

# **Human Factors Issues in a Model Based Systems Engineering Perspective Applied to Naval Mission**

**Speaker: A. Tocci**

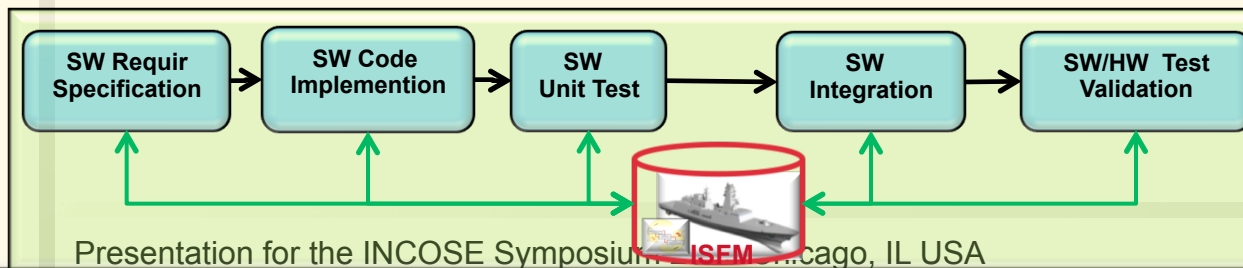
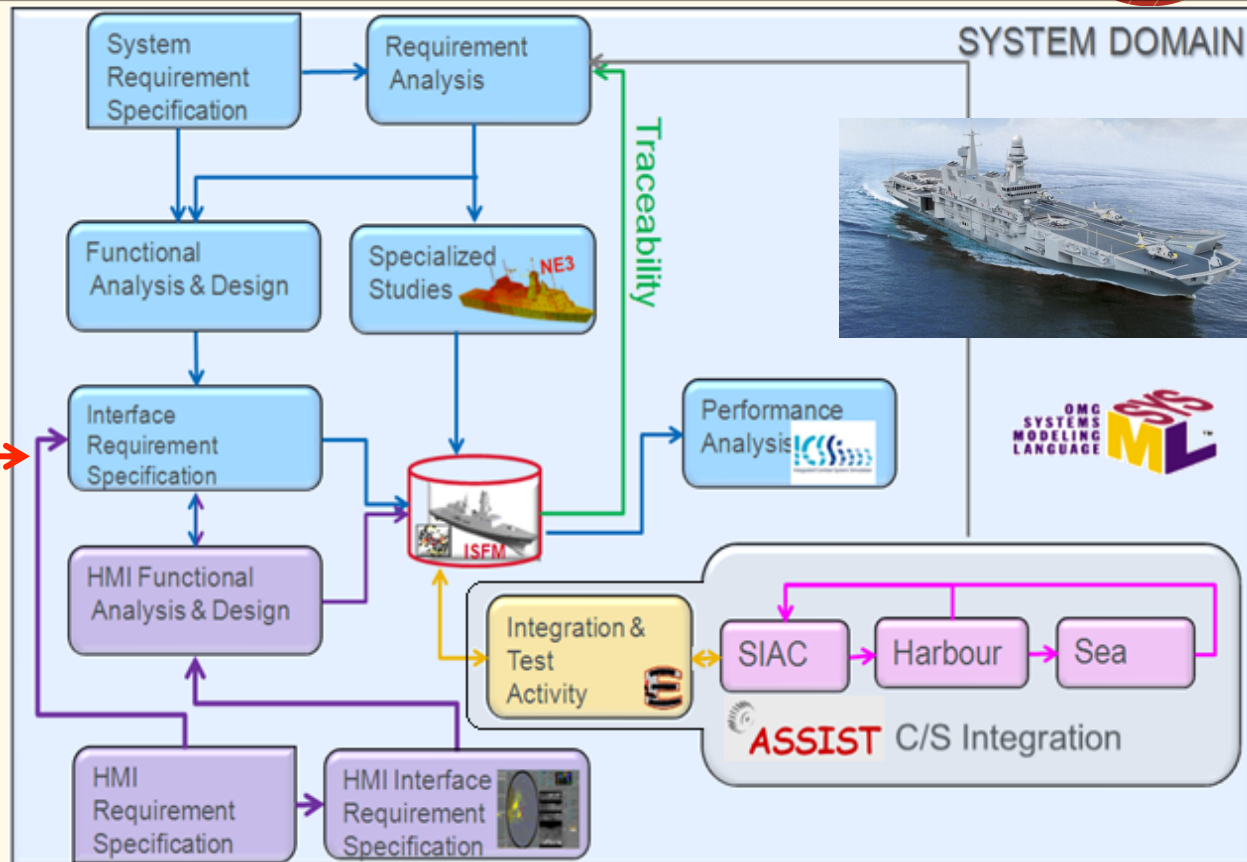
- Human Factors in System Engineering
- Usability Lifecycle
- Human Factors Analysis
- System and Operator Views Interaction
- Human Factors System Modelling
- Benefits
- Conclusions

# Human Factors Issue in System Engineering Approach

## SYSTEM OF SYSTEM DOMAIN



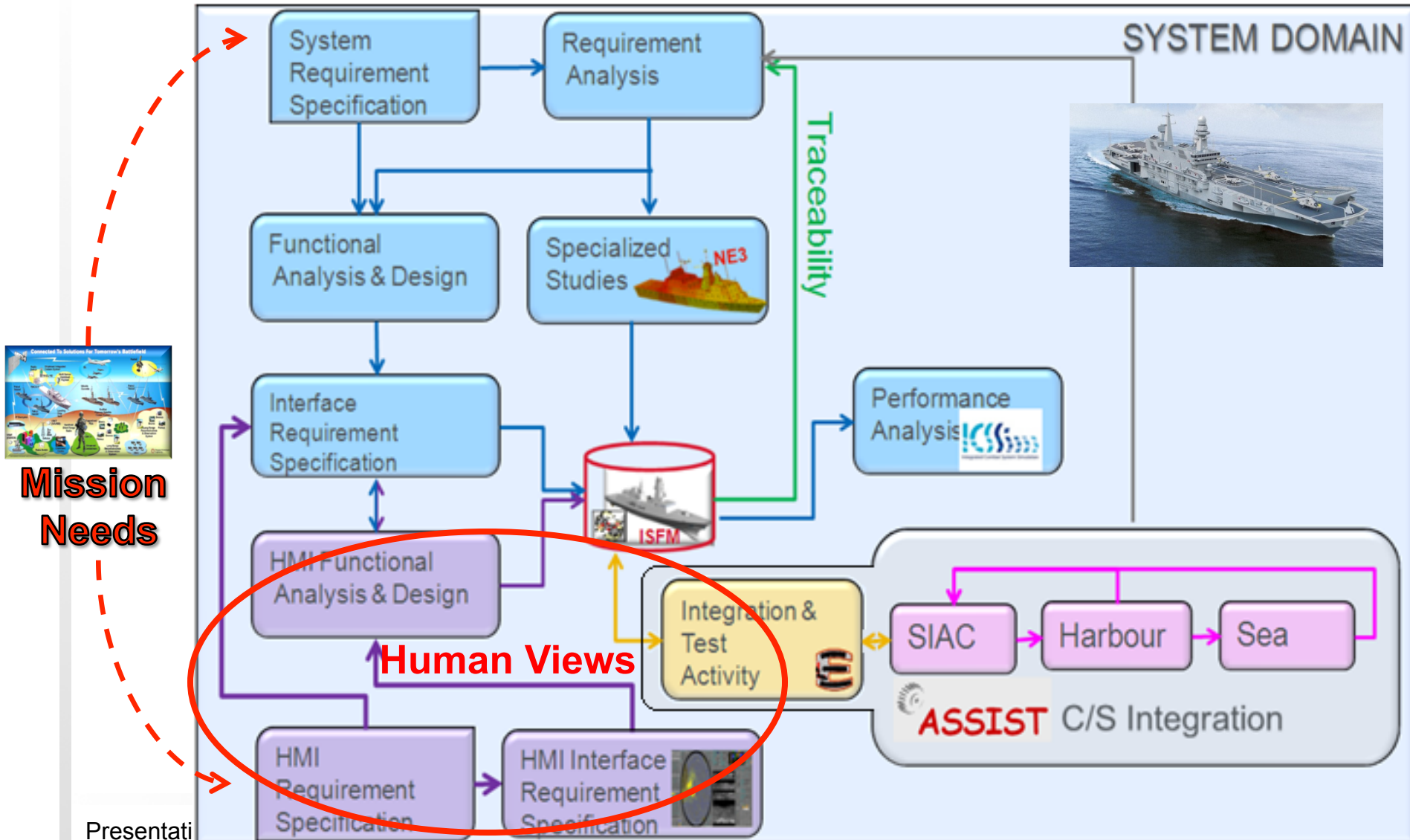
### Mission Needs

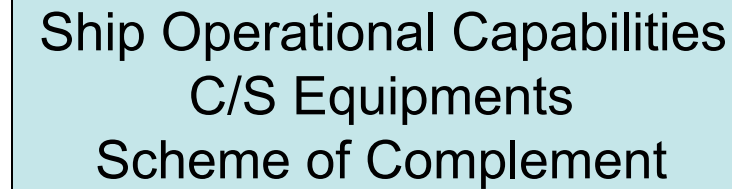


## CMS SOFTWARE DOMAIN



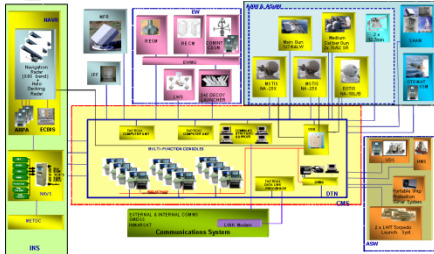
# Human Factors Modelling in a System Domain Perspective





