

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

Speaker: A. Tocci

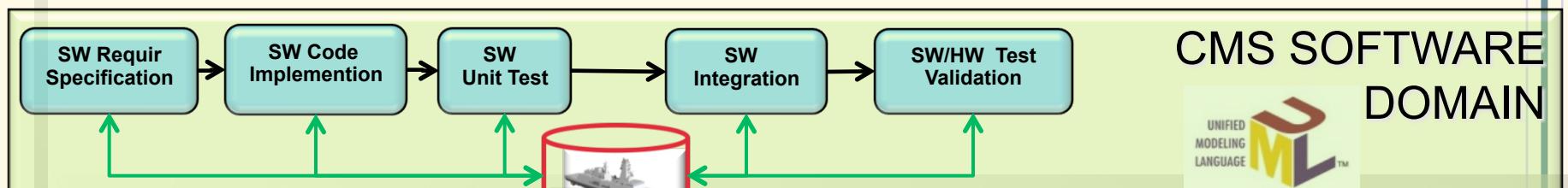
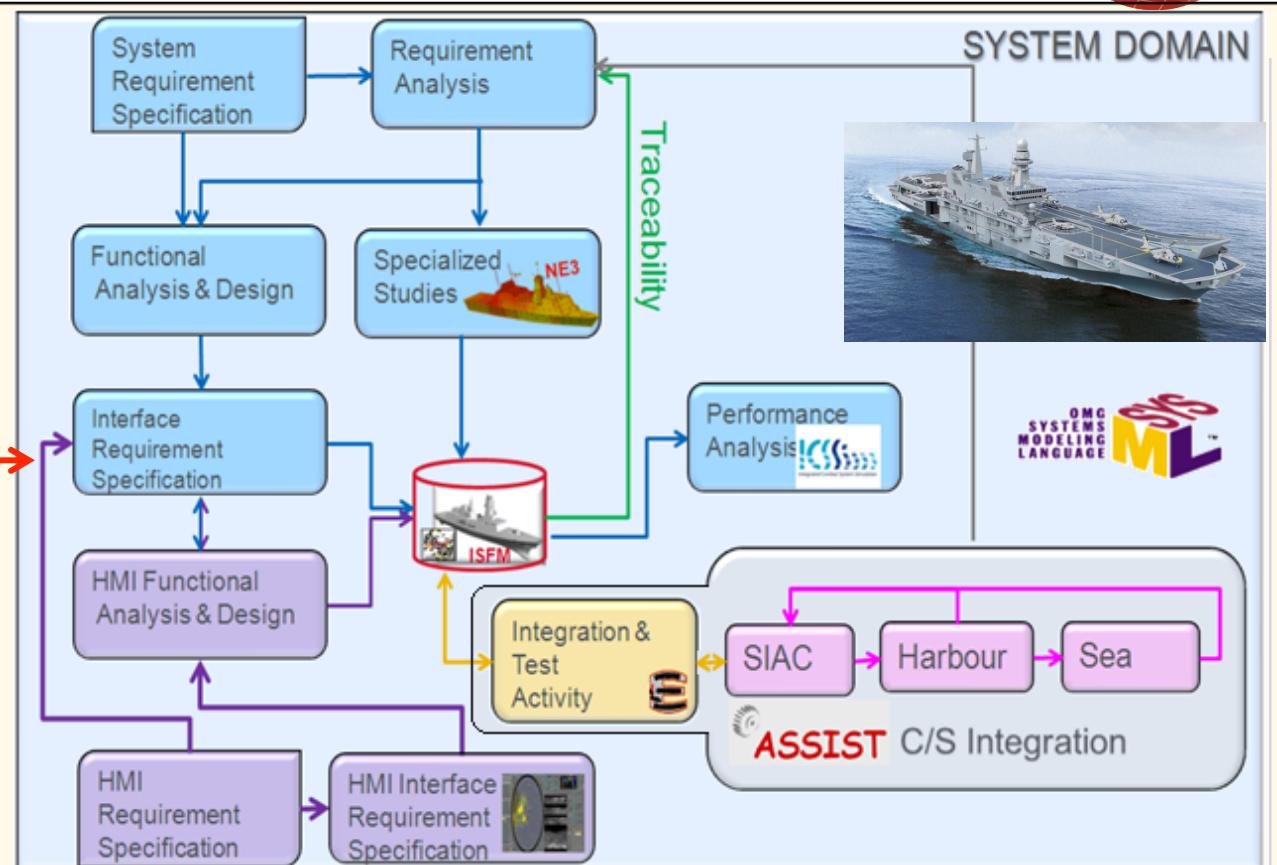
Agenda

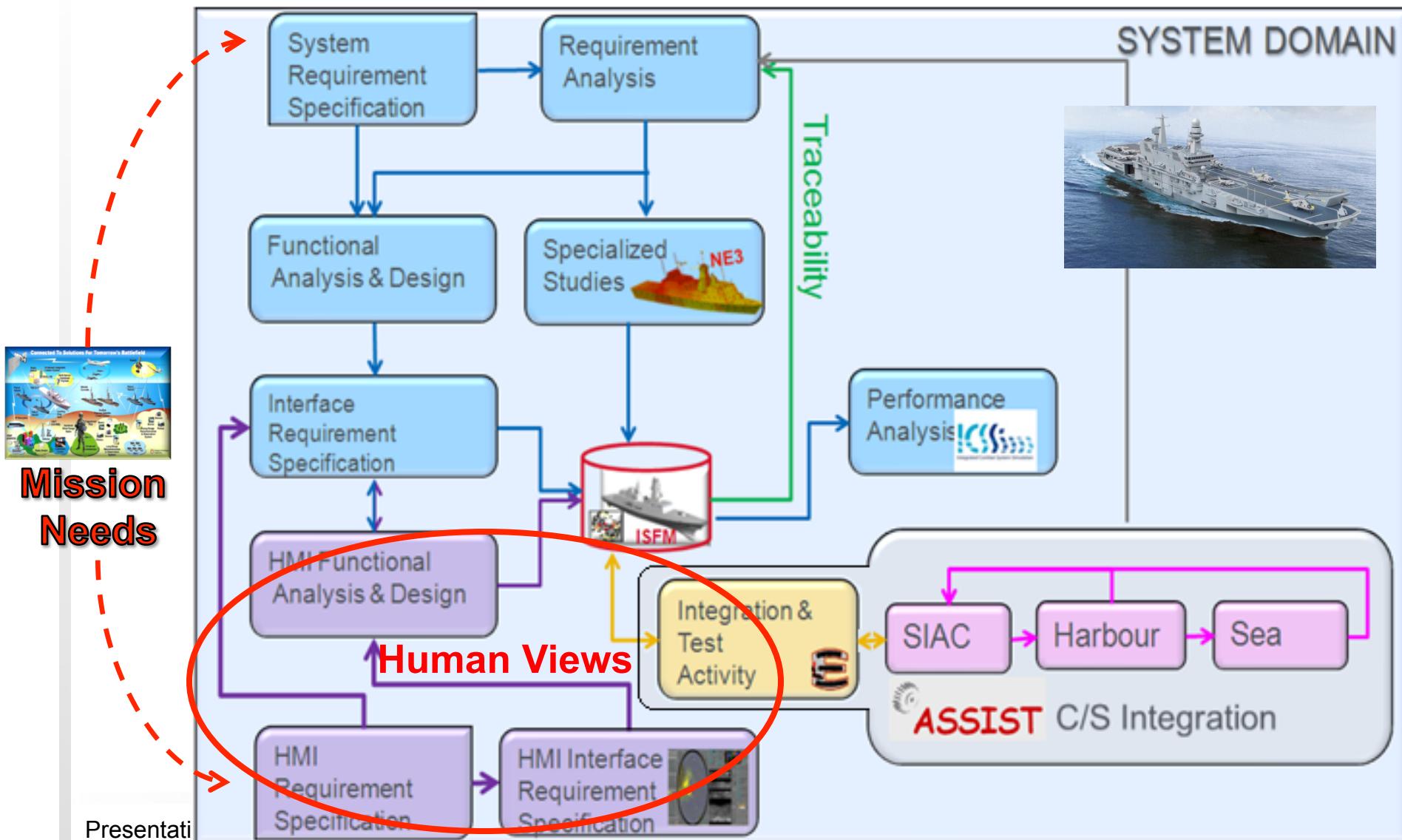
- Human Factors in System Engineering
- Usability Lifecycle
- Human Factors Analysis
- System and Operator Views Interaction
- Human Factors System Modelling
- Benefits
- Conclusions

