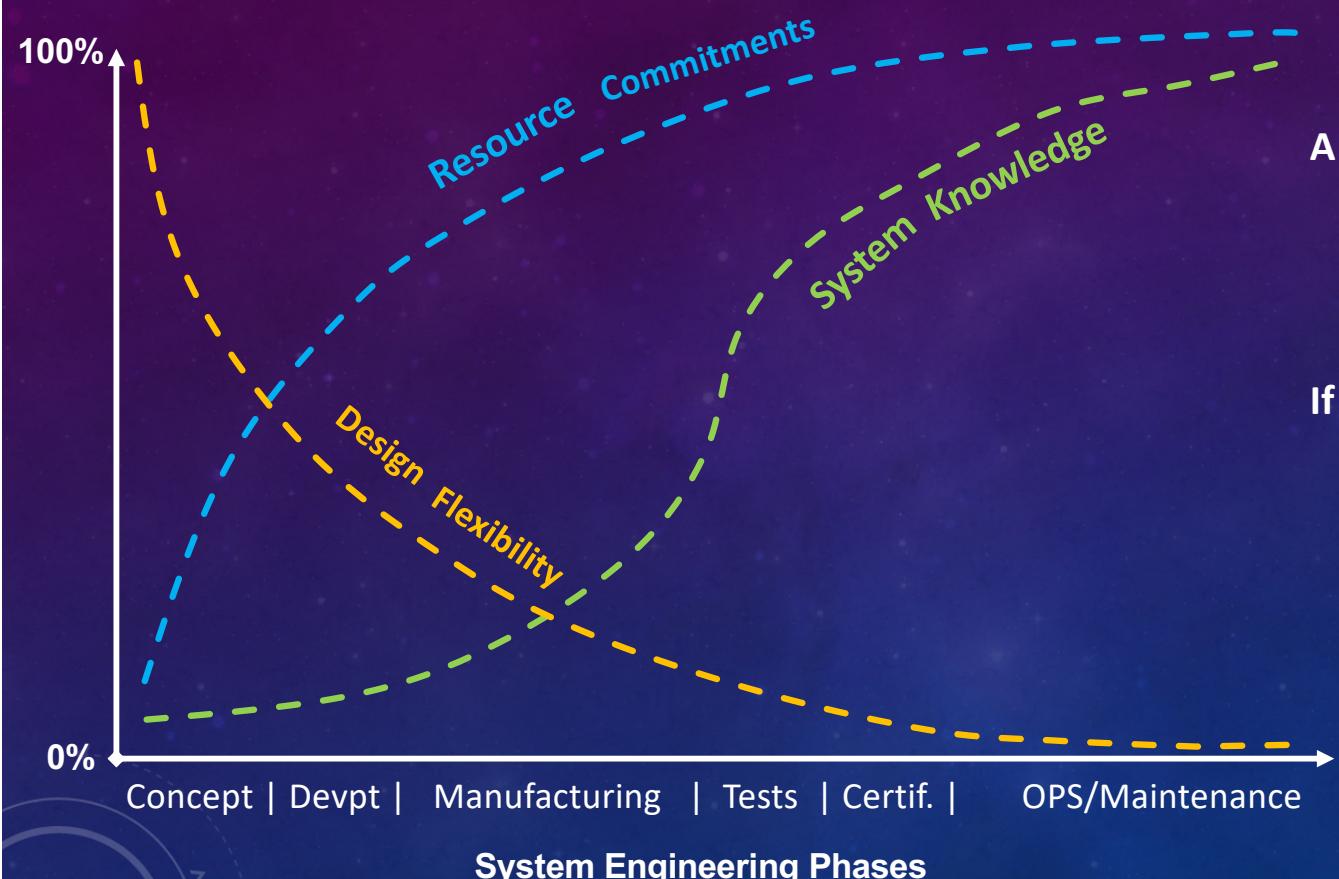


NOT ABOUT SHORT-TERM... BUT ABOUT LONGER-TERM!

- From inside-out to outside-in engineering design
- From prediction to testing possible futures
- From event-driven to goal-driven approaches
- From continuous corrections to anticipation



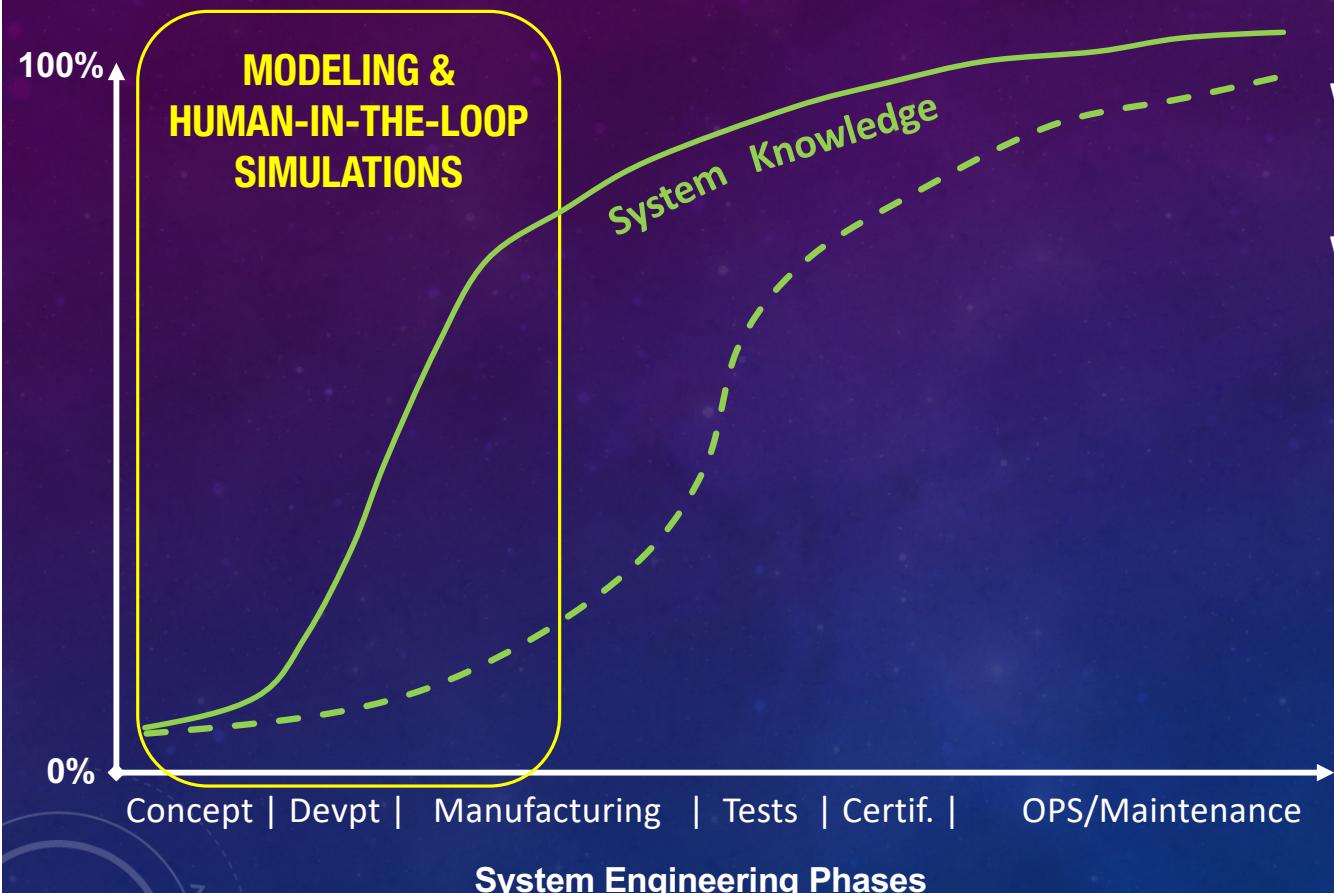
TECHNOLOGY- CENTERED: LATE IN LIFE CYCLE...