## HF Studies

- HW Console Study
- Use Study Report
- Operator Interface



C/S and CMS Consoles  
C/S and CMS Roles and Duties  
System Capabilities

## Tasks and Actions Analysis

## Tasks-to-Operators Allocation and Readiness States

# Operators Workload Assessment

# Human-Computer-Interface

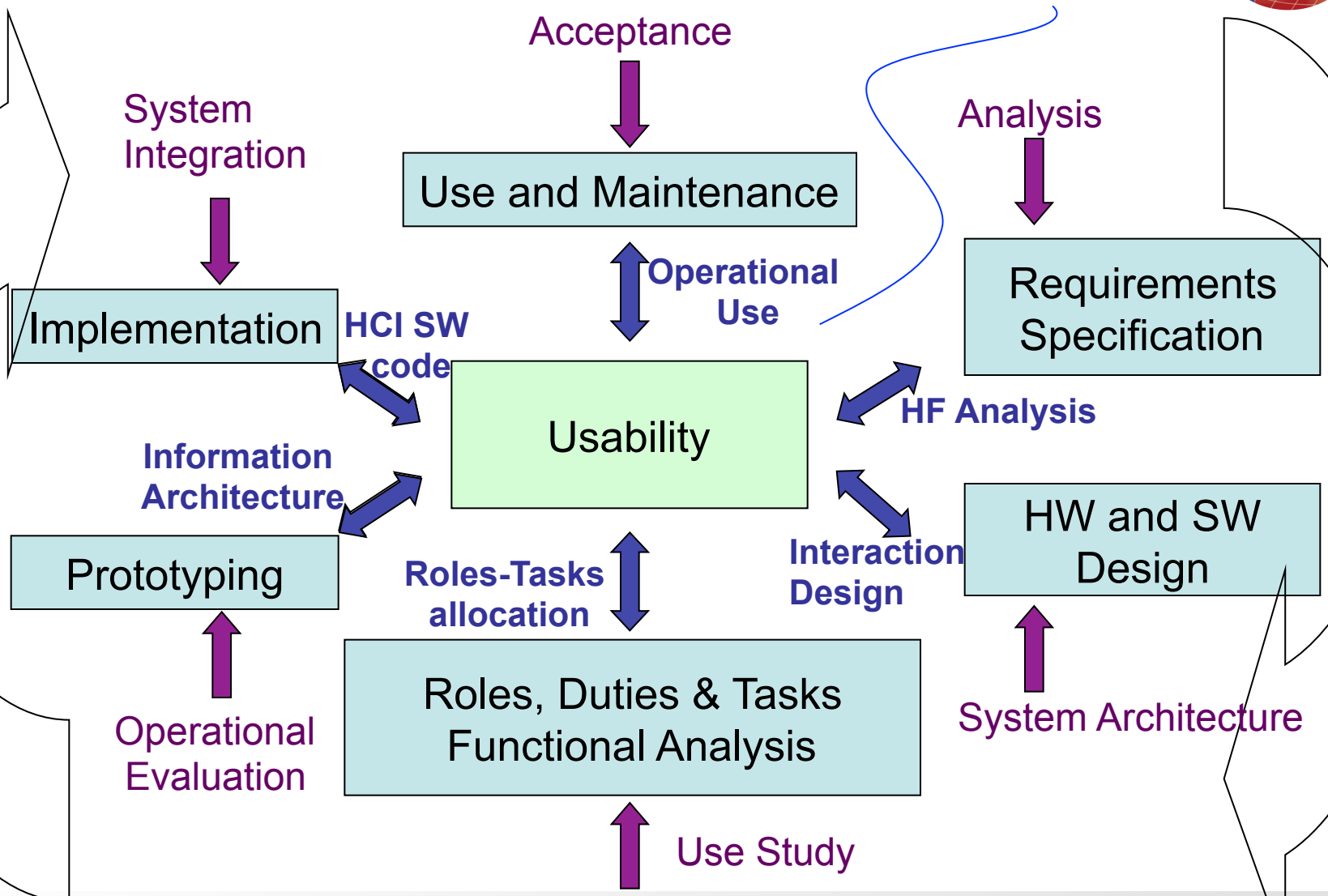
- **Combat System (C/S)**
  - System that performs combat mission on a naval military unit, employing an integrated suite of sensors, weapons, and C4I capabilities;
- **Human Factors**
  - Set of disciplines that define human constraints in the design of a system;
- **Model**
  - Human factors studies' results become part of the System functional Model;
- **HCI Fast Prototyping**
  - From System Model a preliminary version of Human computer Interface panels

- Human Factors is a group of disciplines that are subdivided in three branches:
  - **Human Factors Science** : The science of understanding the properties of human capability.
  - **Human Factors Engineering** : The application of this understanding to the design, development and deployment of systems and services.
  - **Human Factors Integration** : The art of ensuring successful application of Human Factors Engineering to a program
- Human factors involves the study of all aspects of the way humans relate to the world around them, with the aim of improving operational performance, safety, through life costs and/or adoption through improvement in the experience of the end user.



- Human Factors Design has seen increase interest in Naval Applications due to
  - **Reductions** of embarked **Crew** Member
  - **Increasing** of equipments and **capabilities** for flexible missions employment of modern multi-role ships.
  - The **acceptance** of the whole integrated system is based on **Usability** assessment by the operational Navies member.





– Important Usability attributes to be reached in Naval Systems:

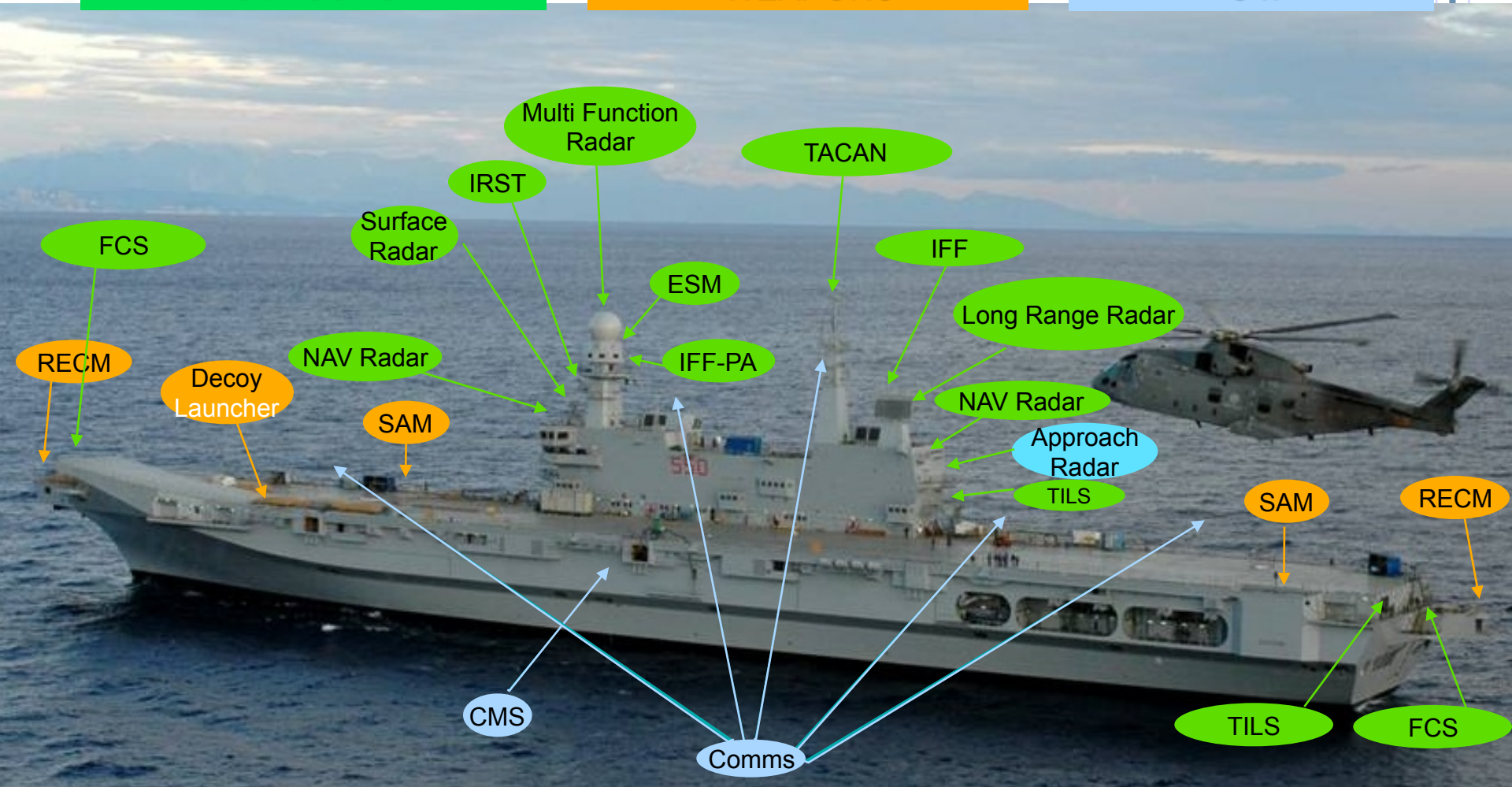
- Learnability,
- Efficiency,
- Memorability,
- Robustness,
- Satisfaction