SYSTEM OF SYSTEM DOMAIN

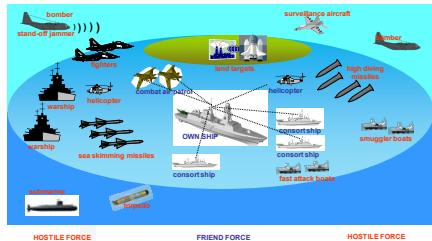


Mission Needs

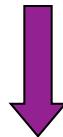




Ship Mission + Tactical Procedures + Reference Standards

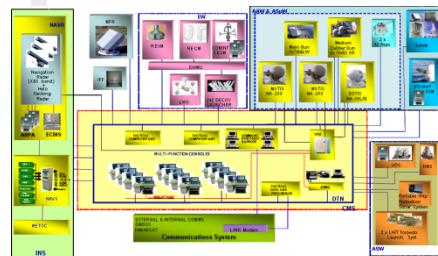


Ship Operational Capabilities C/S Equipments Scheme of Complement



HF Studies

- HW Console Study
- Use Study Report
- Operator Interface



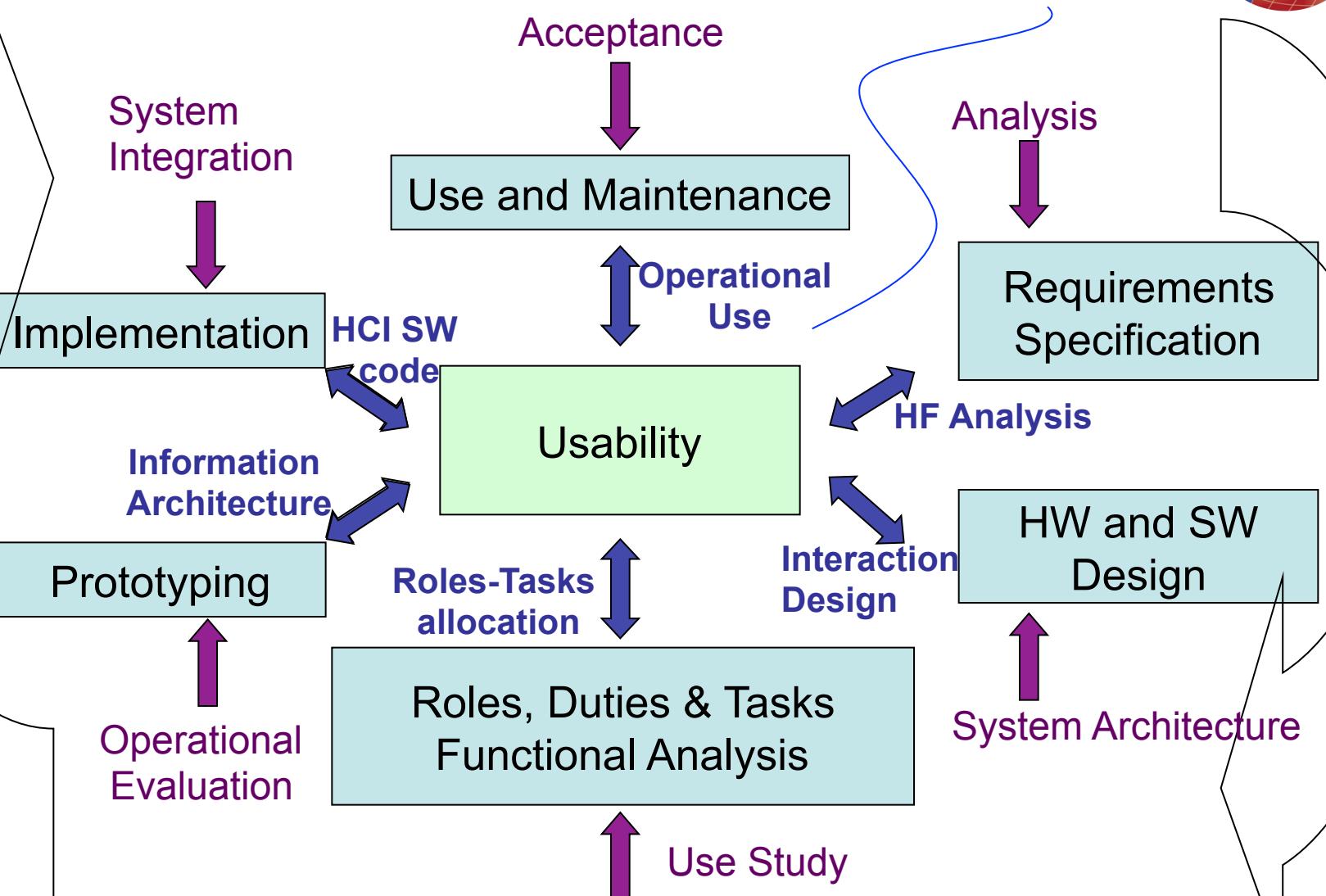
C/S and CMS Roles and Duties System Capabilities Tasks and Actions Analysis

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:

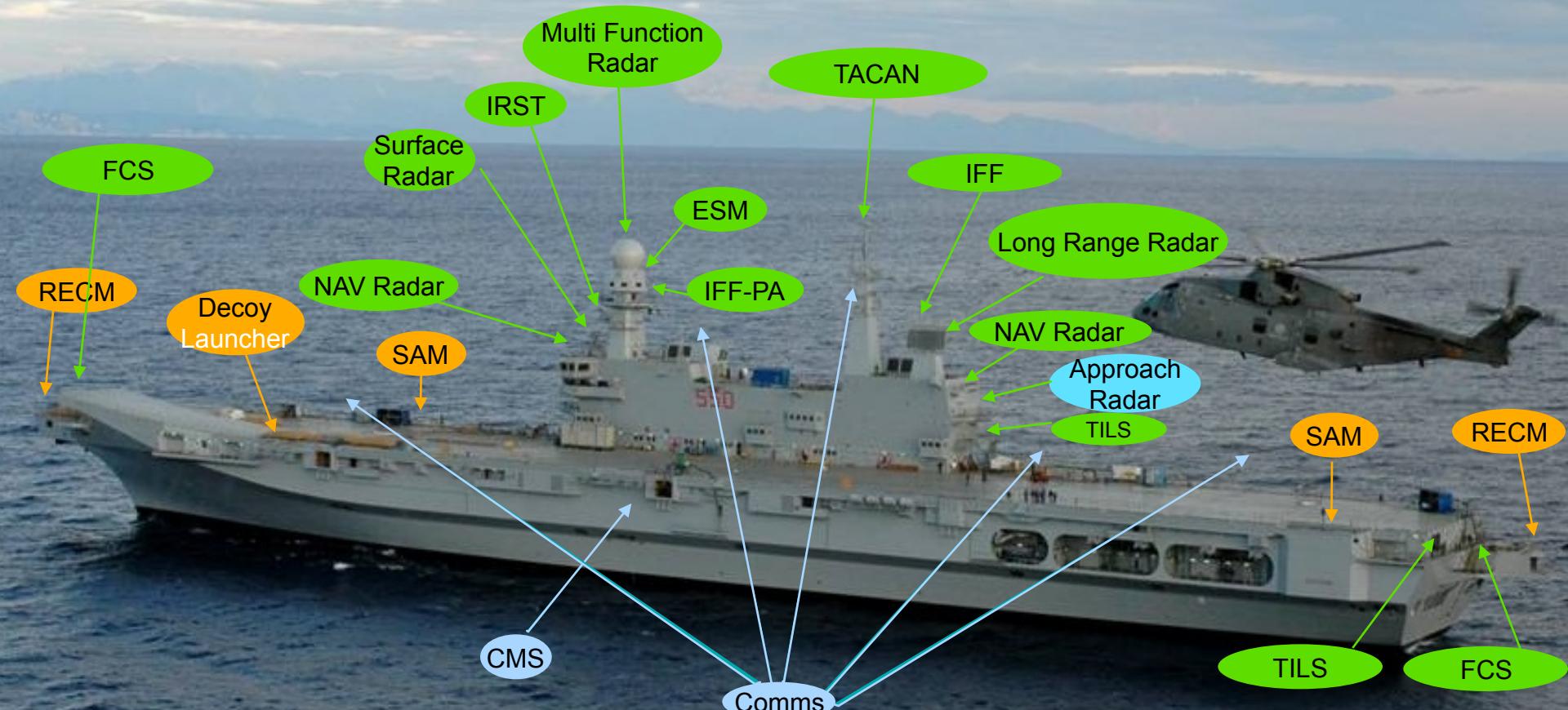
- Learnability,
- Efficiency,
- Memorability,
- Robustness,
- Satisfaction

