# **Human Efficiency Evaluator**

HOLISTIC HUMAN FACTORS AND SYSTEM DESIGN **OF ADAPTIVE COOPERATIVE HUMAN-MACHINE SYSTEMS** 

HeniDes



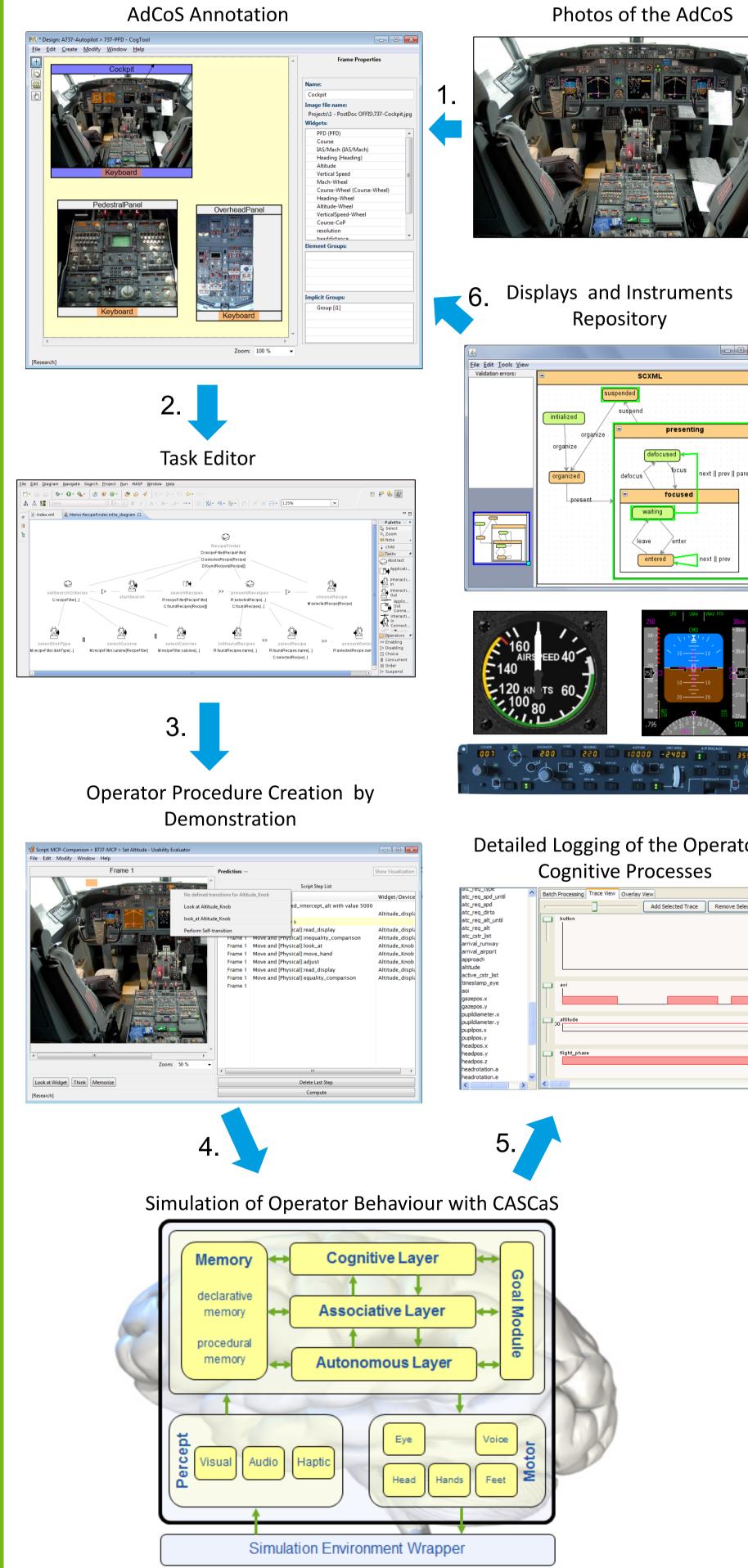
## **Motivation**

The Cognitive Analysis of Adaptive Cooperative Systems (AdCoS) depends architectures complex and on simulations and is still driven by proprietary notations. Model creation requires in-depth expertise in cognitive modelling and is currently only accessible to experts.

New methods and techniques are therefore needed in order to analyse the impact of new instruments, new display designs or their adaptations with respect to human factors. Typical design questions to be answered are:

## **Tool Chain**

The OFFIS Modelling Tool Chain consists of several tools: A Task Editor to identify interaction tasks between the operator and system. The Human Efficiency Evaluator to model the interaction capabilities of the environment, to demonstrate procedures for common tasks and to execute **CASCaS**, a cognitive architecture for prediction of human behaviour, allowing analysis of Human Factor Metrics.





### 6. Displays and Instruments

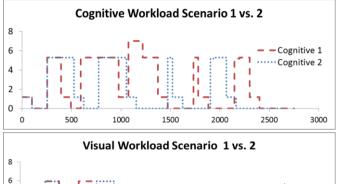
# **HF Metrics**

HF Metrics define the comparisons to be applied for analysis of different versions of a new system, or with a baseline.

#### Task Execution Time

Tasks	MD80	B737
Mental Arithmetics Flaps Set	4,391.0 s	
Speed Card Flaps Set	3,747.0 s	
Speed Bugs Flaps Set	3,428.0 s	
Primary Flight Display		1,114.0 s

#### **Workload Predictions**



- How does the task execution *performance* of the operator change with each adaptation?
- How do the *attention distribution* of the operator change?
- How fast can the operator react to unexpected events?
- Is the *workload* of the operator affected?
- Have all *important aspects* been considered in the design?

These questions can be answered by applying a model-based approach for Machine Interface Human (HMI) evaluation in early design phases:

- Selection of re-usable instrument and display designs from domain specific repositories.
- Creation and Evaluation of new display/instrument designs.
- Evaluation of different system designs based on photos, screenshots or sketches by computer simulation of the models/prototypes, including a model for the human

x	B 6 4 2 0 0 500 1000 1500 2000 2500 3000 Psychomotor Workload Scenario 1 vs. 4			
	8 6 4 2 0 0 500 1000 1500 2000 2500 3000			
ent	Attention Distribution			
	Average Reaction Time			
9 9	120% 10% 80% 60% 40% 20% 0 1500 3000 5000 8000 11000 15000 24000 greater ms Frequency - Cumulative %			
	Design Coverage			
	Routenueberschneidungen			
or's	Ownship Ownship Vessel D Vessel D Vessel D Vessel D			
	CCPA Cossel A Cossel A Cossel B Cossel B Cossel B Cossel B Cossel B Cossel B Cossel C Cossel C			
	Kreuzung von Routen			
	Video			

behaviour (cognitive architecture).

# Methods, Techniques, Tools

This is a	Method	Technique	X Tool
Method	Cognitive Ergonomics		
Technique	Modelling & Simulation		
ТооІ	Task Editor, Usability Evaluator, CASCaS		



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