A Stakeholder wants to know what
“It” will look like.
I can show them pieces going
together and tour the floor

If there is a change:
I have no design flexibility
I have no money
I learn about the system too late

HUMAN-CENTERED: WHAT WE REALLY WANT...



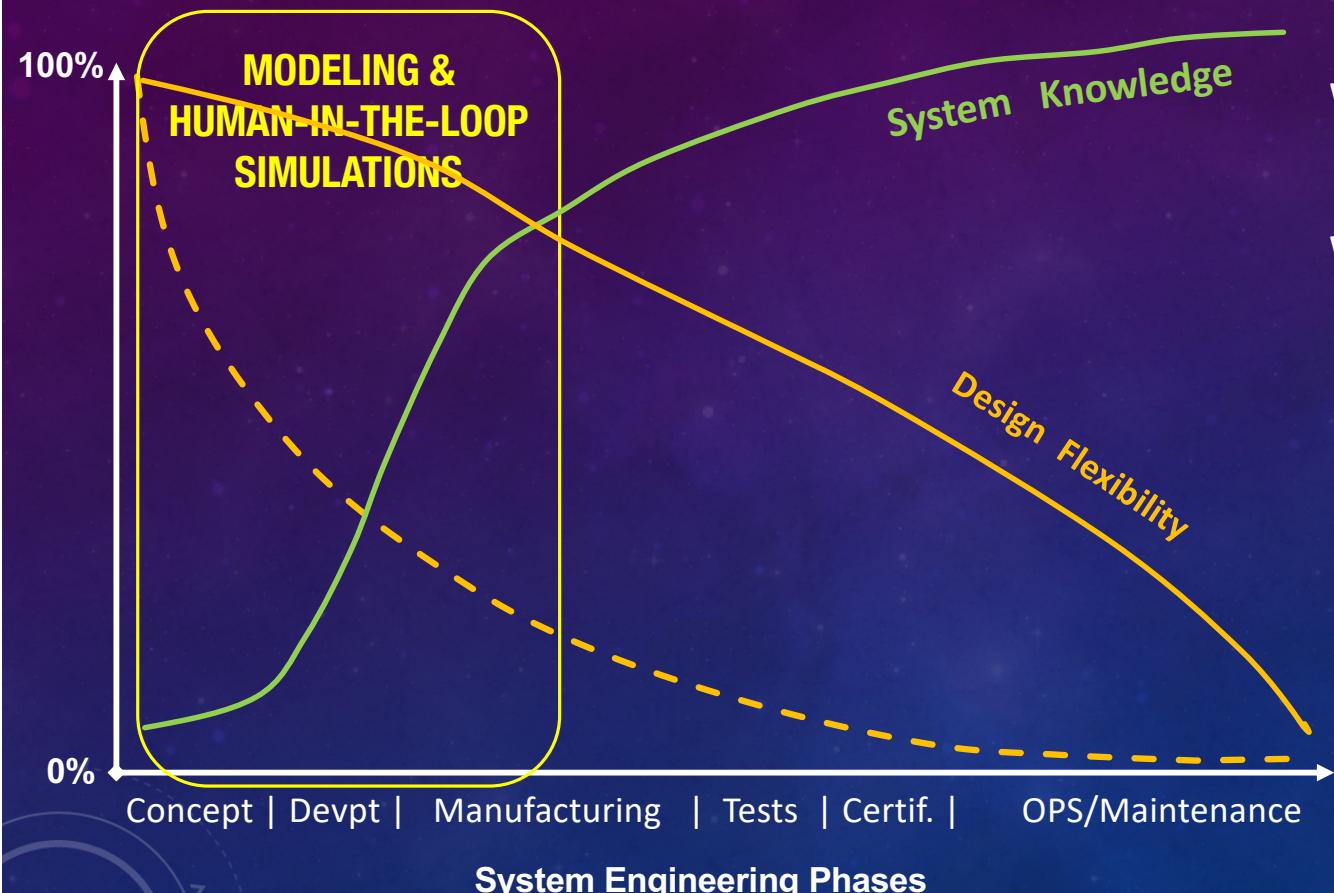
When Stakeholder asks
“What will it look like?”

What “We” Really Want:

1. I can show you the Sim.
(Early System Knowledge)

(Conroy, 2016)

HUMAN-CENTERED: WHAT WE REALLY WANT...



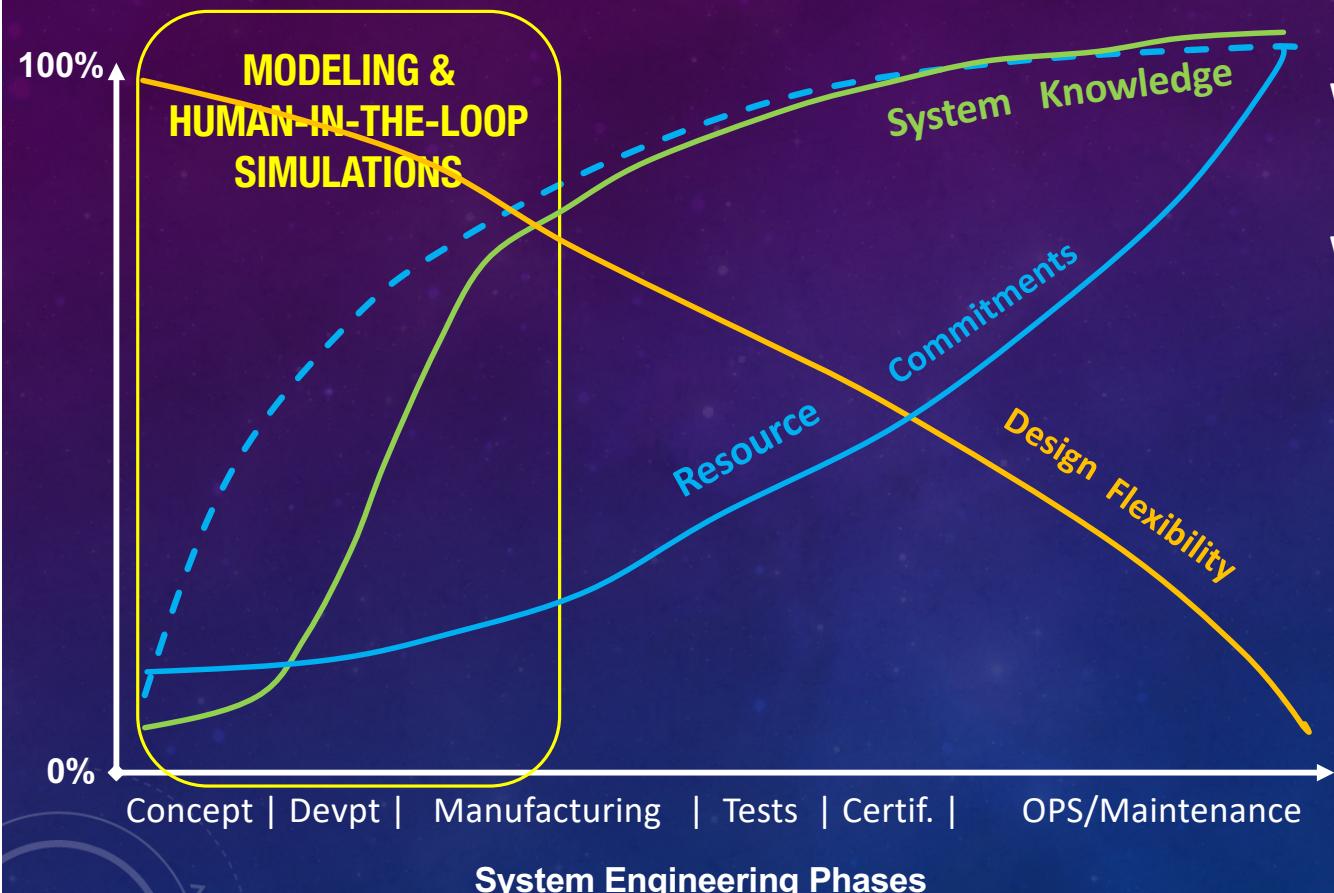
When Stakeholder asks
“What will it look like?”