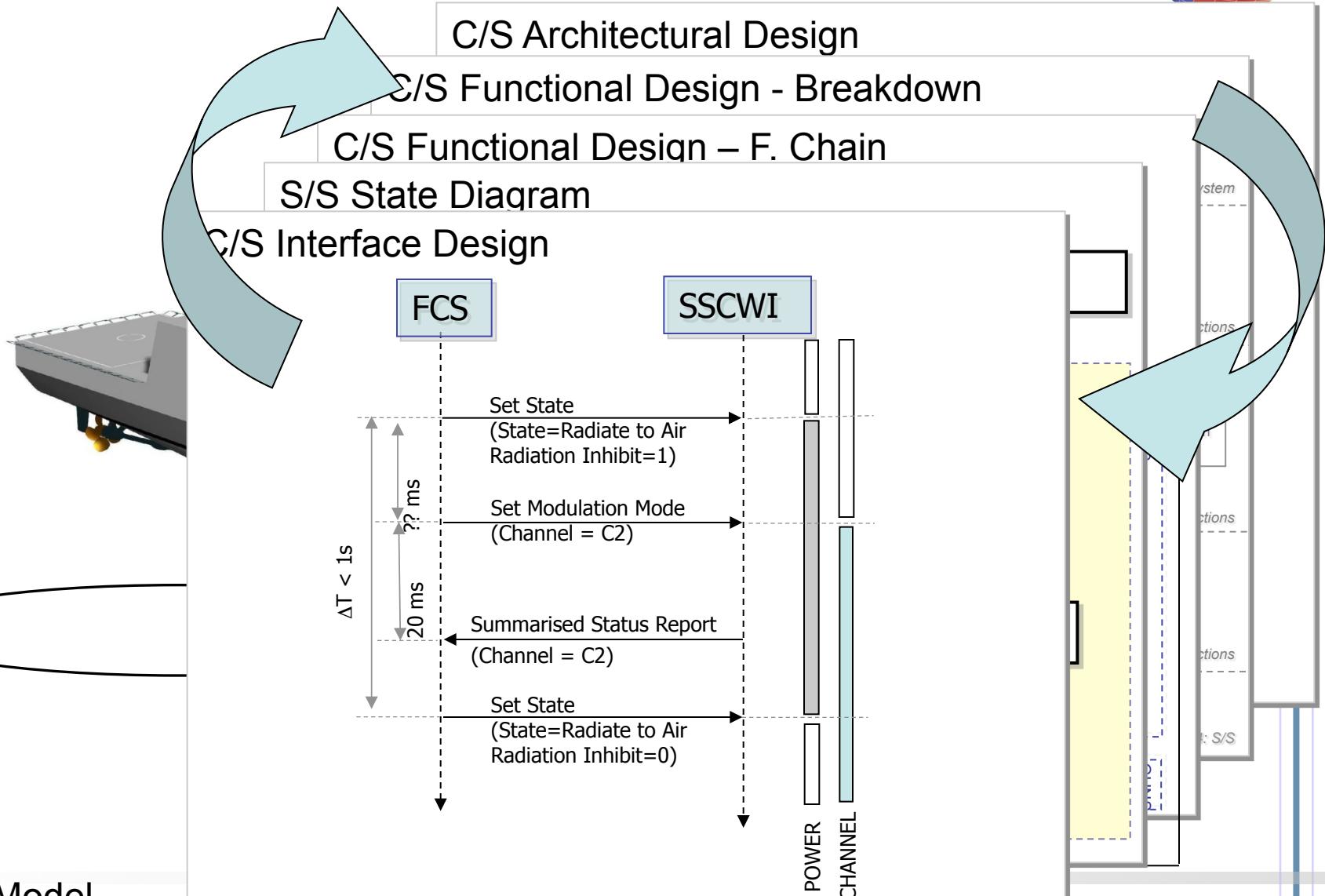
- The key idea of Human Computer Interaction design is to bring the computers/systems/applications closer to the user by making them more usable.
- Key Questions:
 - User (cognitive and physical capabilities) -- Who ?
 - Technology -- By ?
 - Usability -- How ?
 - User's Tasks -- What ?
 - Context of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