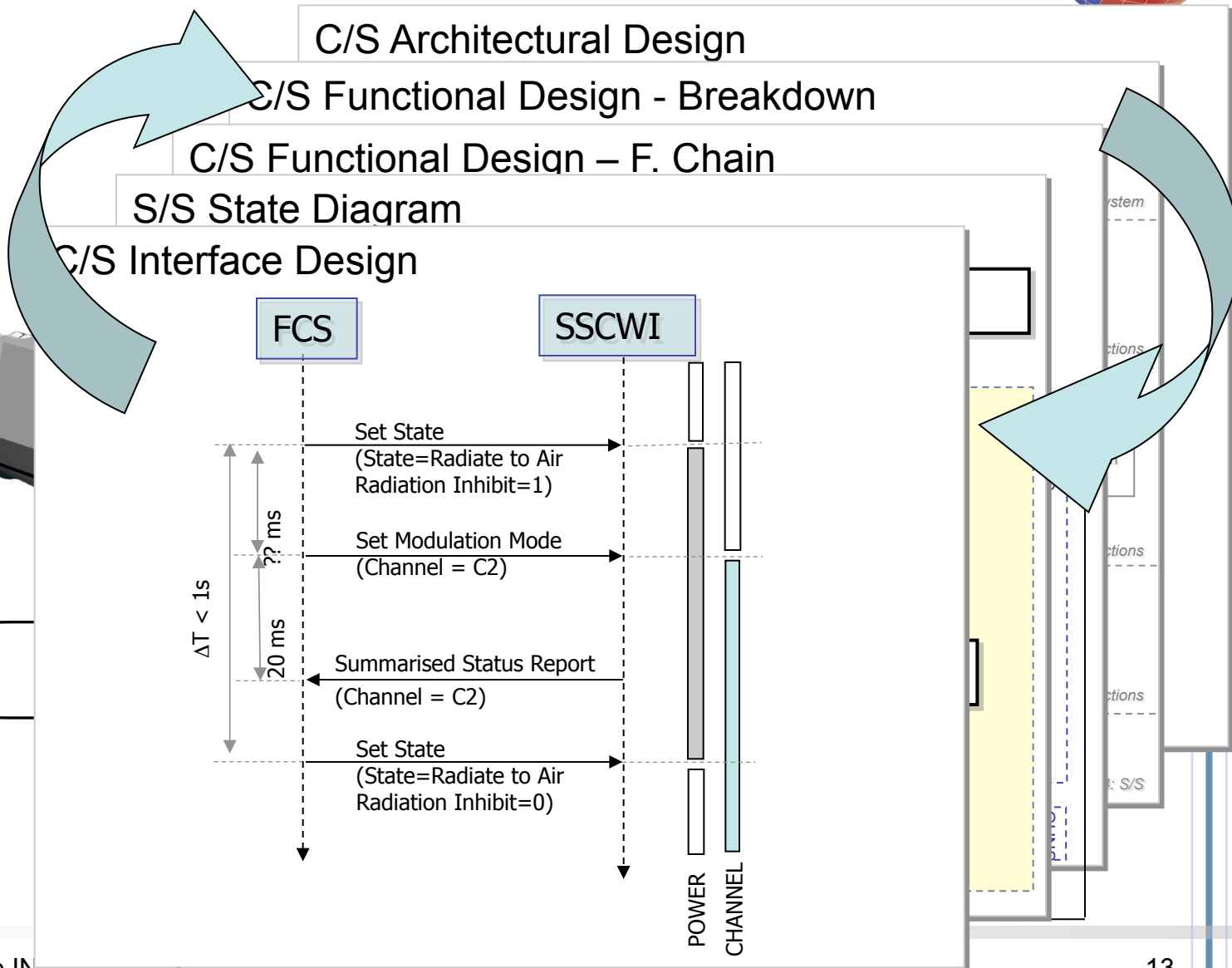
- The key idea of Human Computer Interaction design is to bring the computers/systems/applications closer to the user by making them more usable.
- Key Questions:
  - User (cognitive and physical capabilities) -- Who ?
  - Technology -- By ?
  - Usability -- How ?
  - User's Tasks -- What ?
  - Context of Use -- Where ?