What “We” Really Want:

1. I can show you the Sim.
(Early System Knowledge)
2. Then you can help guide me
(Still have Design Flexibility)

(Conroy, 2016)

HUMAN-CENTERED: WHAT WE REALLY WANT...



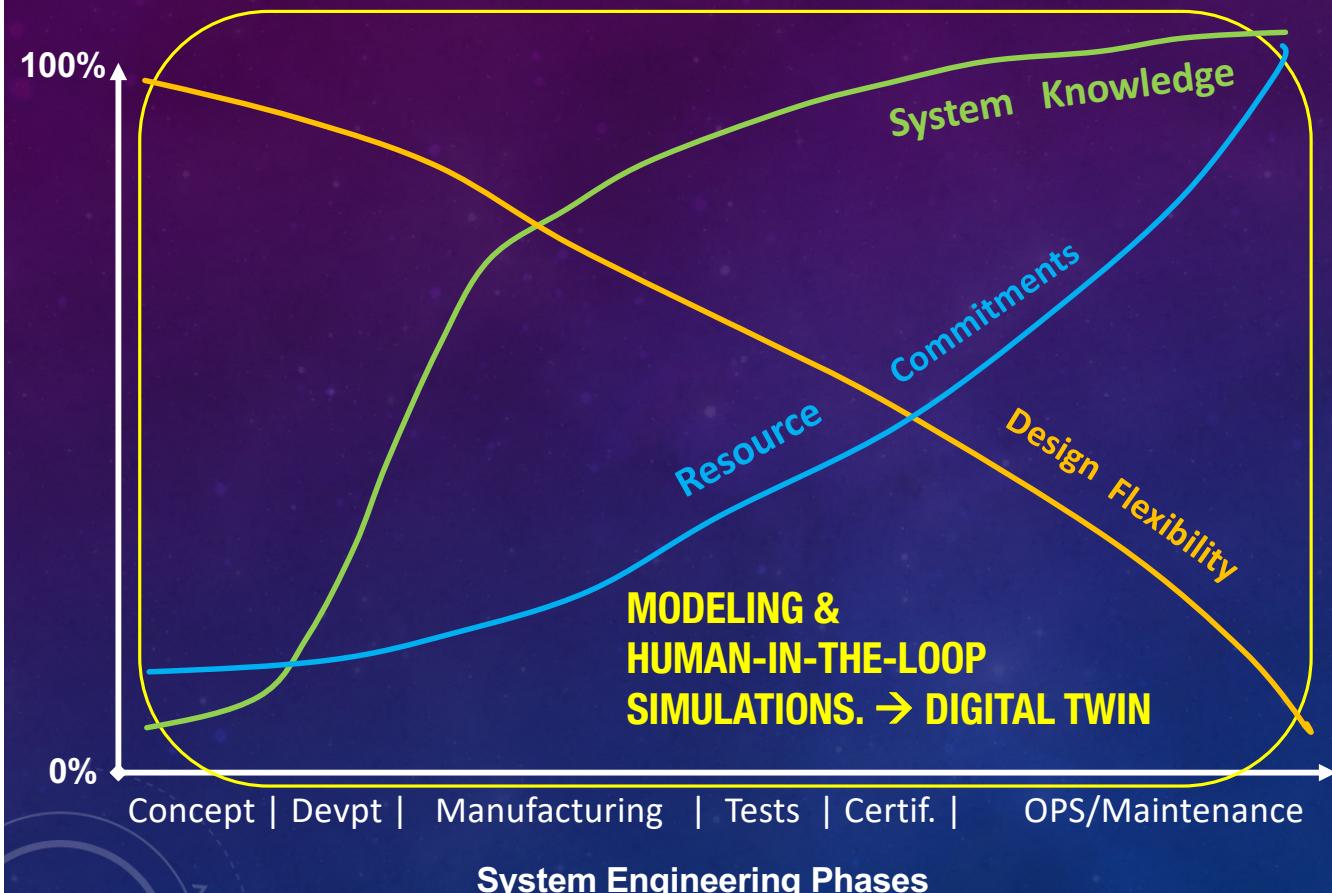
When Stakeholder asks
“What will it look like?”

What “We” Really Want:

1. I can show you the Sim. (Early System Knowledge)
2. Then you can help guide me (Still have Design Flexibility)
3. And we can look at the what we need to change (Still have Resource Options)

(Conroy, 2016)

HUMAN-CENTERED: WHAT WE REALLY WANT...



When Stakeholder asks
“What will it look like?”

What “We” Really Want:

1. I can show you the Sim. (Early System Knowledge)
2. Then you can help guide me (Still have Design Flexibility)
3. And we can look at the what we need to change (Still have Resource Options)

(Conroy, 2016)

SUMMARIZING...

What we want

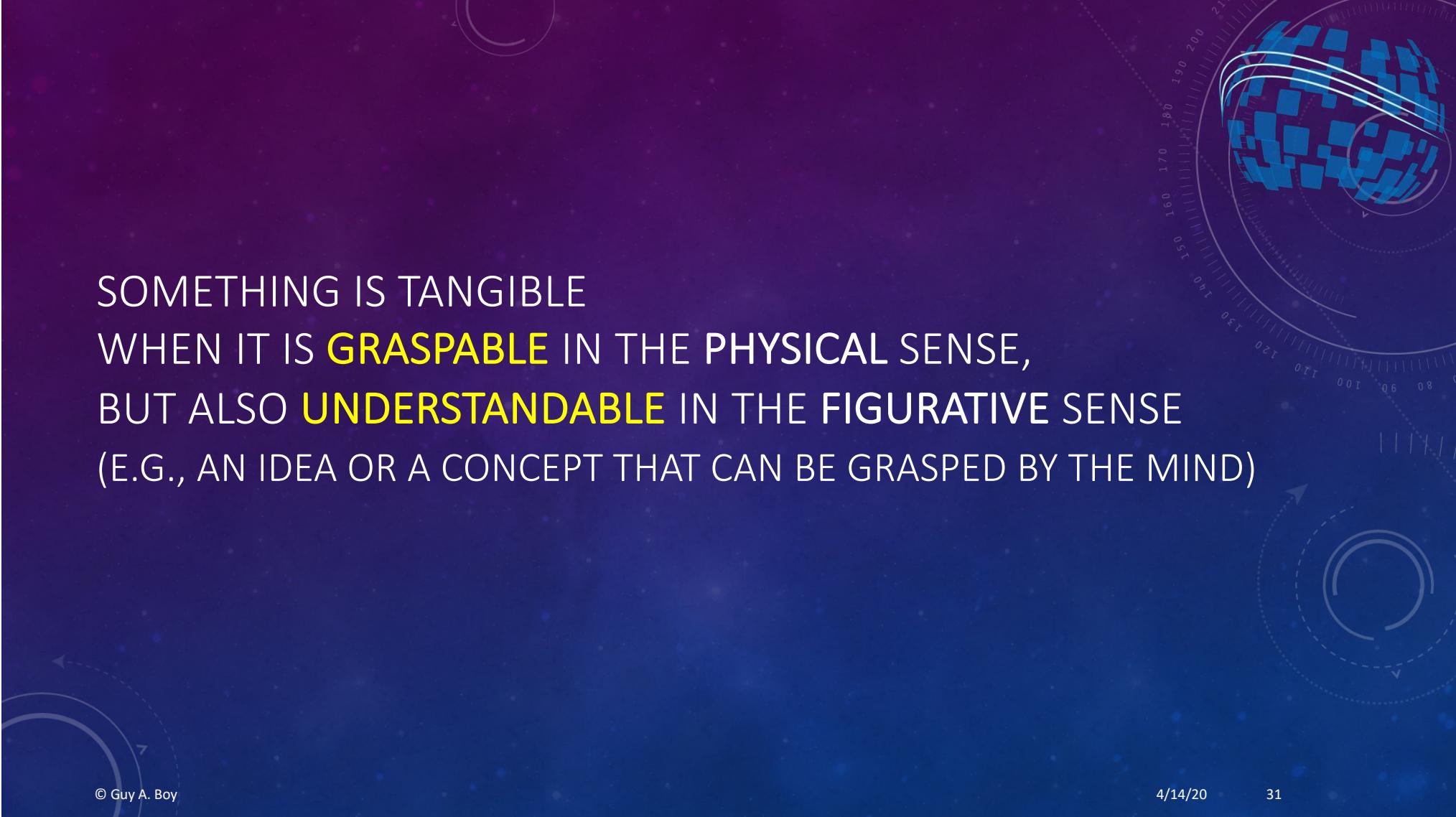
System knowledge + Design Flexibility + Resources Management