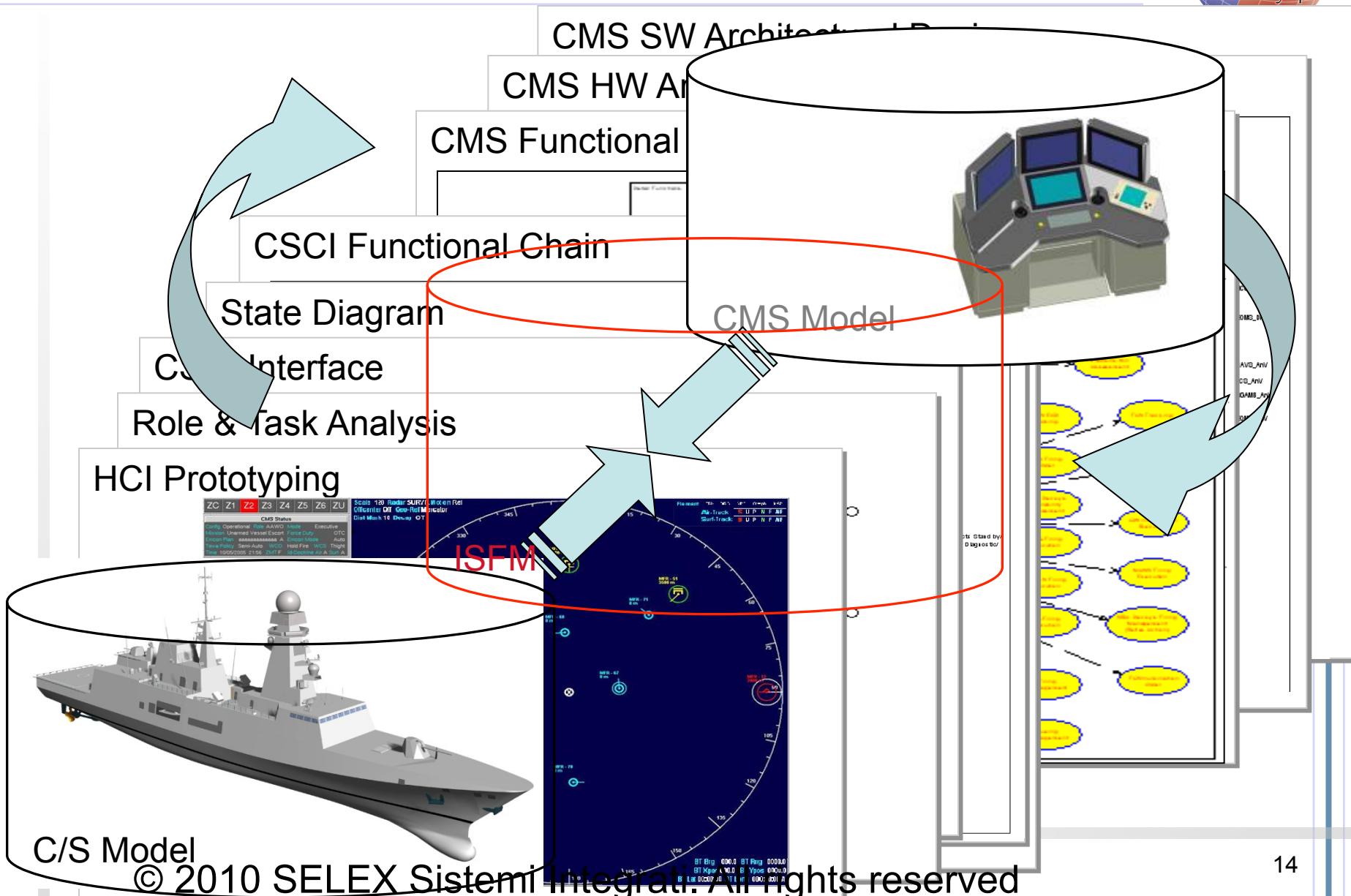
SENSORS

WEAPONS

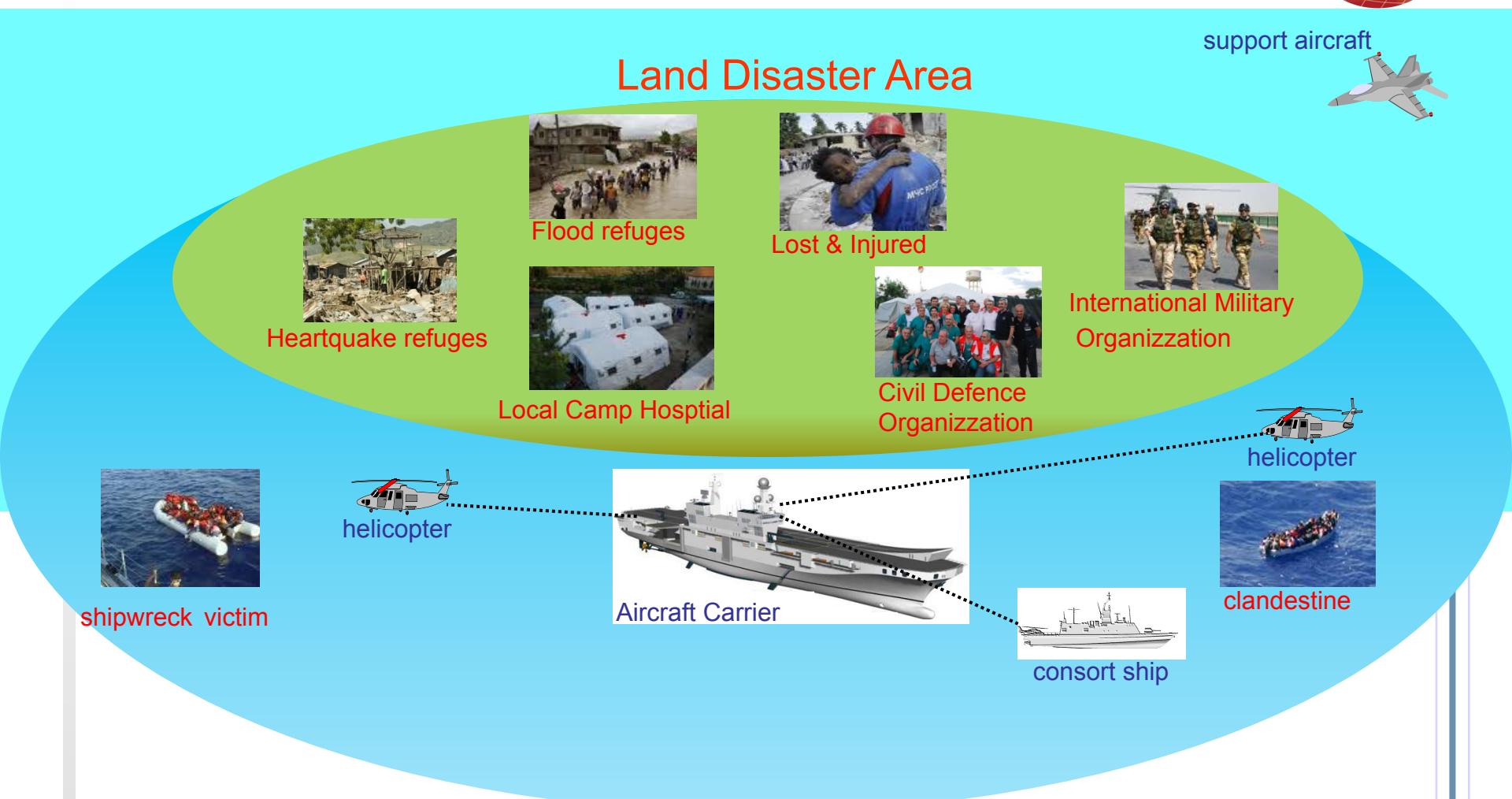
C4I

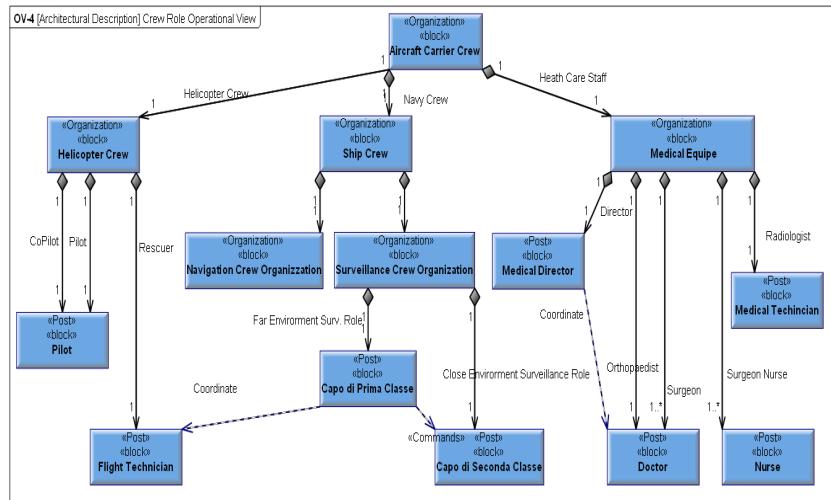




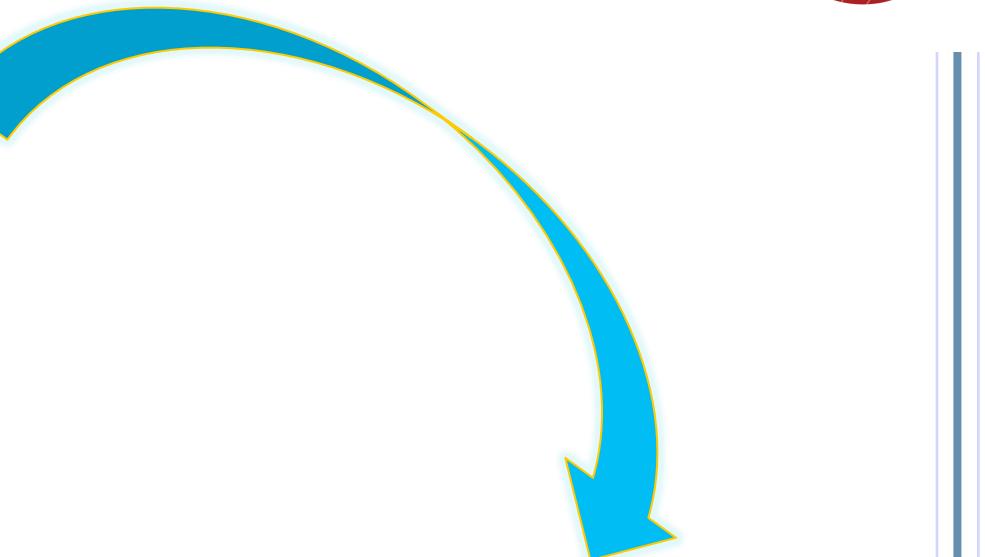


Naval Humanitarian & Civil Protection Mission Context

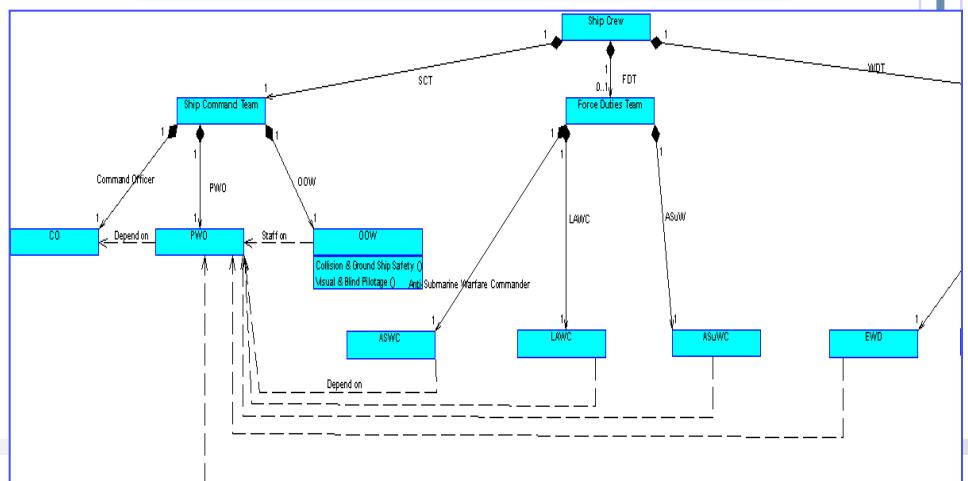




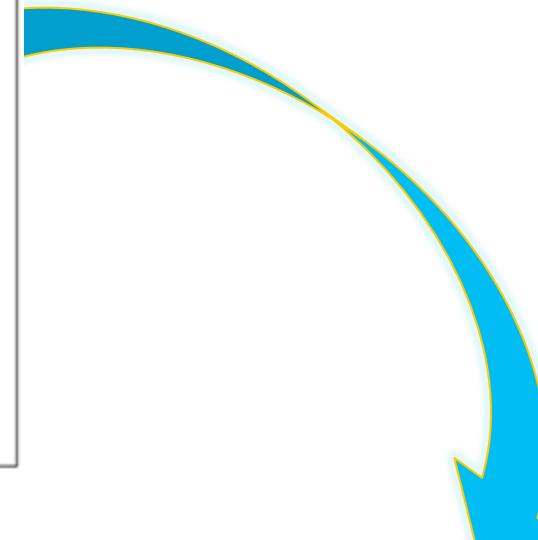
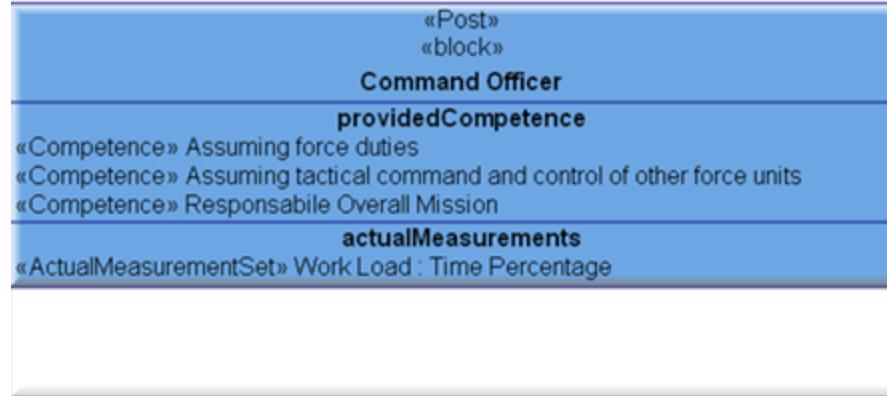
Ship Crew organization View