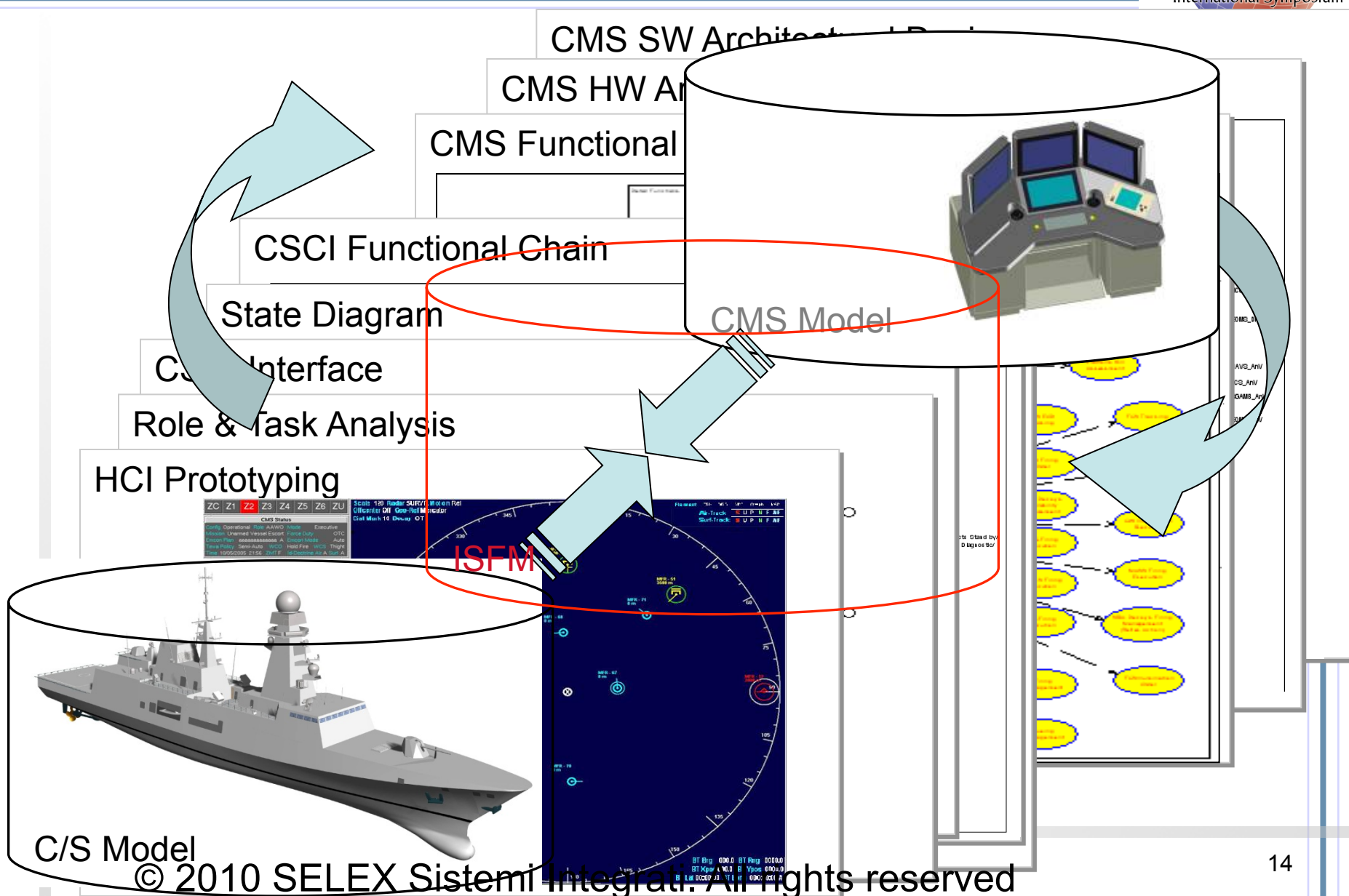
**SENSORS**

**WEAPONS**

**C4I**









# Naval Humanitarian & Civil Protection Mission Context

## Land Disaster Area

support aircraft



Heartquake refugees



Flood refugees



Local Camp Hospital



Lost & Injured



Civil Defence Organization



International Military Organization



shipwreck victim



helicopter



Aircraft Carrier



consort ship



helicopter



clandestine

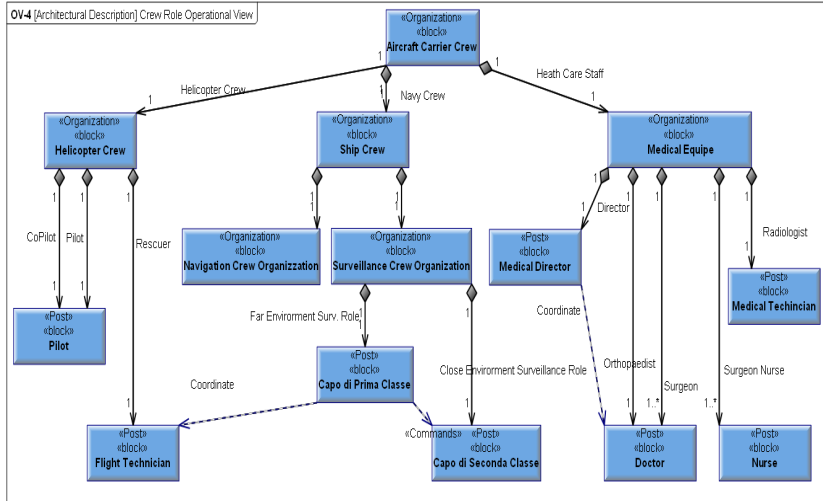
DISASTER AREA

FRIEND FORCE



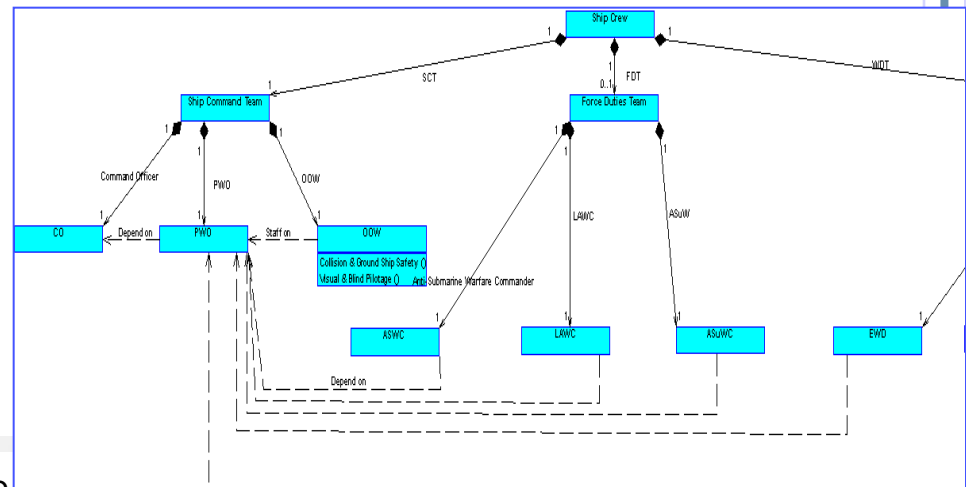
# From Ship Crew to CMS Operator Role

OV-4 (Architectural Description) Crew Role Operational View

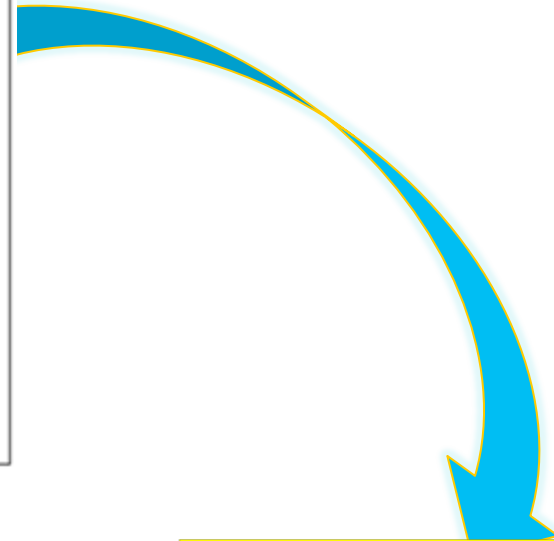
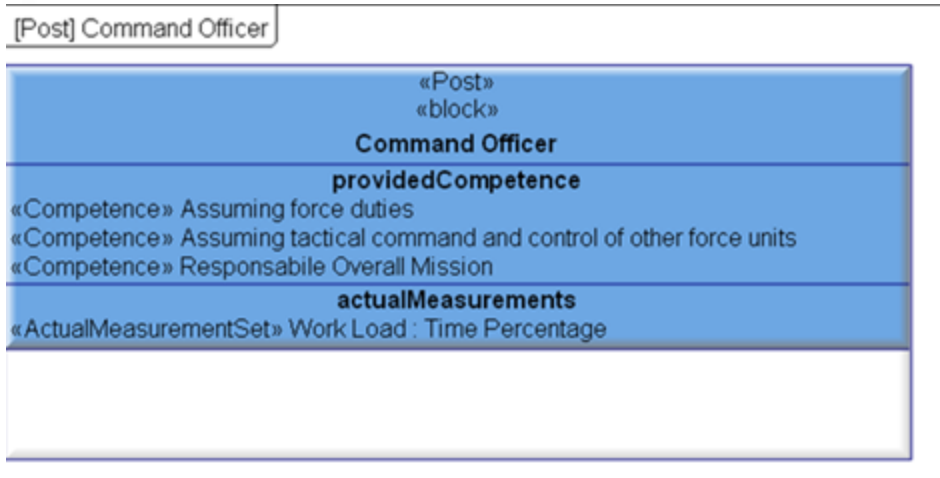