What we should have

Modeling & Sim + Complexity Analysis + Organization HCD

What we target

Human-systems integration → Safety + Efficiency + Comfort



SOMETHING IS TANGIBLE
WHEN IT IS **GRASPABLE** IN THE PHYSICAL SENSE,
BUT ALSO **UNDERSTANDABLE** IN THE FIGURATIVE SENSE
(E.G., AN IDEA OR A CONCEPT THAT CAN BE GRASPED BY THE MIND)

TANGIBILITY METRICS...

complexity (e.g., intrinsic complexity of the system being developed, and extrinsic complexity of the environment influenced by the system)

maturity (e.g., technological maturity, maturity of practice, and societal maturity of the system being developed)

stability (e.g., passive and active stability, robustness, and resilience of the system being developed)

flexibility (e.g., ease of operations provided by the system being developed in abnormal and emergency situations)

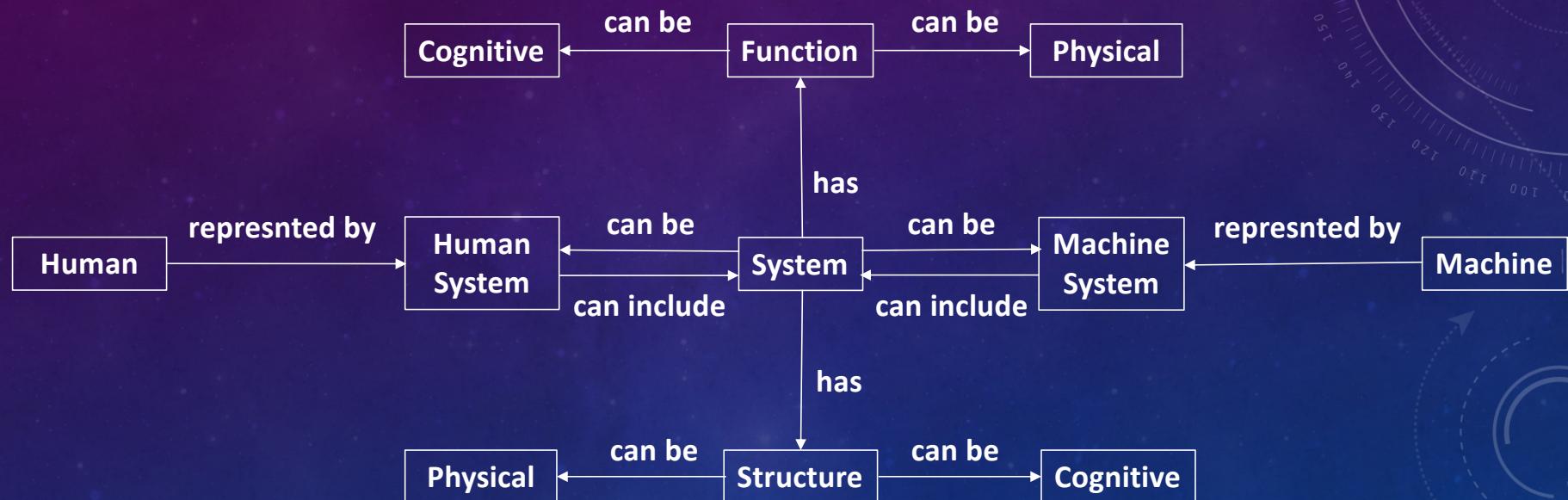
sustainability (e.g., influenced by and influencing economy, environment and society).

FORMALIZING HUMAN SYSTEM INTEGRATION...

“Human capabilities, skills, and needs must be considered early in the design and development process, and must be continuously considered throughout the development lifecycle.”

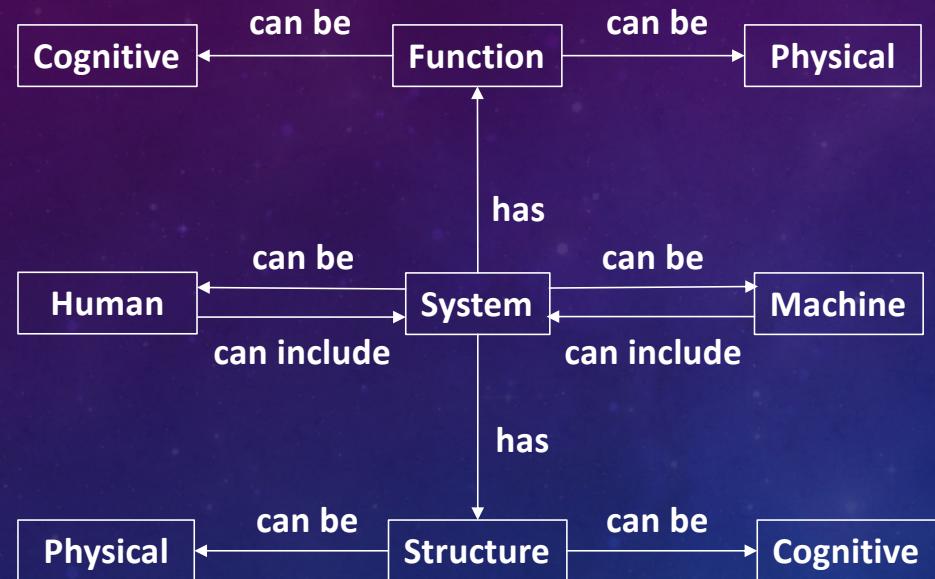
David J. Fitts, Space Architect

WHAT IS A SYSTEM?

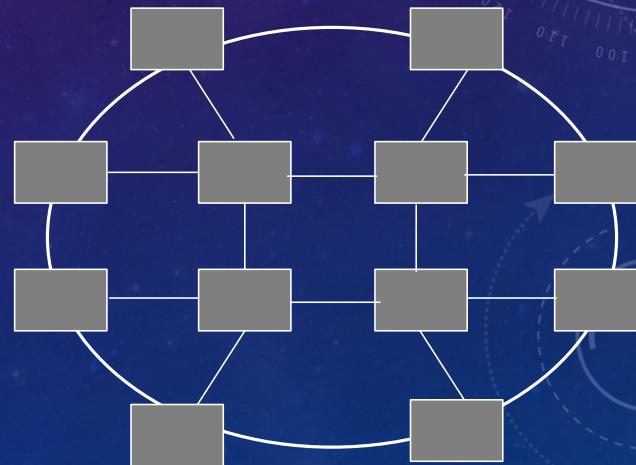


Systems represents Humans and Machines...