CMS Operator Role View

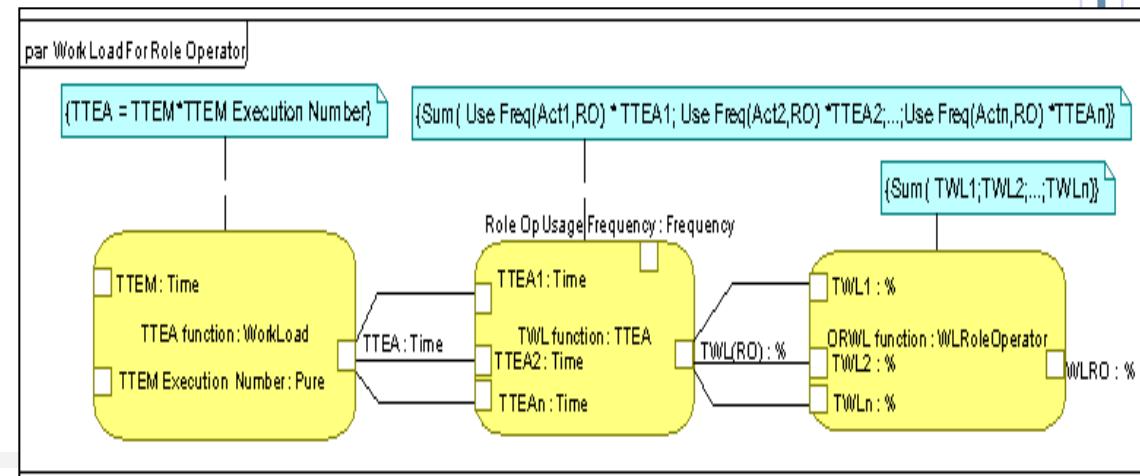


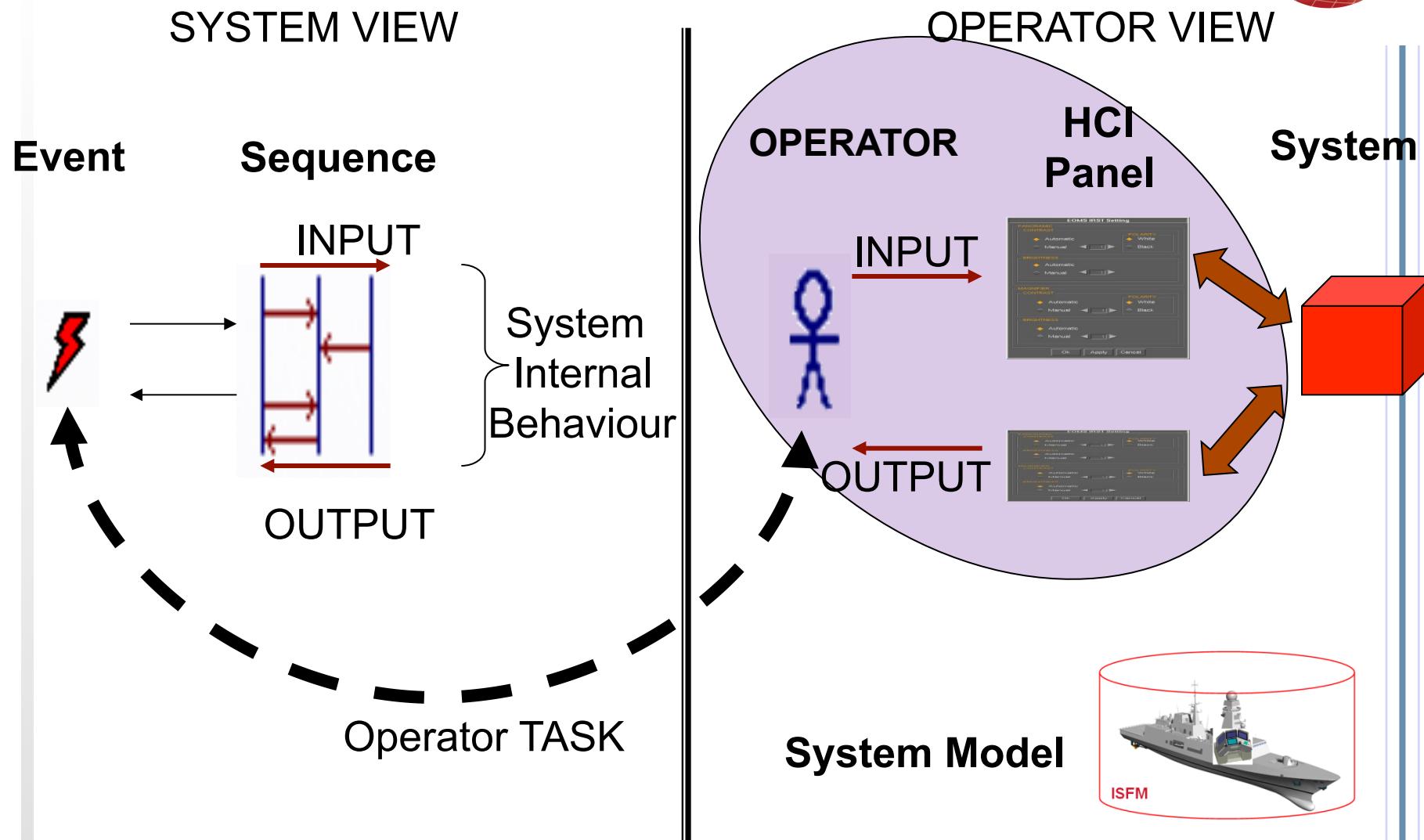
[Post] Command Officer



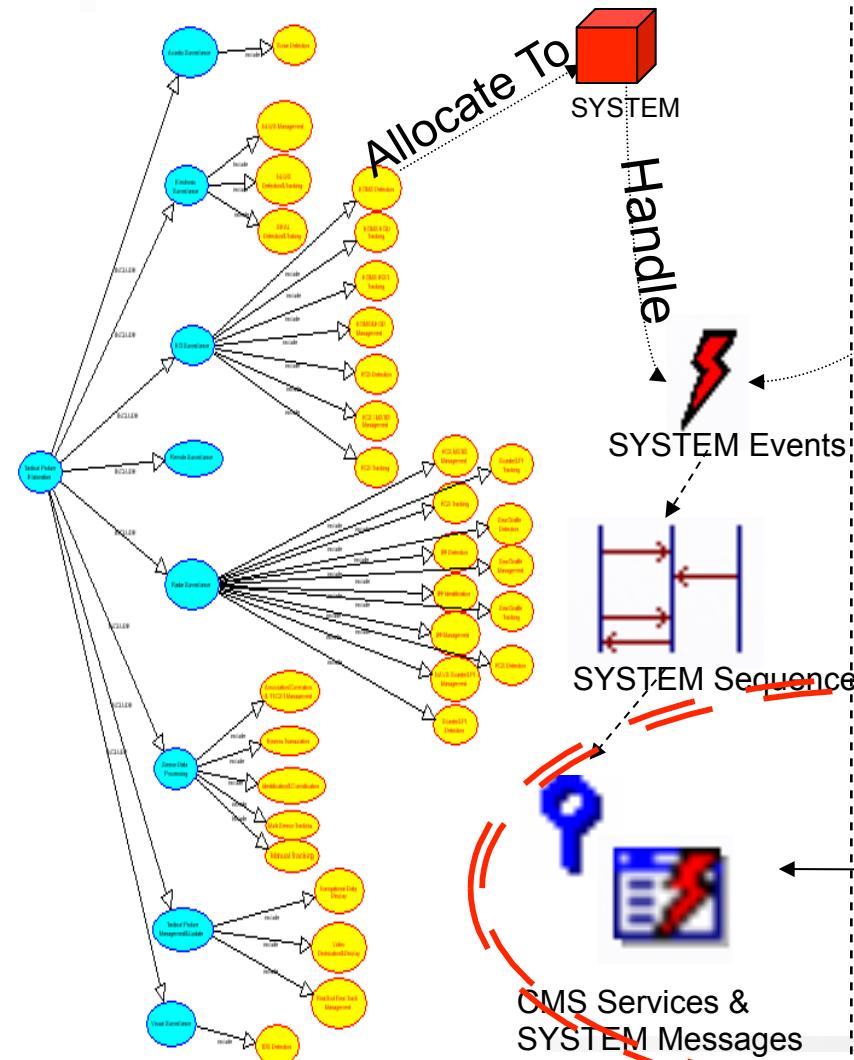
Crew Role Competence & Measurement View

Operator Role Work Load

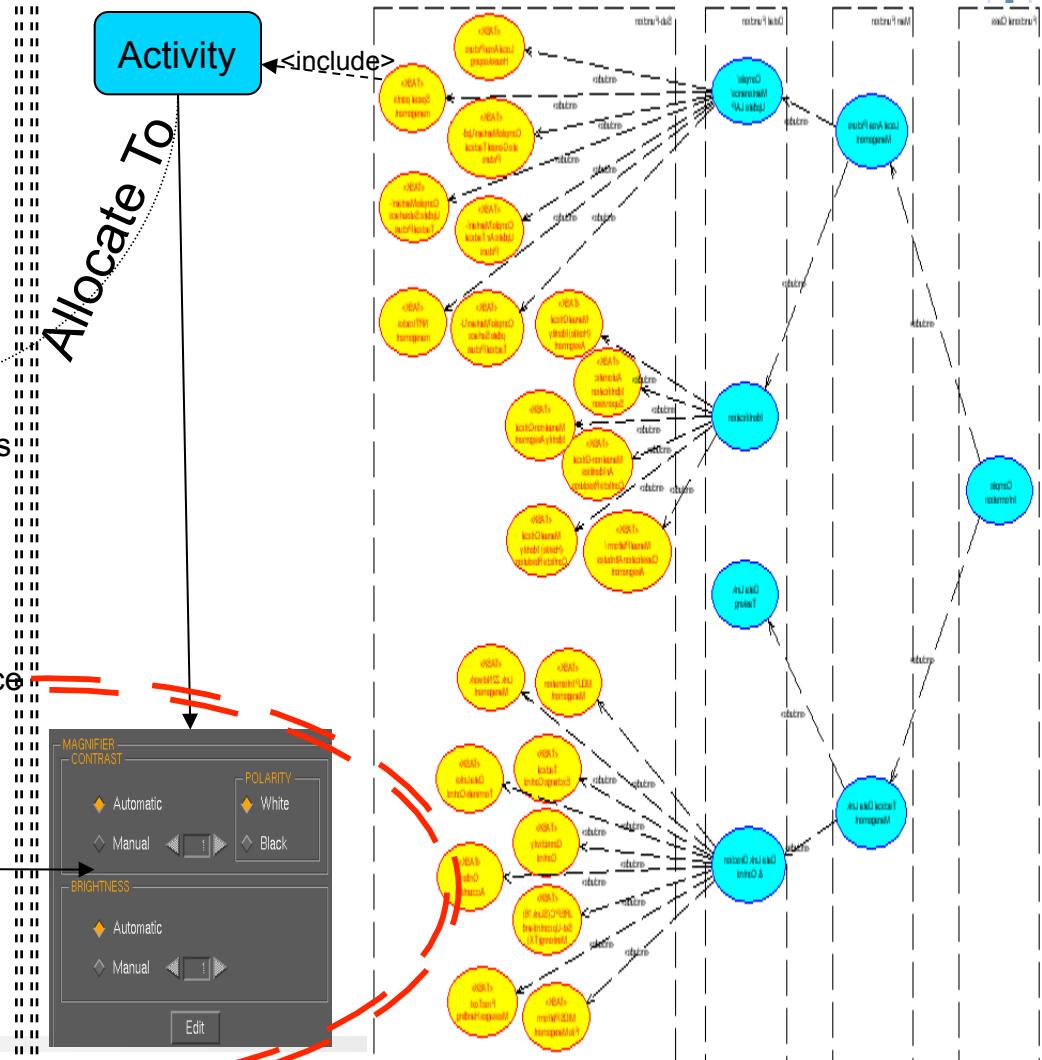




SYSTEM FUNCTION ANALYSIS



OPERATOR TASK ANALYSIS



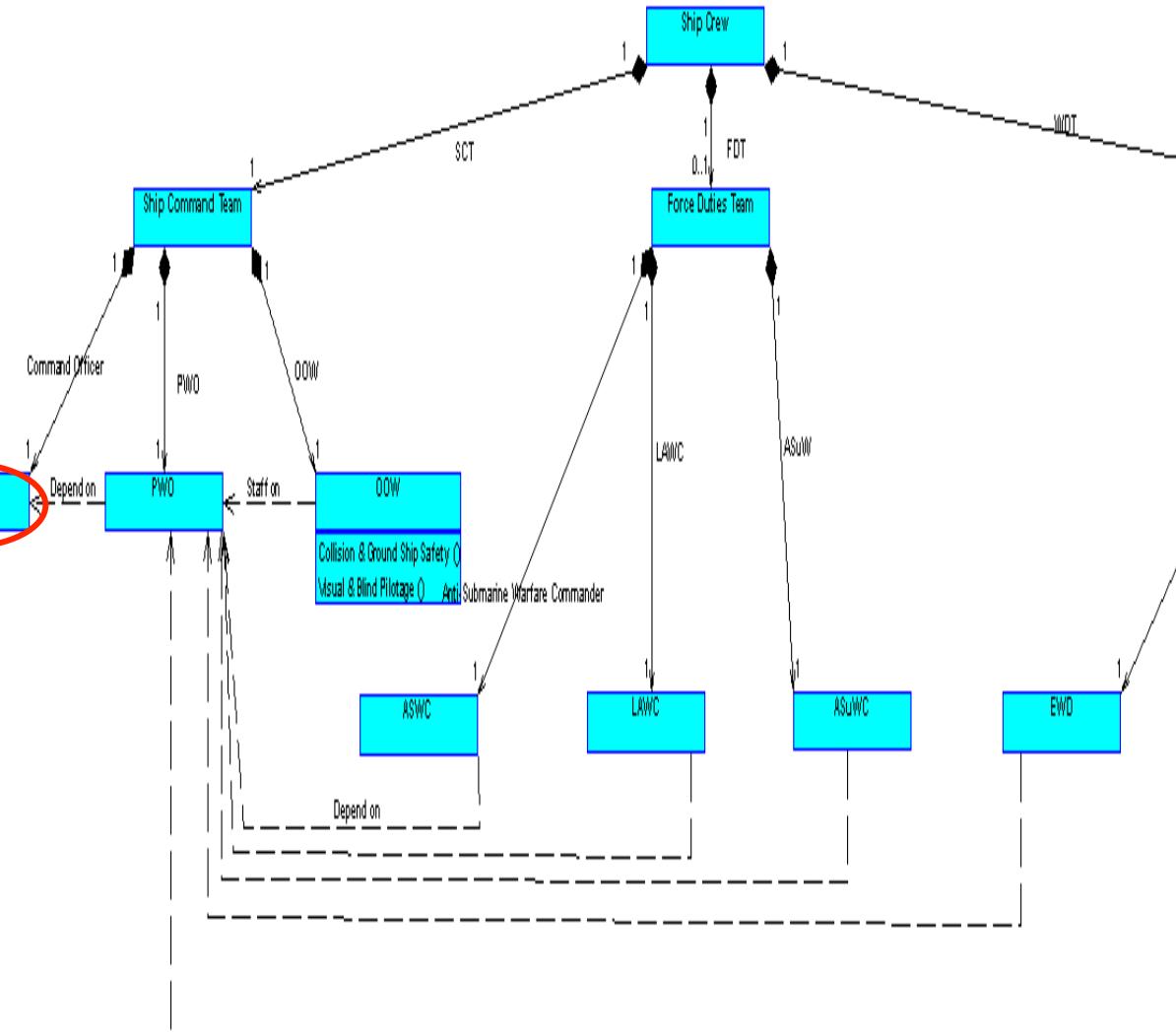
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 - + ACT +PTEWA GENERAL DOCTRINE ARO