Ship Crew organization View

CMS Operator Role View

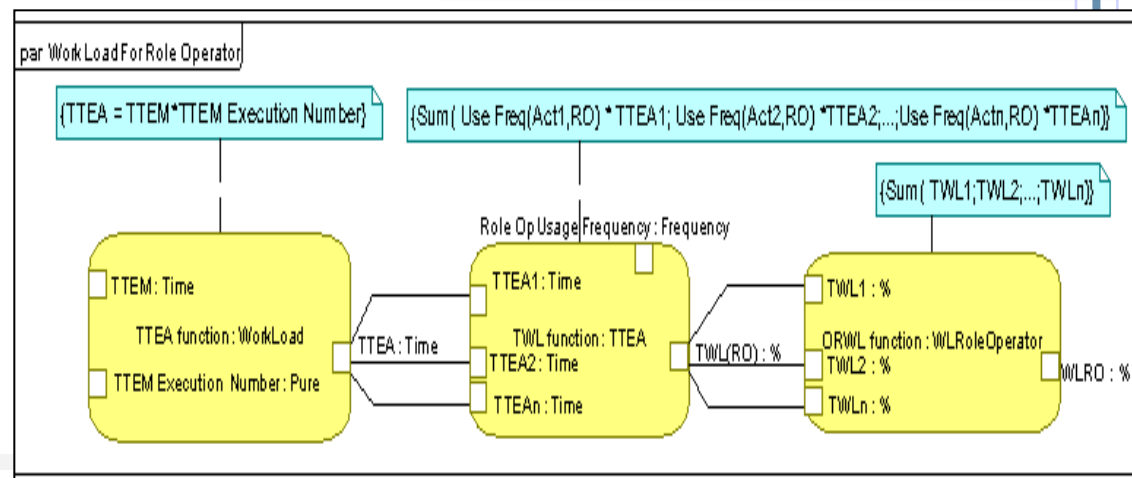


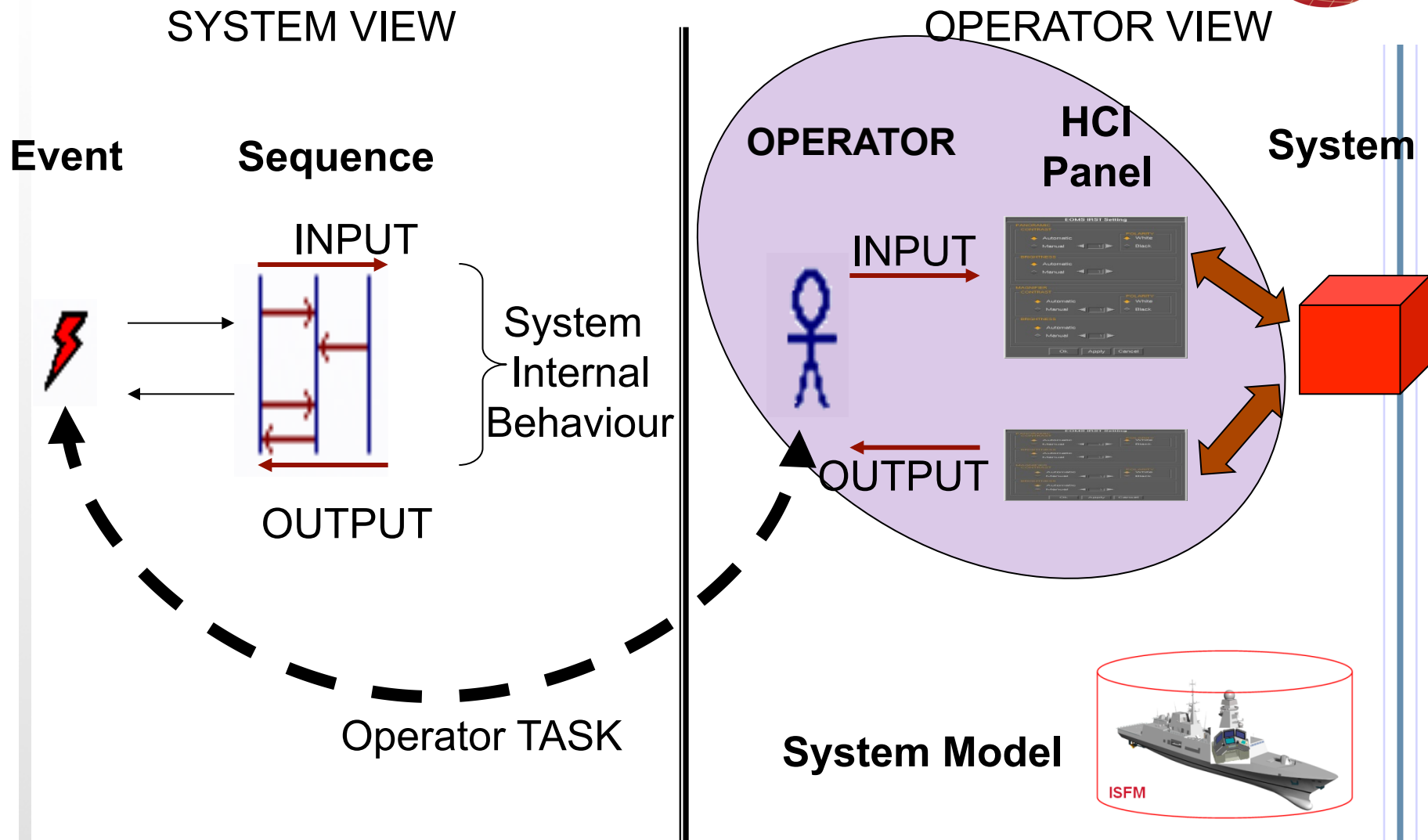
# Crew Role Competence & Measurement to CMS Operator Role Work Load Analysis



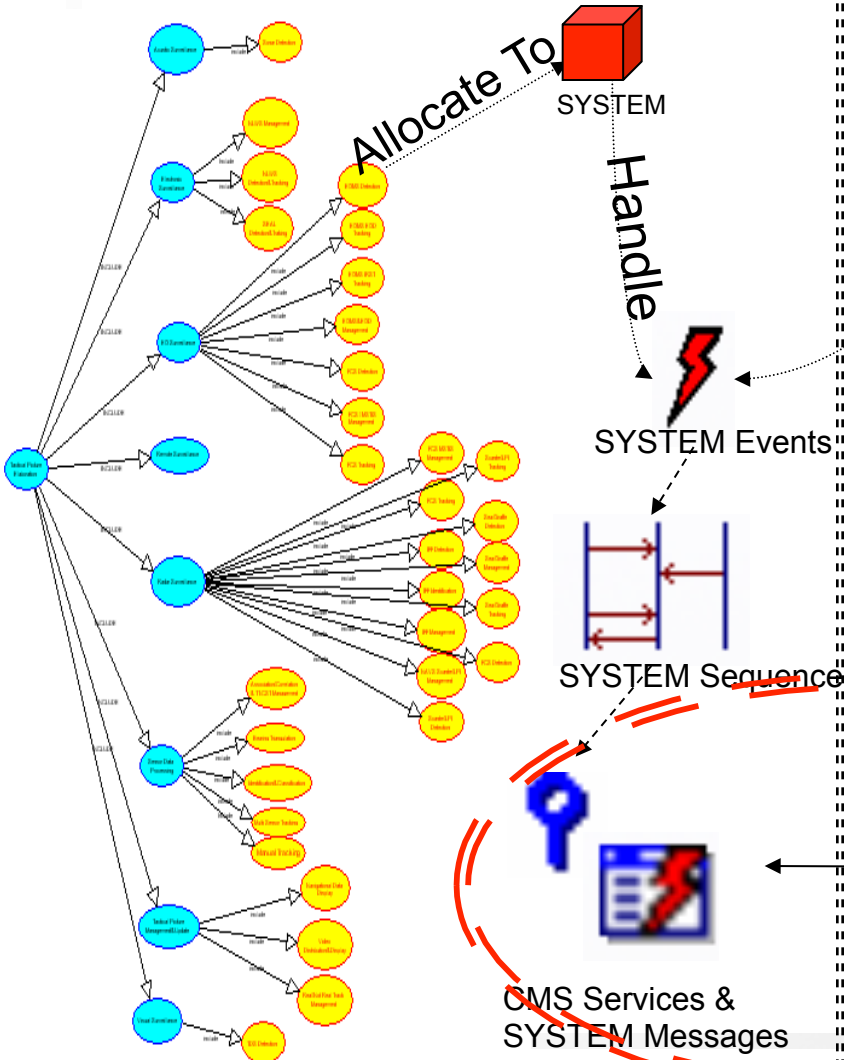
Crew Role Competence &  
Measurement View