WHAT IS A SYSTEM?

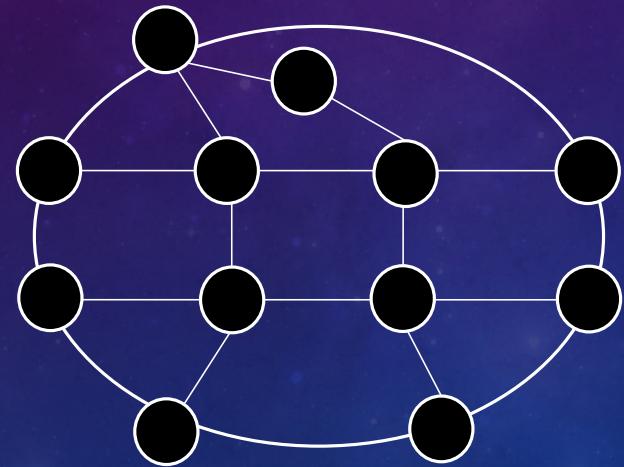


Systems include Humans and Machines...



Interconnected System of Systems

SYSTEM = STRUCTURE + FUNCTION



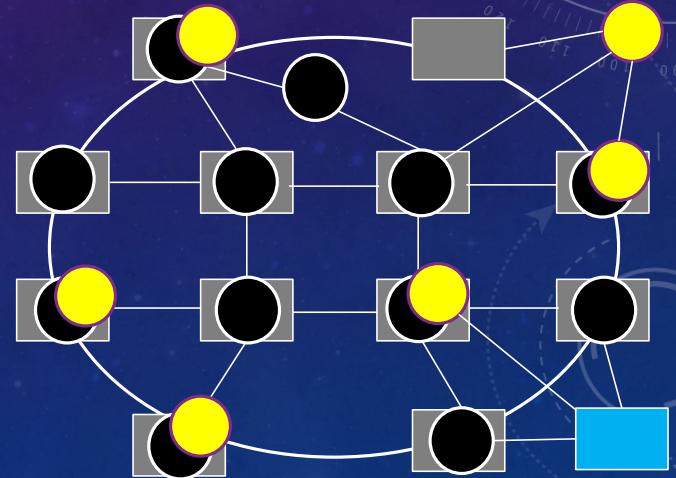
Interconnected Functions of Functions



Emergent Structures

Emergent Functions

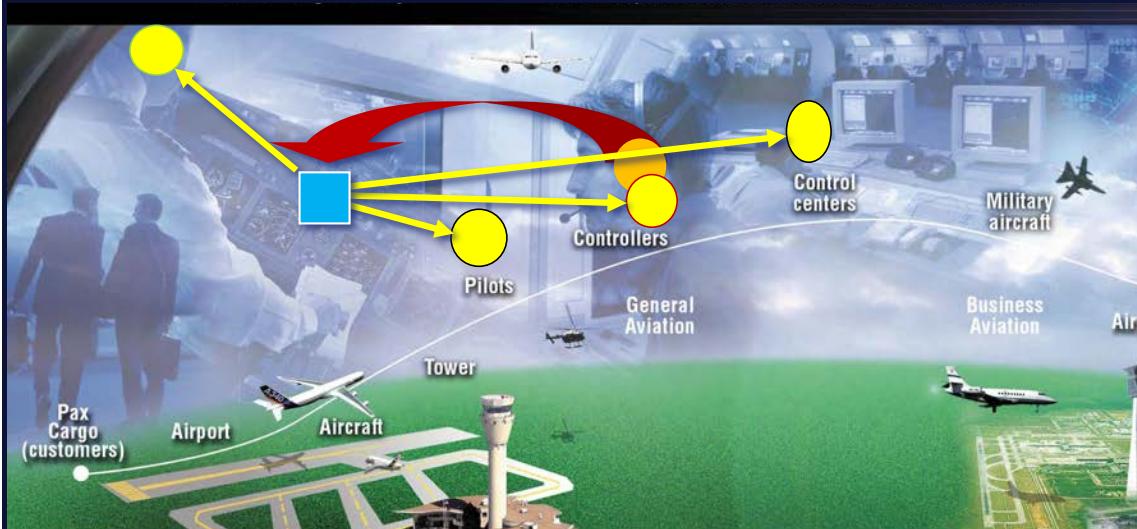
Overlapping Functions of Functions



Interconnected Structures of Structures

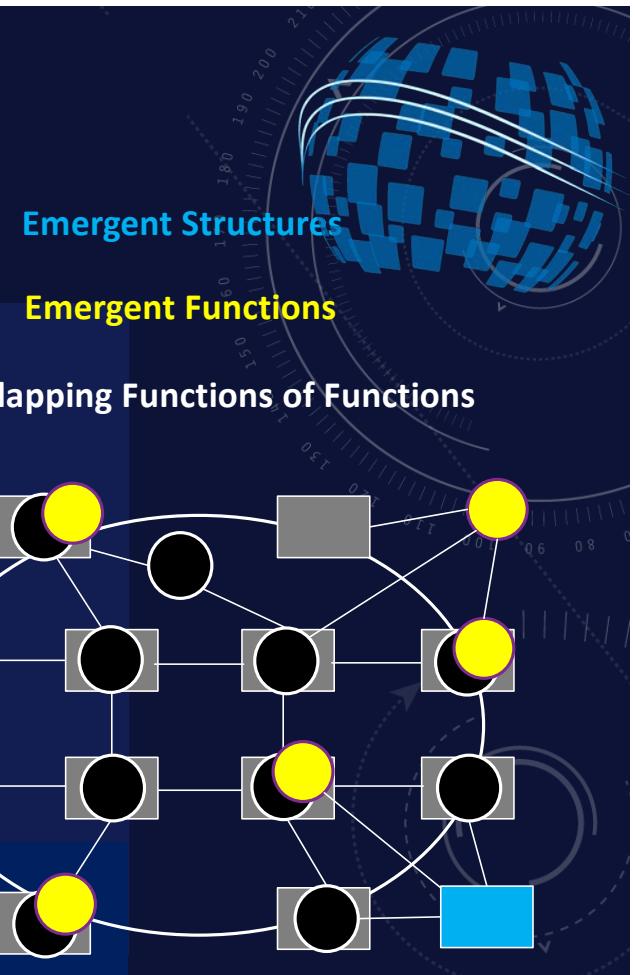
SYSTEM = STRUCTURE + FUNCTION

ATM SYSTEMS OF SYSTEMS



PAUSA: Authority Sharing in the Air Space
(2006-2008: France; 9 Partners)

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Interconnected Structures of Structures