 - + ACT +AWW PTEWA WEAPON SYSTEM DOCTRINE AND TIS STATUS ARO
 - + ACT +PTEWA DOCTRINE DISPLAY ARO
 - + ACT +PTEWA DOCTRINE MANAGEMENT ARO
- + Surface Platform Weapon Assignment (Task)
 - + ACT +PTEWA GENERAL DOCTRINE 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

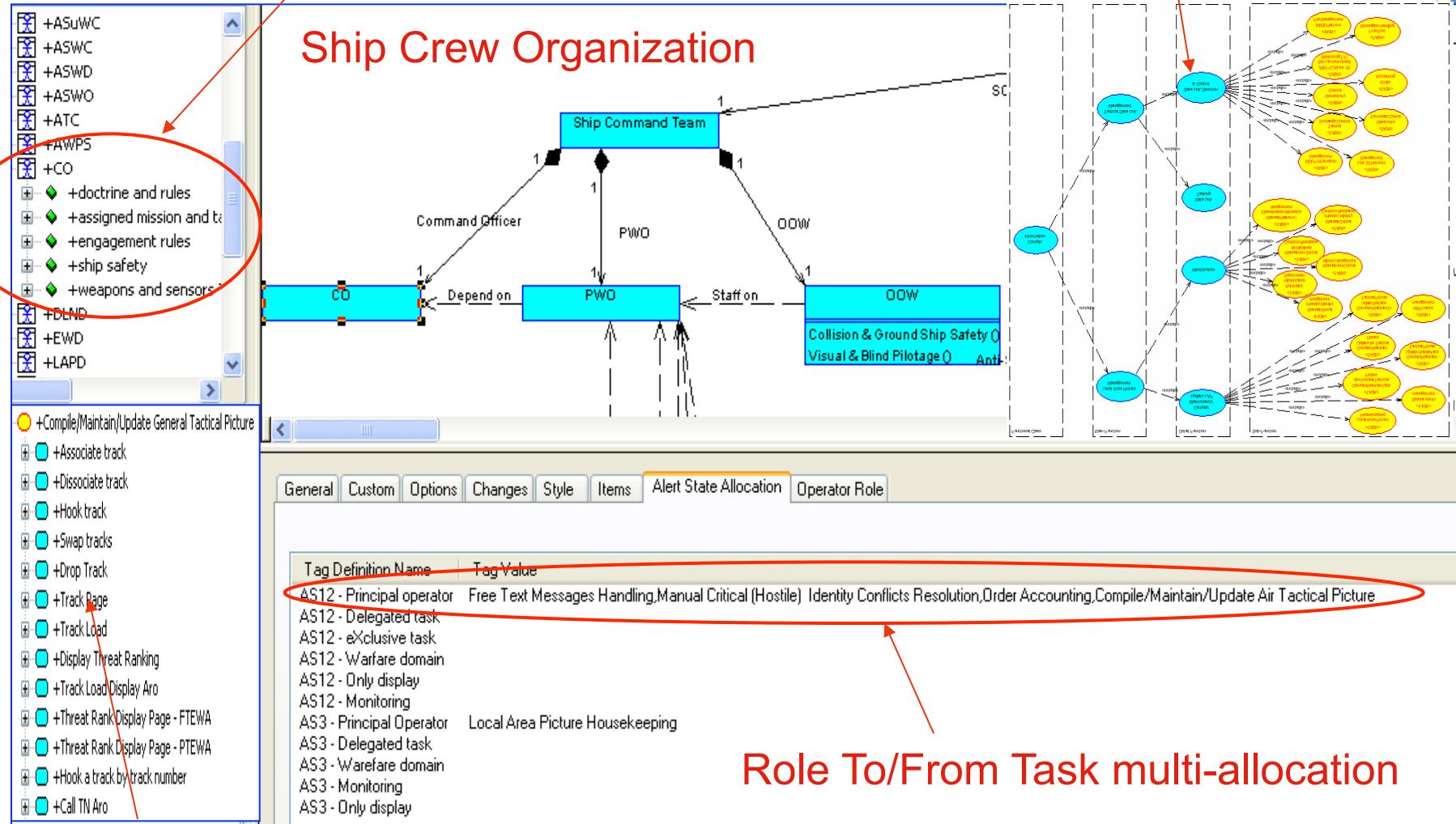
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Operator Allocation	CO (CMS Op) PWO (CMS Op) ASuWO (CMSOp)