Operator Role Work Load

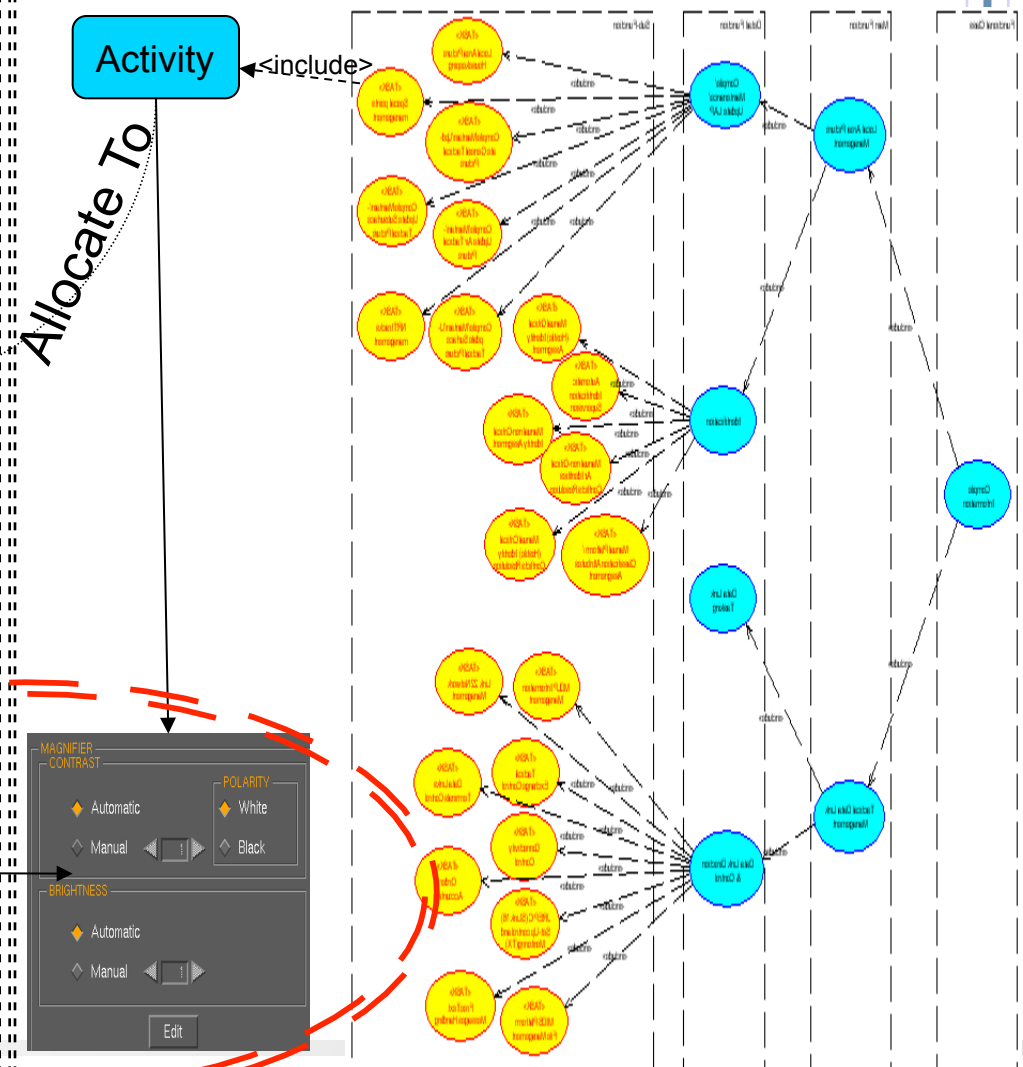




## SYSTEM FUNCTION ANALYSIS



## OPERATOR TASK ANALYSIS



- +Surface Platform Threat Evaluation (Task)
  - +ACT +PTEWA GENERAL DOCTRINE ARO
  - +ACT +AWW PTEWA WEAPON SYSTEM DOCTRINE AND TIS STATUS ARO
  - +ACT +PTEWA DOCTRINE DISPLAY ARO
  - +ACT +PTEWA DOCTRINE MANAGEMENT ARO
- +Surface Platform Weapon Assignment (Task)
  - +ACT +PTEWA GENERAL DOCTRINE ARO
  - +ACT +AWW PTEWA WEAPON SYSTEM DOCTRINE AND TIS STATUS ARO
  - +ACT +PTEWA DOCTRINE DISPLAY ARO
  - +ACT +PTEWA DOCTRINE MANAGEMENT ARO
  - +ACT +SURFACE PLATFORM THREAT LIST ARO (TBD)
  - +ACT +ASUW ENGAGEMENT PLAN ARO
- +Tactical Exchange Control (Task)
- +TLS Control (Engagements) (Task)
- +TLS Direction (Task)
- +TLS Tasking (Task)
- +Training Management (Task)
- +ZIPPO Activation (Task)
- +ZIPPO Direction (Task)
- +ZIPPO Tasking (Task)

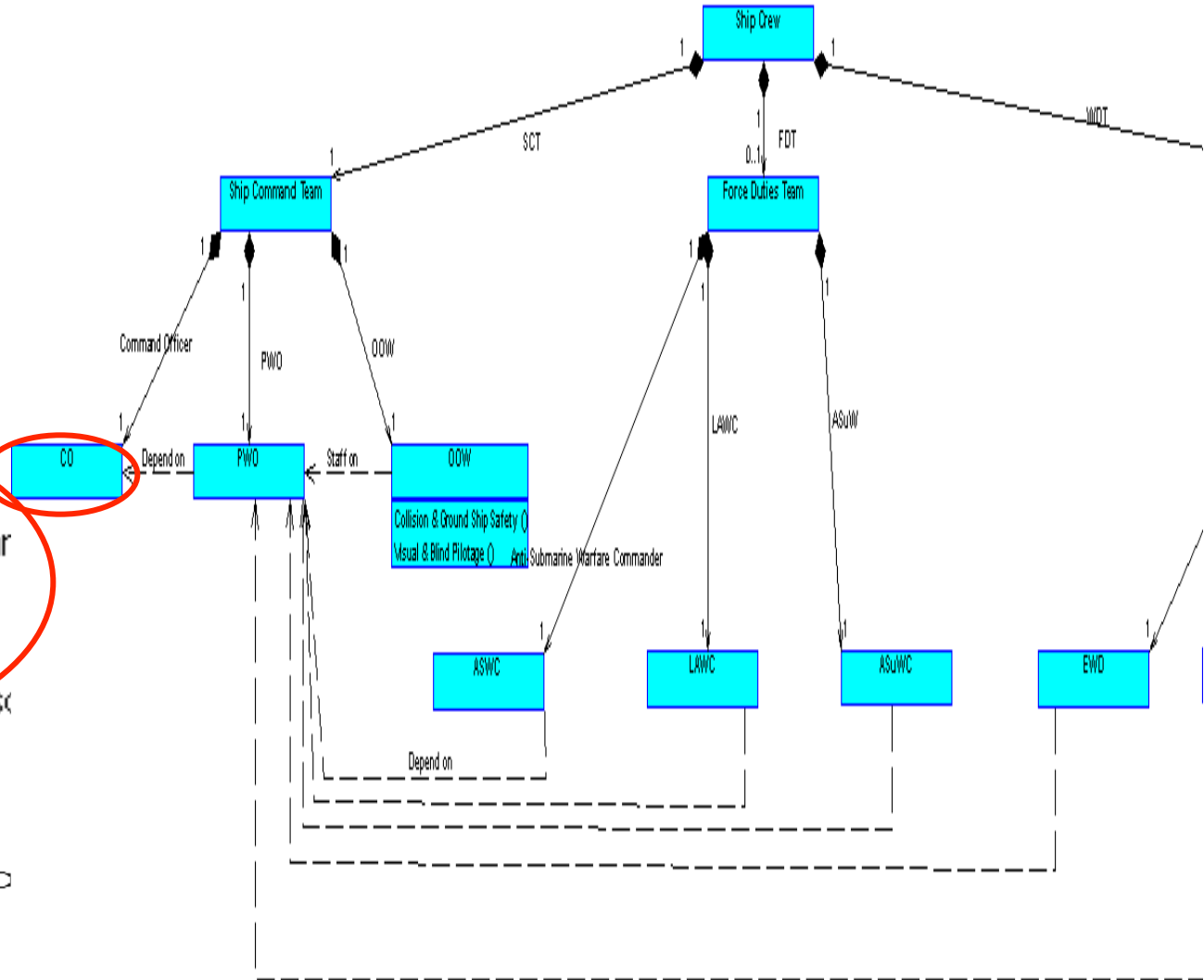
General
Custom
Timing Note
Changes
Style
Items
Task

Tag Definition Name	Tag Value
Task Id	TA0350
Operator Allocation	CO (CMS Op) PWO (CMS Op) ASuWO (CMS Op)

# Model Combat System Operator Role Definition

## +C/S Operators

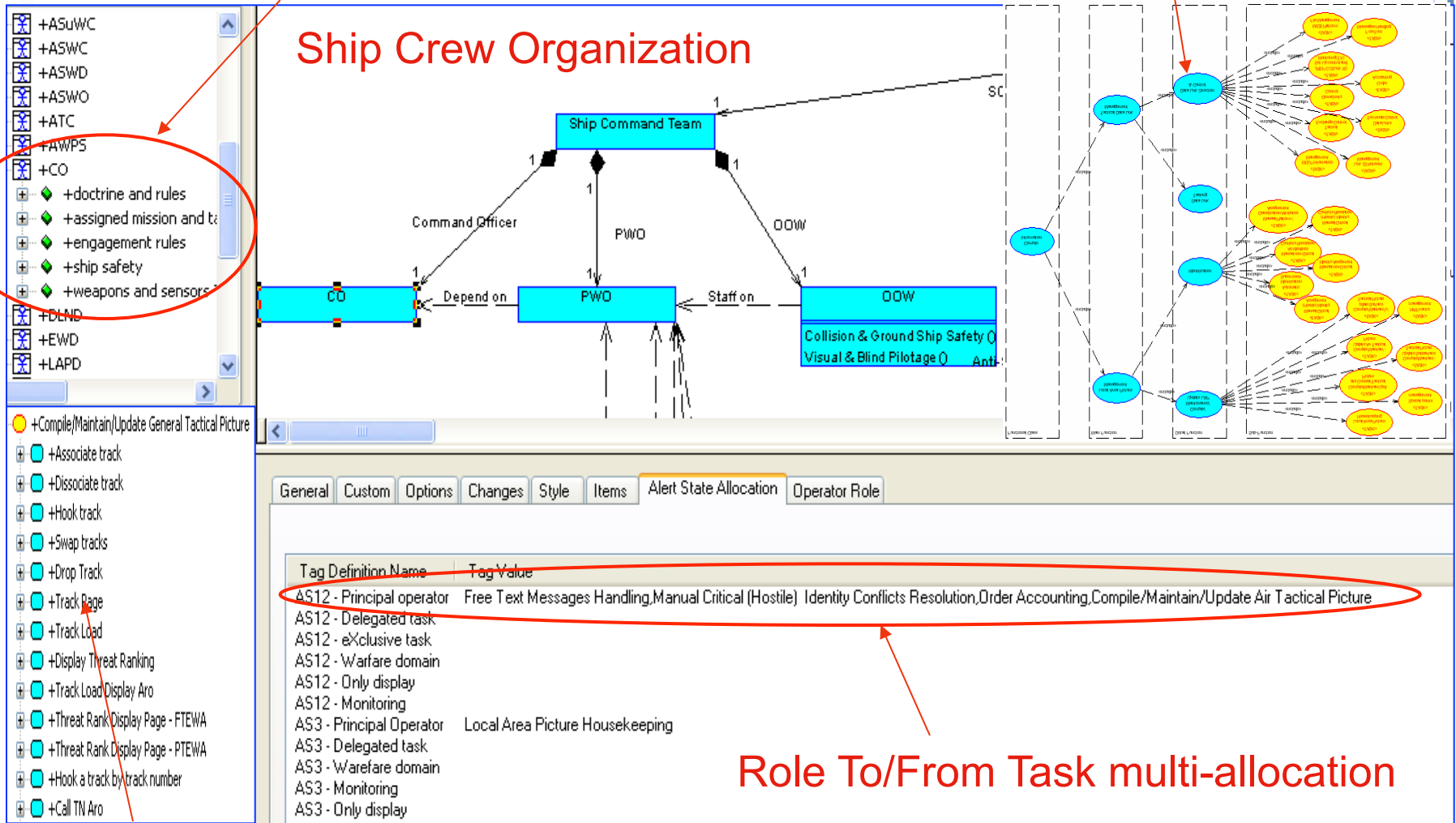
- + ARPA Op
- + ASuWC (CMSOp)
- + ASuWO (CMSOp)
- + ASWC (CMSOp)
- + ASWD (CMSOp)
- + ASWOp 1 (CMS Op)
- + ASWOp 2 (CMS Op)
- + ASWOp 3 (CMS Op)
- + ASWOp 3 (HF)
- + ATC (CMS Op)
- + AWPS (CMS Op)
- + Bridge Operator
- + CO (CMS Op)
- + doctrine and rules
- + assigned mission ar
- + engagement rules
- + ship safety
- + weapons and sens
- + LAPD (CMSOp)
- + LAWc (CMSOp)
- + Local BTU Op
- + Local DLS CP Oper
- + Local DLS Launcher O
- + Local IFFPA Op
- + Local IRST Op
- + Local MCGS Op
- + Local NA25X Op