4/14/20

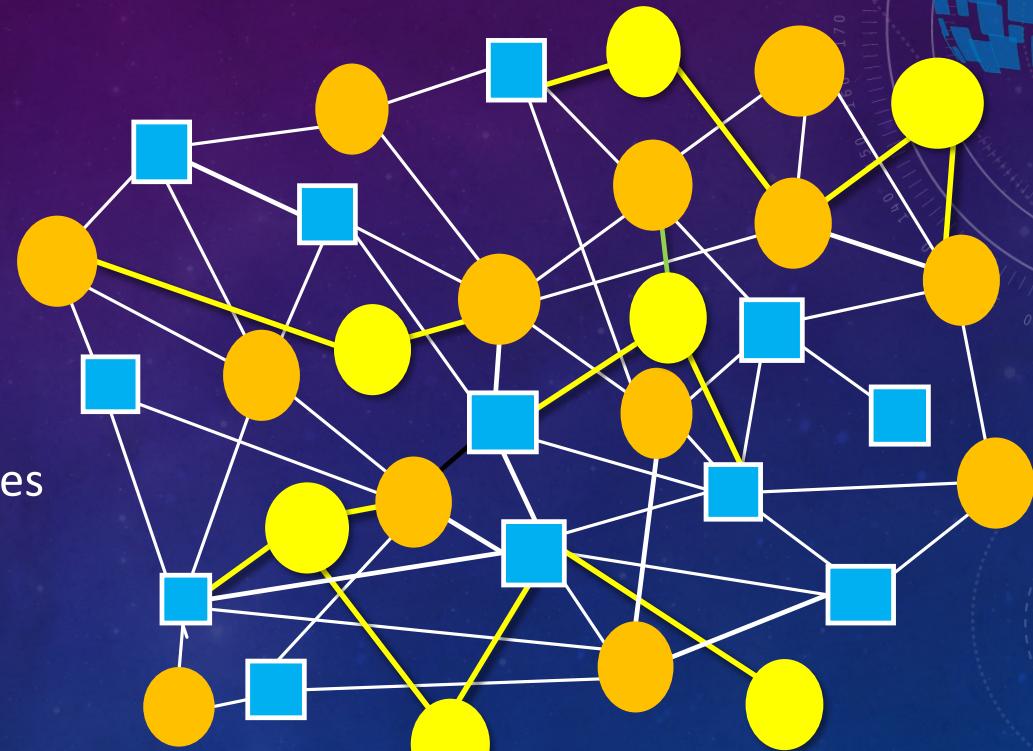
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SYSTEMS OF SYSTEMS PROPERTIES

Separability
a crucial issue

Complexity
in connections
as well as
in agents/systems themselves

**Emergent functions,
Coordination rules
and
the maturity issue**

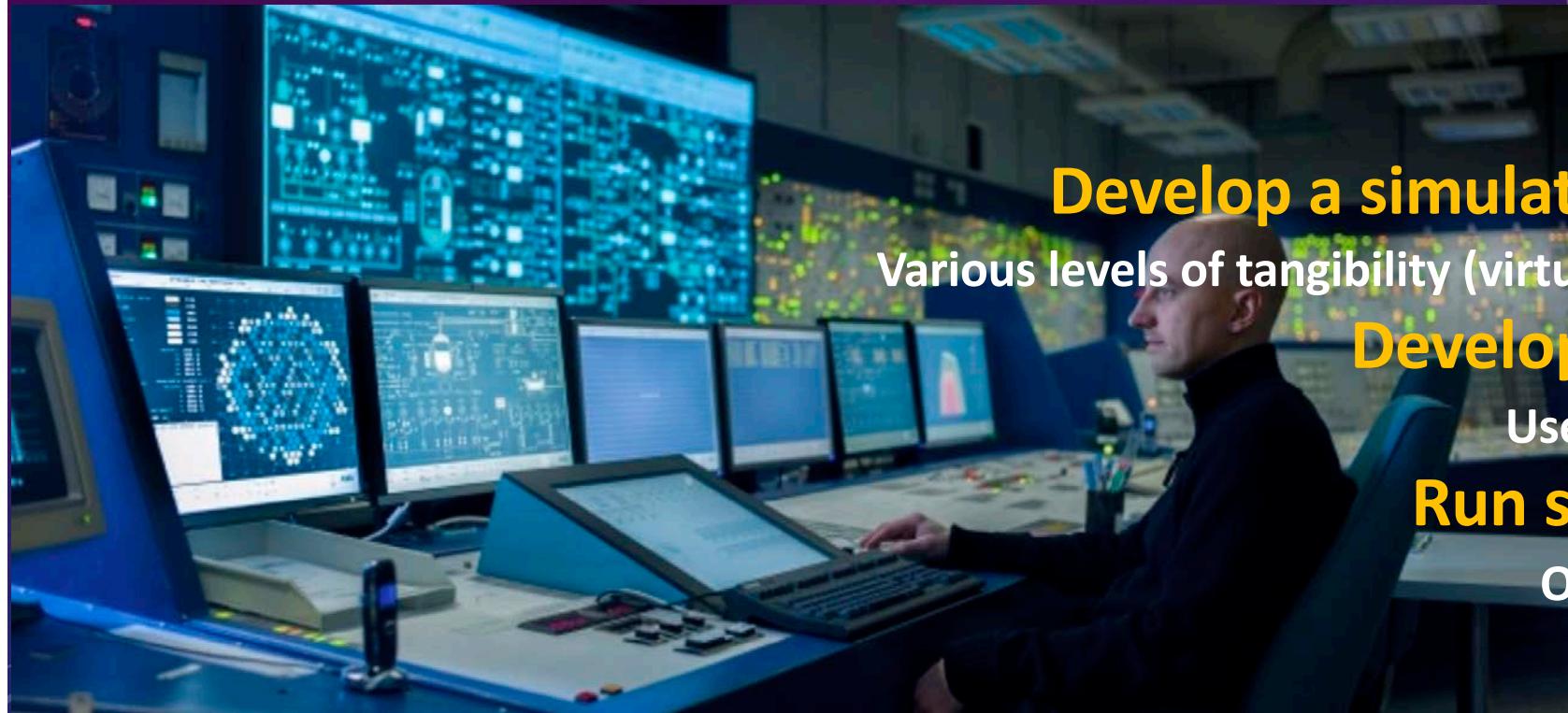


... therefore, this is a living organism

OPERATING ROOMS



PROTOTYPING, AGILE DEVELOPMENT & FORMATIVE EVALUATION



Develop a simulation facility

Various levels of tangibility (virtual vs. Physical)