+C/S Operators

- + ARPA Op
- + ASuWC (CMSOp)
- + ASUWO (CMSOp)
- + ASWC (CMSOp)
- + ASWVD (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 Action Definition

System Requirement Development Views

System
Development

Human Factor
Development



+CMS-MTP-OPR-3950
NRT Manual initialisation

○ +Real/Not Real Track Management

◆ +Non real time track management

◆ +Facade for Operator Action Management

◆ +CreatePointNRT_ARP

■ +HCI TPM_CreatePointNRT_ARP_MSG

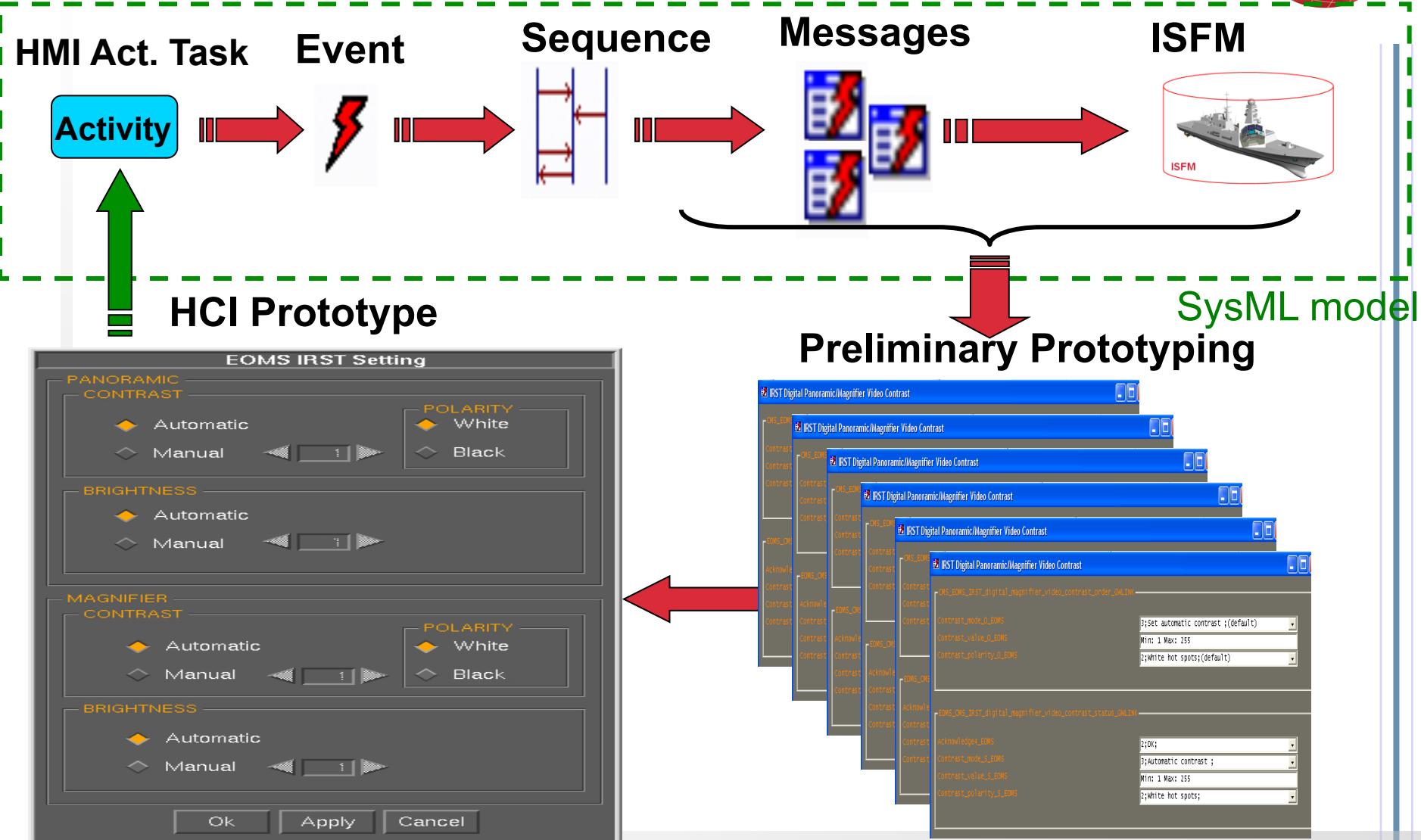
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- speed : T_Float
- altitude : T_Float
- combatSystemTime : T_CSTime
- environment : T_Environment
- identity : T_Identity
- ftn : T_UnsignedInteger32
- subSurfaceClassConfidence : T_SubsurfaceClassifConfidence