## Role Definition and duty

# Task Function Analysis

# Ship Crew Organization



## Task Action Definition



**System Development**

**Human Factor Development**



+CMS-MTP-OPR-3950  
NRT Manual initialisation

+Real/Not Real Track Management

+NRT tracks management

+Non real time track management

+Create NRT Air Point Track

+Facade for Operator Action Management

+CreatePointNRT\_ARP

+HCI\_TPM\_CreatePointNRT\_ARP\_MSG

- header : Message\_Header\_Type
- oaSubHeader : HCI\_Header\_Type
- positionXY : T\_2DCartesianCoordinates
- arpSignature : T\_UnsignedInteger32
- course : T\_Float
- speed : T\_Float
- altitude : T\_Float
- combatSystemTime : T\_CSTime
- environment : T\_Environment
- identity : T\_Identity
- ftn : T\_UnsignedInteger32
- subSurfaceClassConfidence : T\_SubsurfaceClassifConfidence

Create NRT Air Point Track

FTN	<input type="text"/>	Course	<input type="text" value="0.0"/> deg
Identity	<input type="text" value="Unknown"/>	Speed	<input type="text" value="0.0"/> kts
Ellipsoid	<input type="text" value="Ellips 0"/>	Altitude	<input type="text" value="0.0"/> hft

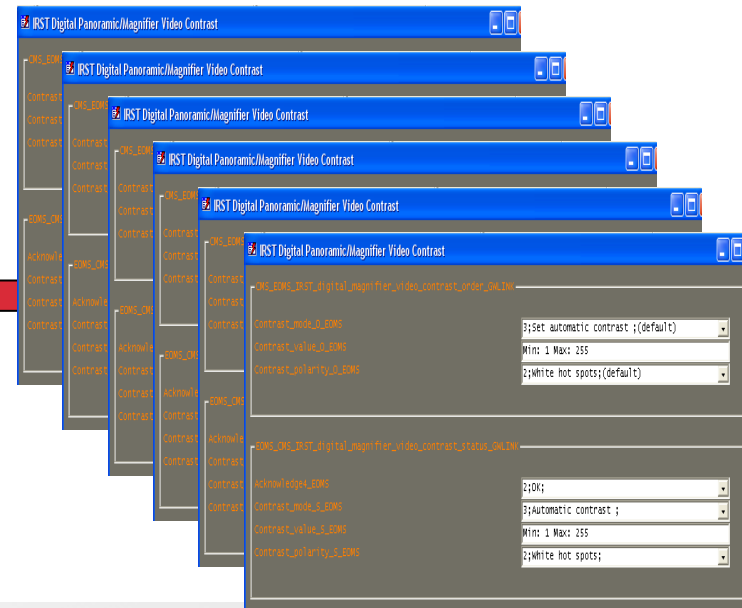
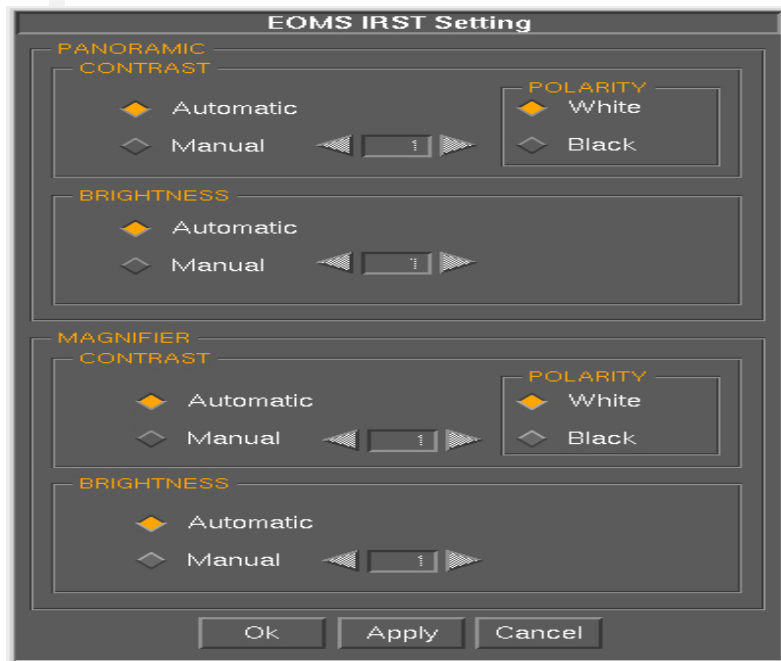
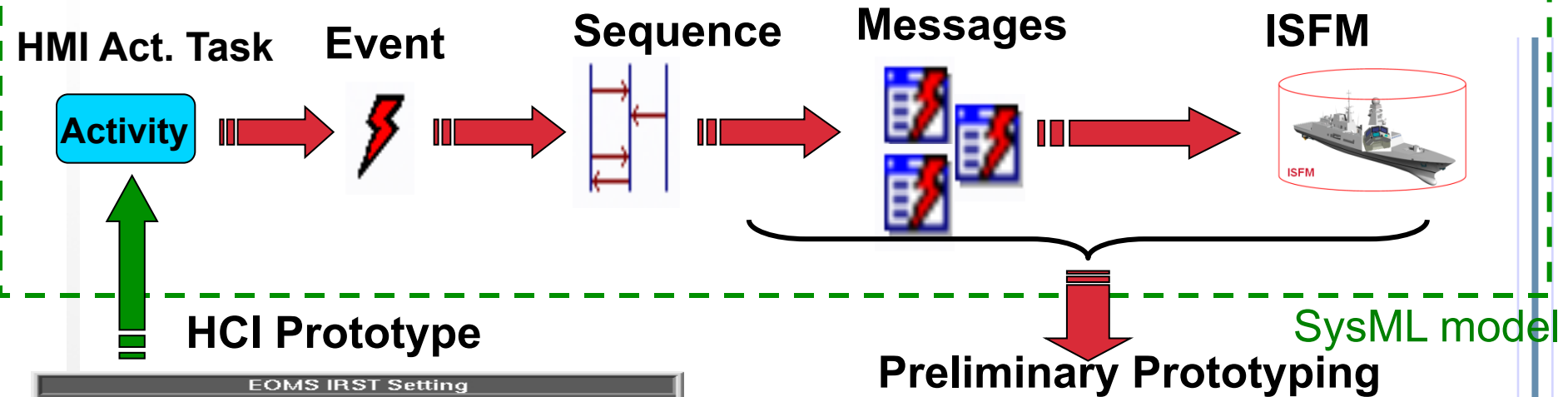
RU		Time	
<input checked="" type="radio"/> OS	<input type="radio"/> Hook	<input checked="" type="radio"/> Curr	<input type="radio"/>
<input type="text"/>	<input type="text"/>	<input type="text" value="0"/> / <input type="text" value="0"/> / <input type="text" value="0"/>	<input type="text" value="0"/> : <input type="text" value="0"/> : <input type="text" value="0"/> Z