Develop use cases

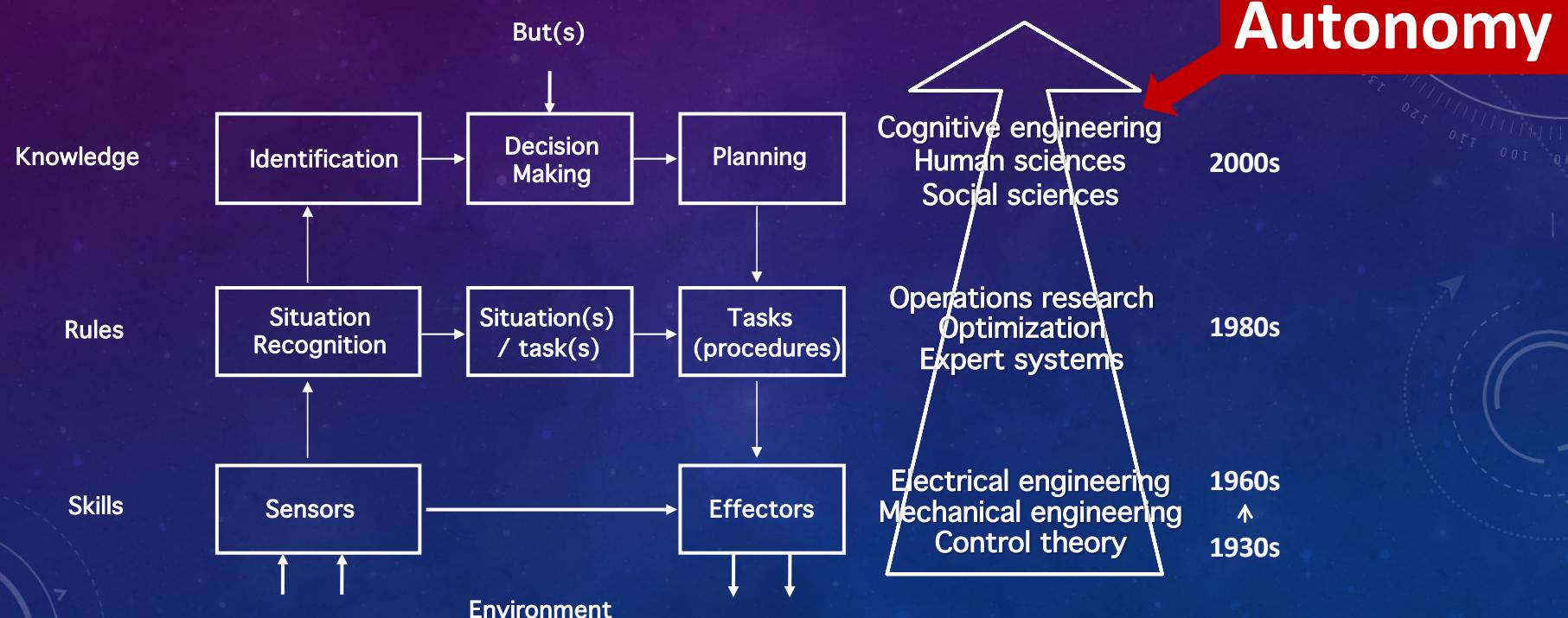
Useful and usable

Run simulations

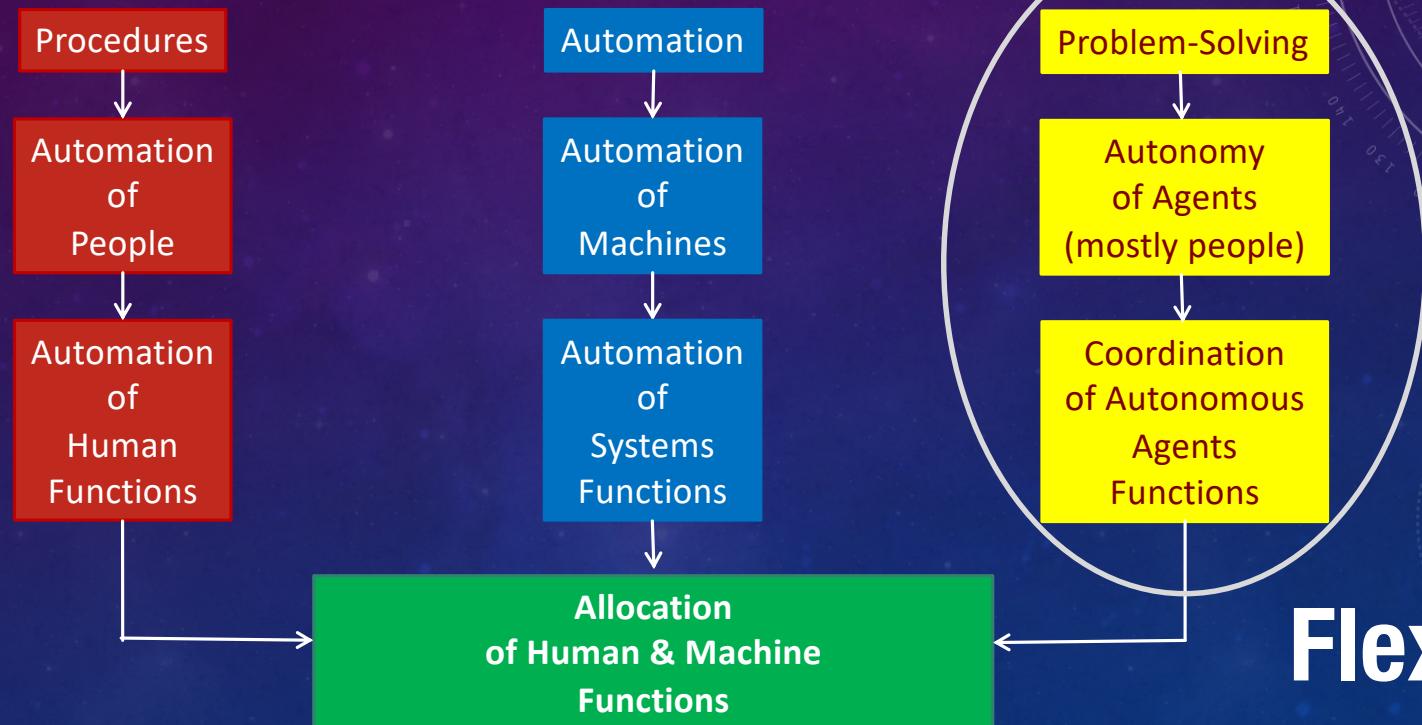
Observe activity

FROM AUTOMATION TO AUTONOMY...

... and emergence of contributing disciplines (Rasmussen's model)