○ +NRT tracks management

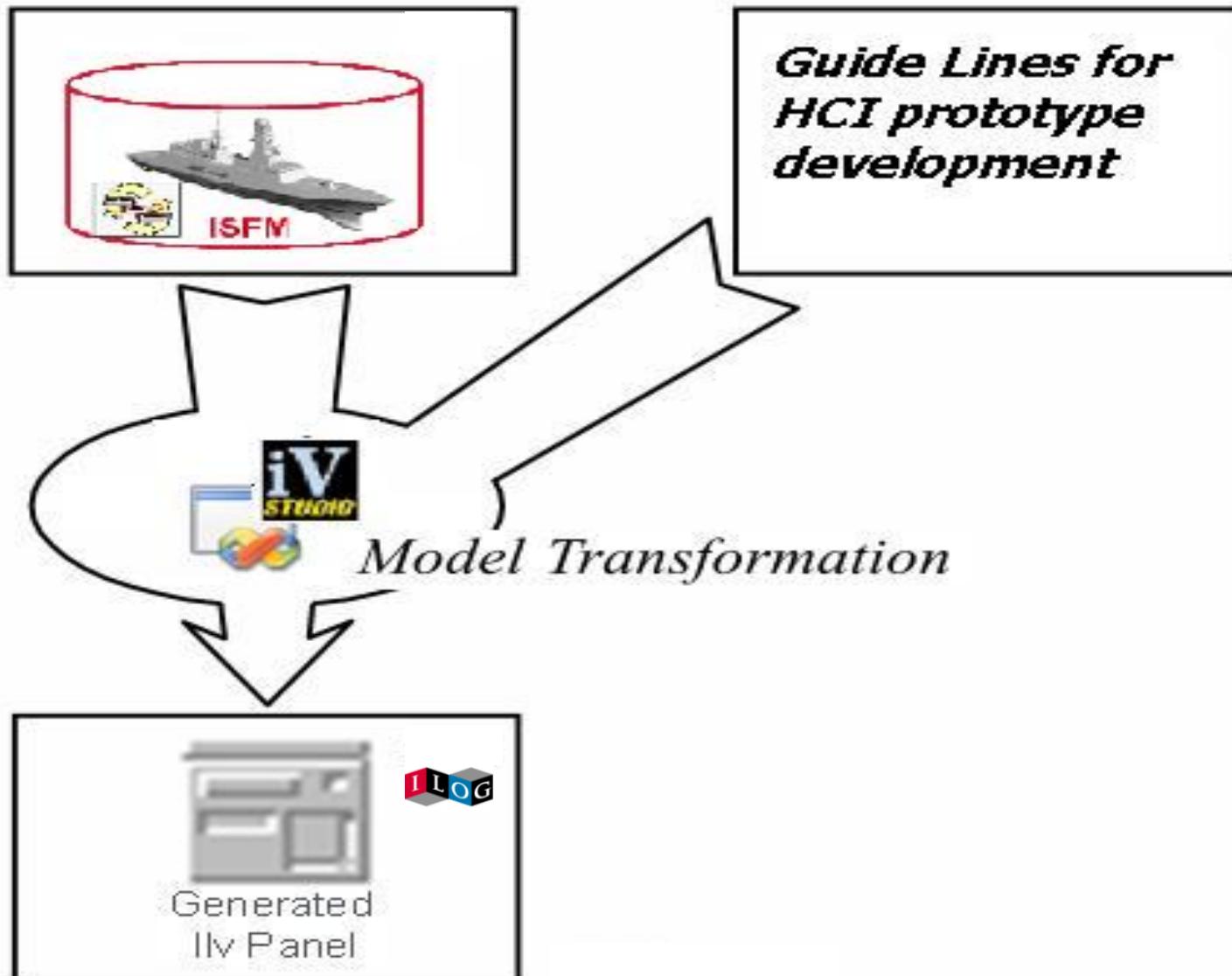
■ +Create NRT Air Point Track

Create NRT Air Point Track

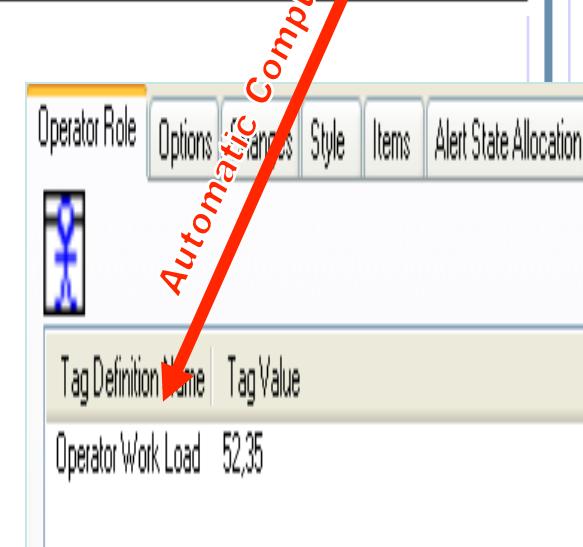
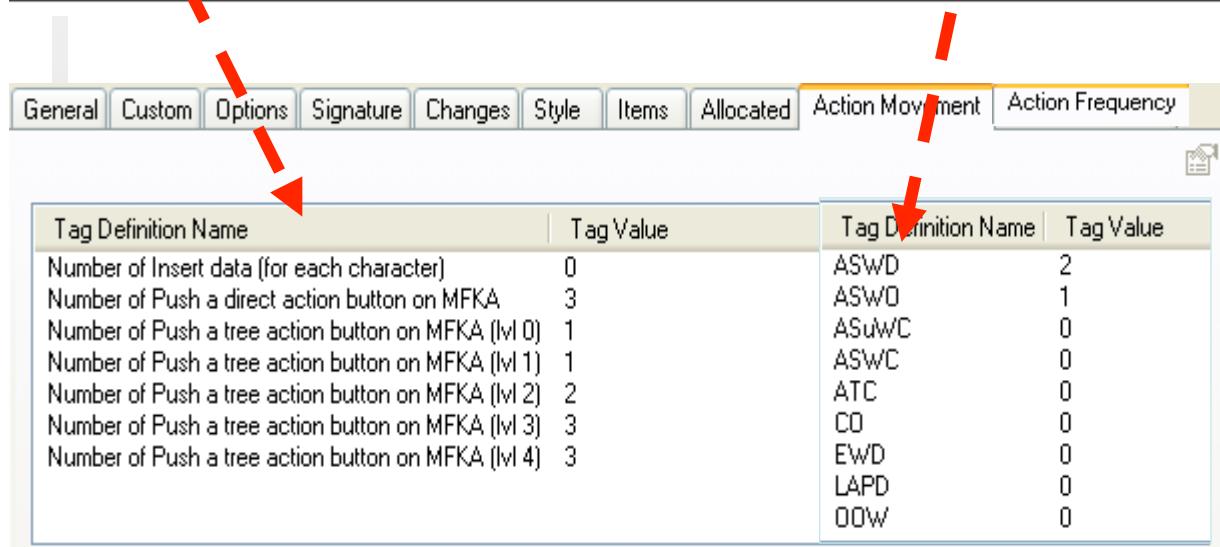
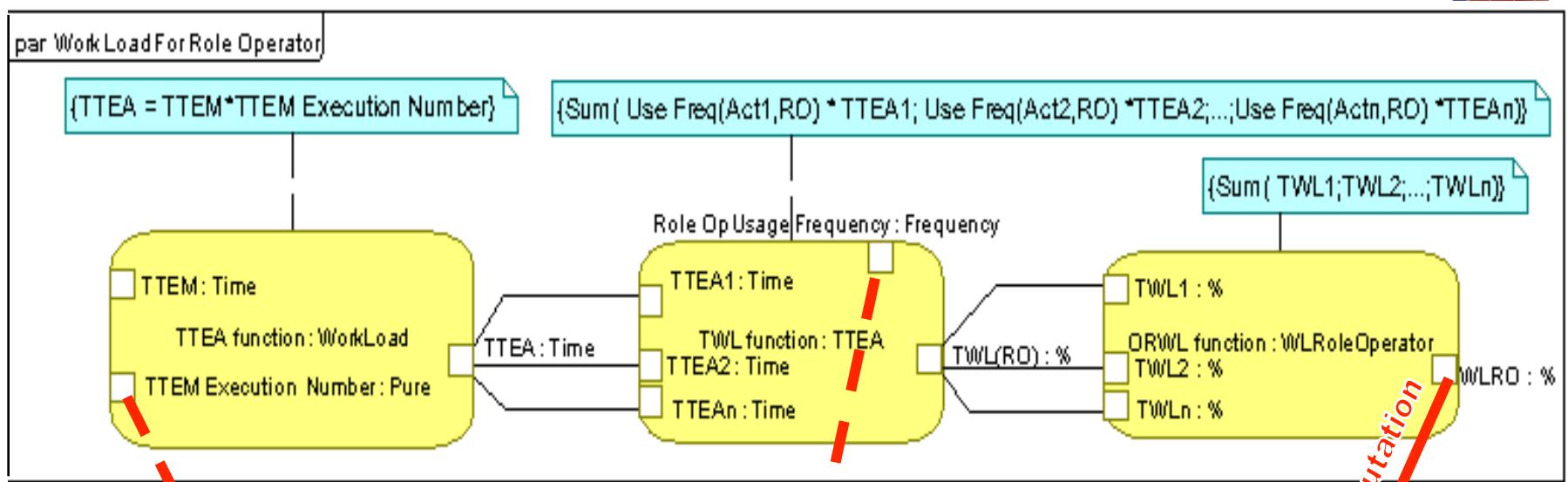
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Identity	Speed	0.0 kts
Ellipsoid	Altitude	0.0 hft
RU	Time	
◆ OS ◆ Hook	◆ Curr ◆	0 / 0 / 0
◆	0 :	0 : 0 Z
Position		
X/Y	Bearing/Range	Lat/Long
Xpos	0 nm	Red Box
Ypos	0 nm	Green Box
Memo TB		
Ok Cancel Apply		



HCI Fast Prototyping: Model Driven Approach

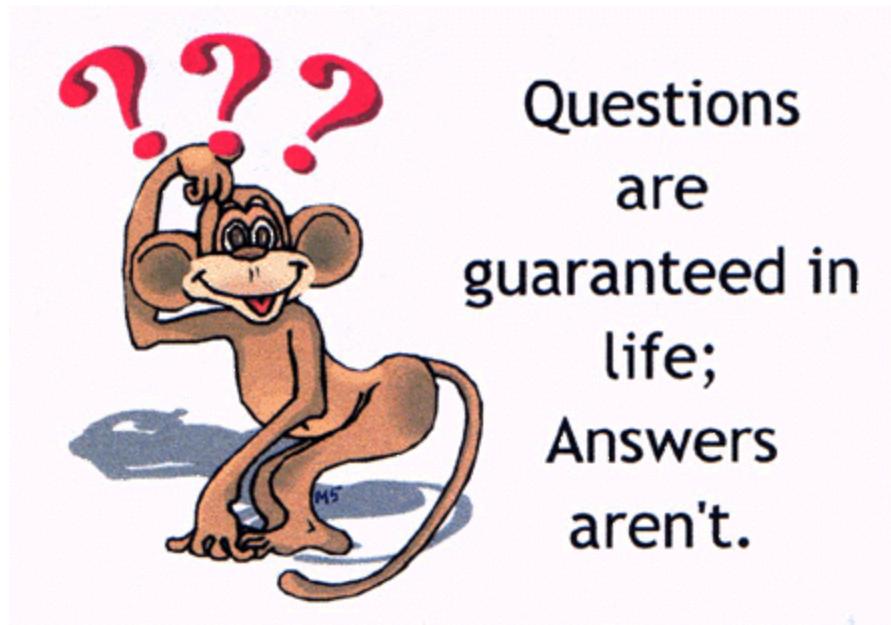
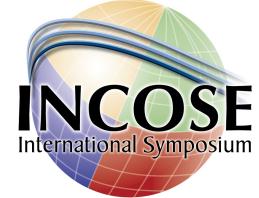


- **Design Phase:**
 - Consistent Check of HCI Data and System Data.
 - Balance among information layout display and system information constraints
- **Development Phase:**
 - HCI preliminary fast prototyping.
 - HCI prototyping with integrated Interface Requirements System.
- **Integration Phase:**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



- 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 efficency and the system reuse.

Questions



Questions
are
guaranteed in
life;
Answers
aren't.

Contacts

Andrea Tocci
SELEX SISTEMI INTEGRATI
B.U. Sistemi Difesa
Ph. +39.06.4150.5572
Fax +39.06.4150.4259
e-mail: atocci@selex-si.com

Francesco Ciambra
B.U. Sistemi Difesa
Ph. +39.06.4150.3926
Fax +39.06.4150.4259
e-mail: fciambra@selex-si.com