Position

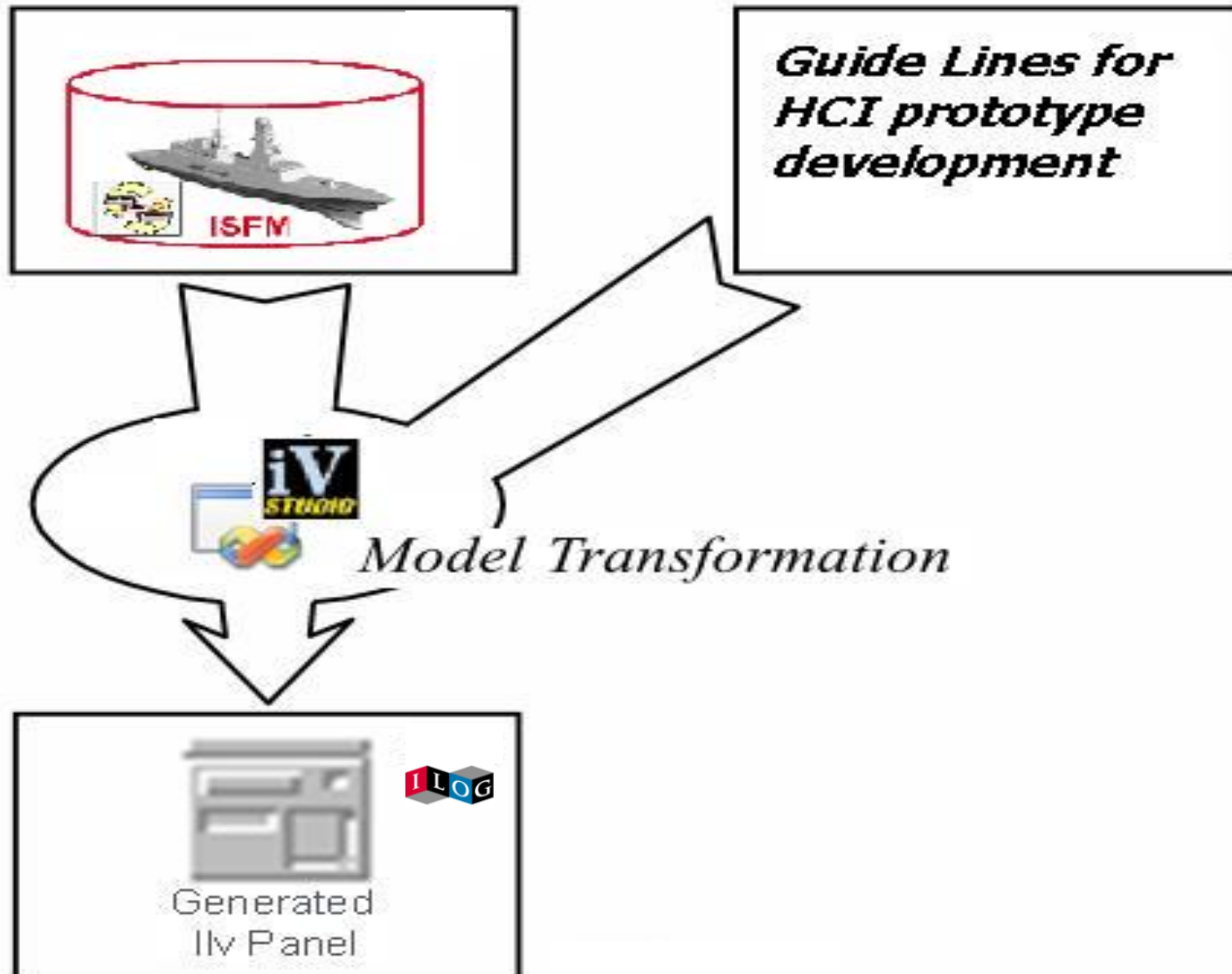
X/Y Bearing/Range Lat/Long

Xpos	<input type="text" value="0"/> nm	<input type="checkbox"/>	<input type="checkbox"/>	Memo TB
Ypos	<input type="text" value="0"/> nm	<input type="checkbox"/>	<input type="checkbox"/>	

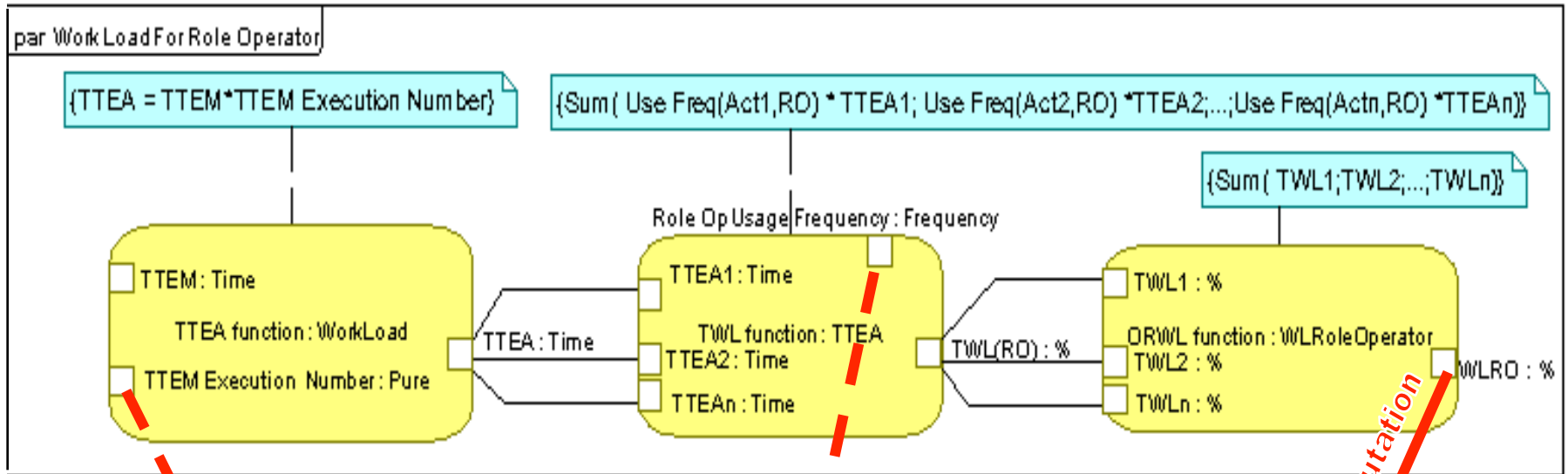
Ok Cancel Apply



# HCI Fast Prototyping: Model Driven Approach



- **Design Phase:**
  - Consistent Check of HCI Data and System Data.
  - Balance among information layout display and system information constraints
- **Development Phase:**
  - HCI preliminary fast prototyping.
  - HCI prototyping with integrated Interface Requirements System.
- **Integration Phase:** Follow the Operator action from the Display Interface to the C/S message exchange and CMS Service calls.



General Custom Options Signature Changes Style Items Allocated Action Movement Action Frequency

Tag Definition Name	Tag Value	Tag Definition Name	Tag Value
Number of Insert data (for each character)	0	ASWD	2
Number of Push a direct action button on MFKA	3	ASWD	1
Number of Push a tree action button on MFKA (lvl 0)	1	ASuWC	0
Number of Push a tree action button on MFKA (lvl 1)	1	ASWC	0
Number of Push a tree action button on MFKA (lvl 2)	2	ATC	0
Number of Push a tree action button on MFKA (lvl 3)	3	CO	0
Number of Push a tree action button on MFKA (lvl 4)	3	EWD	0
		LAPD	0
		ODW	0

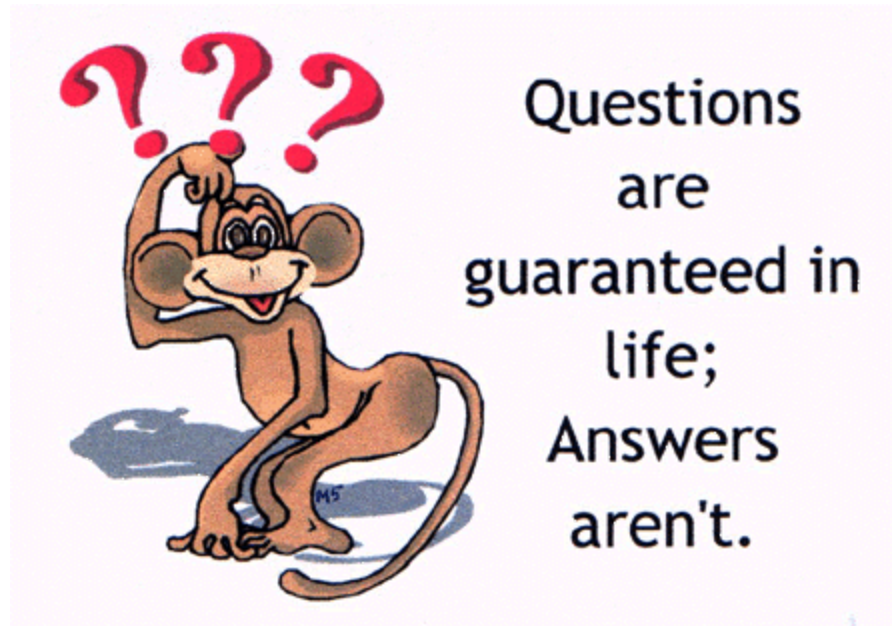
Operator Role Options Signature Changes Style Items Alert State Allocation

Tag Definition Name	Tag Value
Operator Work Load	52,35

Automatic Computation

- Integration of Human Factors View into a unique System Model has brought a lot of benefits such as data consistence and Fast prototype generation.
- Model the Human Factors aspects had made possible to automatically generate the project documentation with time redaction.
- In System Integration phase it has been possible to verify the functional chains
- The unique model increase thanks to the relationship the efficiency and the system reuse.

# Questions





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