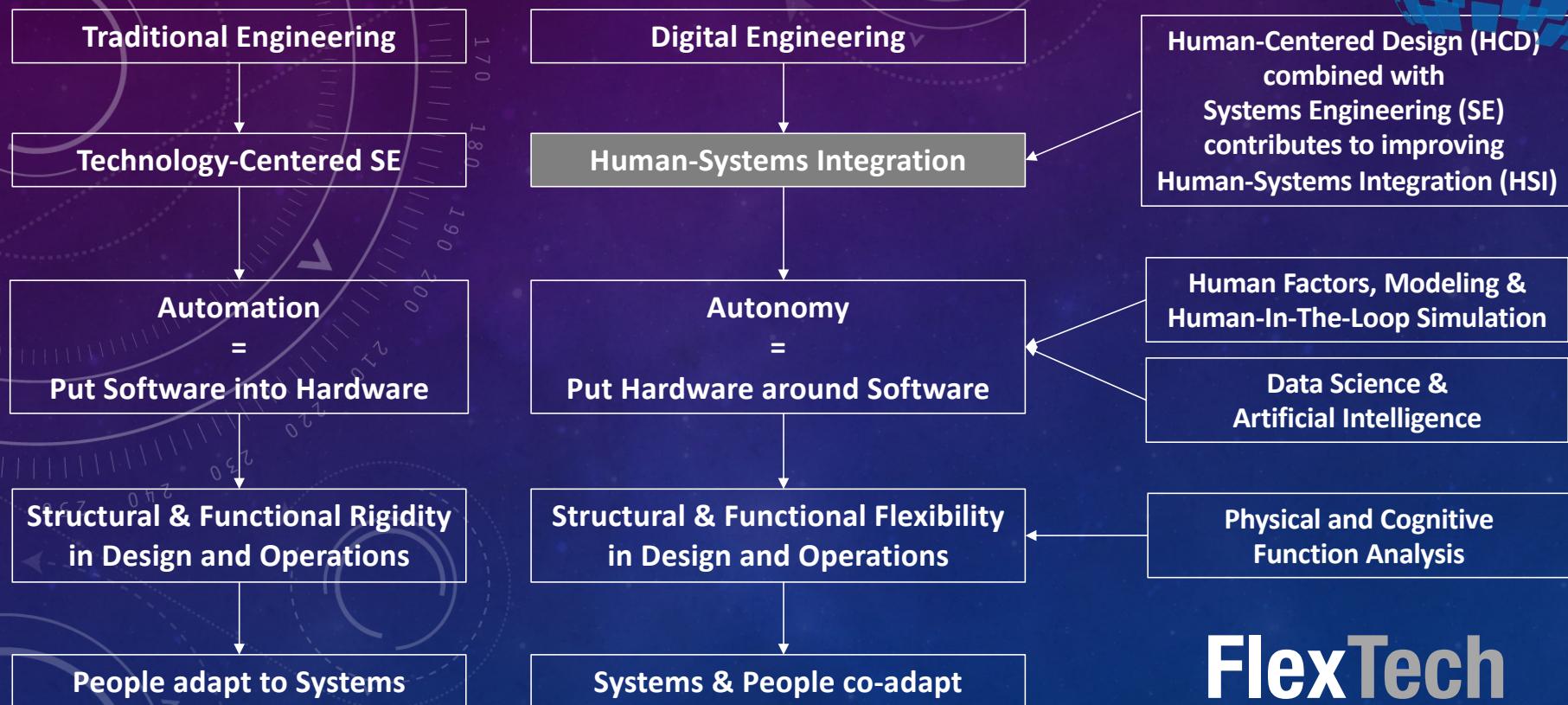


FROM RIGID AUTOMATION TO FLEXIBLE AUTONOMY

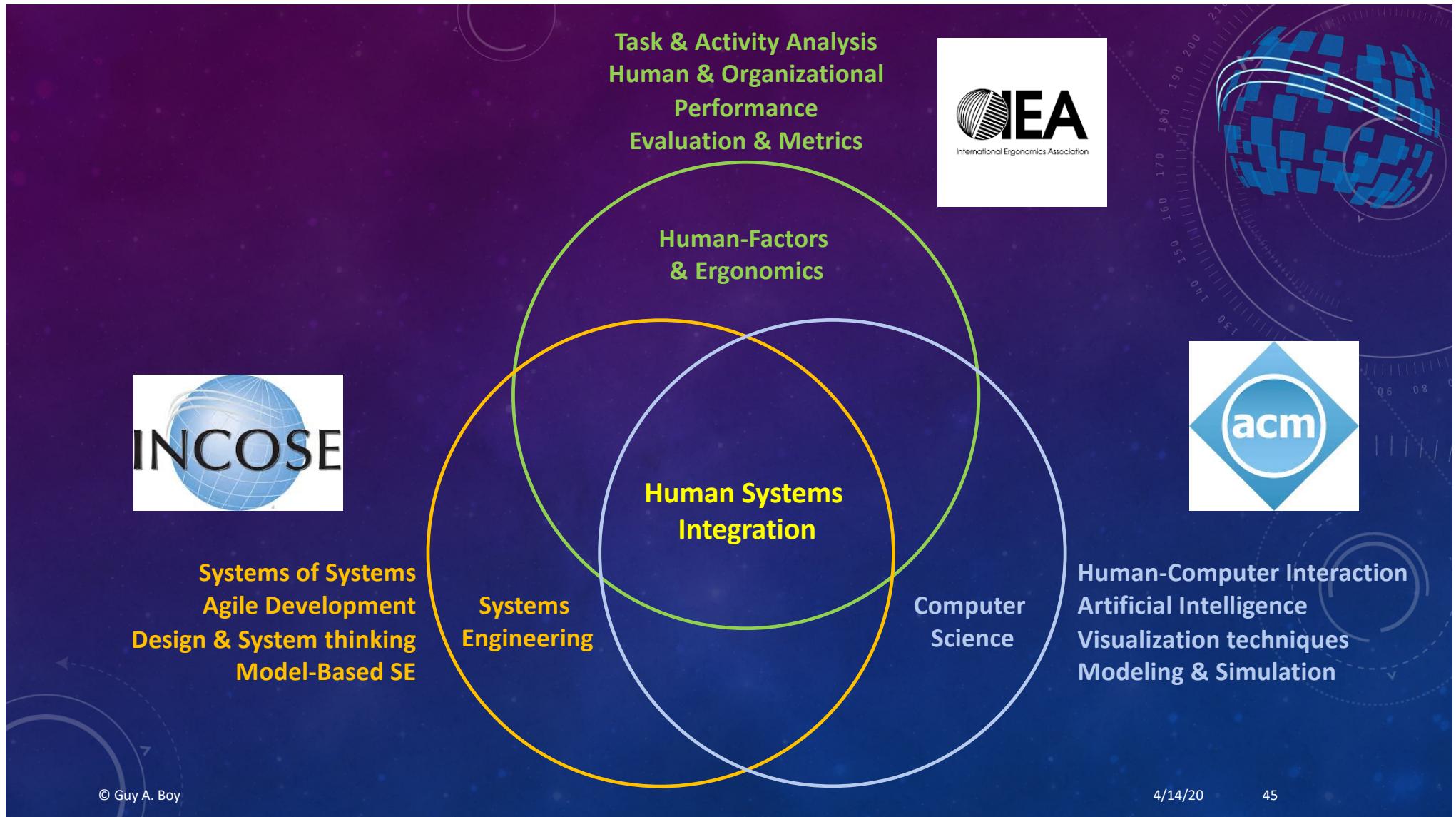


FROM RIGID AUTOMATION TO FLEXIBLE AUTONOMY

HOW FLEXTECH WILL PROVIDE MORE AUTONOMY AND FLEXIBILITY?



FlexTech



HSI CONFERENCES...

- HSI2019, Biarritz, France
- HSI2021, TBD
- In cooperation with IEA and ACM



WORKSHOPS IN 2020

- **Writing up HSI Chapter for the next SE Handbook**
- Locations and dates:
 - Torrence, California, USA – January
 - Frankfurt, Germany – April (via teleconference)
 - New Delhi, India – July (waiting for confirmation)
 - Haifa, Israel – October

This book is a follow-up of previous contributions in Human-Centered Design and practice in the development of virtual prototypes that requires progressive operational tangibility toward Human-Systems Integration (HSI). The book discusses flexibility in design and operations, tangibility of software-intensive systems, virtual human-centered design, increasingly-autonomous complex systems, Human-Factors and Ergonomics of sociotechnical systems, and systems of systems integration.

This is an attempt to better formalize a systemic approach to HSI. Good HSI is a matter of maturity... it takes time to mature. It takes time for a human being to become autonomous, and then mature! HSI is a matter of human-machine teaming, where human-machine cooperation and coordination are crucial. We cannot think engineering design without considering people and organizations that go with it. We also cannot think new technology, new organizations and new jobs without considering change management, especially in digital organizations.

The book will be of interest to industry, academia, those involved with systems engineering, human factors and the broader public.

Features:

- Discusses flexibility in design and operations of complex systems
- Offers tangibility of software-intensive systems
- Presents virtual human-centered design
- Covers autonomous complex systems
- Provides human factors and ergonomics of sociotechnical systems

About the Author:

Guy André Boy is one of the pioneers and a world leader in the study and applications of human centered design and human systems integration. He is also the Chair of INCOSE Human Systems Integration Working Group worldwide.

Ergonomics and Human Factors

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HUMAN-SYSTEMS INTEGRATION



HUMAN-SYSTEMS INTEGRATION

From Virtual to Tangible

Guy Andre Boy

CRC Press

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UPCOMING WEBINARS (TENTATIVE SCHEDULE)

Who	What	When
Becky Reed and Ian Presland	How to Create a Value-Added SEMP	Wednesday 20 th May 2020 at 11am EDT
Pascal Paper	SE Driven Modelling & Simulation Method; a Paradigm Shift in Digital System Development	Wednesday 17 th June 2020 at 11am EDT

Invitations will be emailed in advance and informational updates will be placed on www.incose.org. Go to <http://www.incose.org/products-and-publications/webinars> for more info on the webinar series, including a way to view the last 134 Webinars and soon – this one!

Information on the webinars is now being posted in INCOSE Connect, in the INCOSE Library area, at <https://connect.incose.org/Library/Webinars/Pages/INCOSE-Webinars.aspx>. Joining instructions will be added around two weeks before the webinar is scheduled to take place.



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