

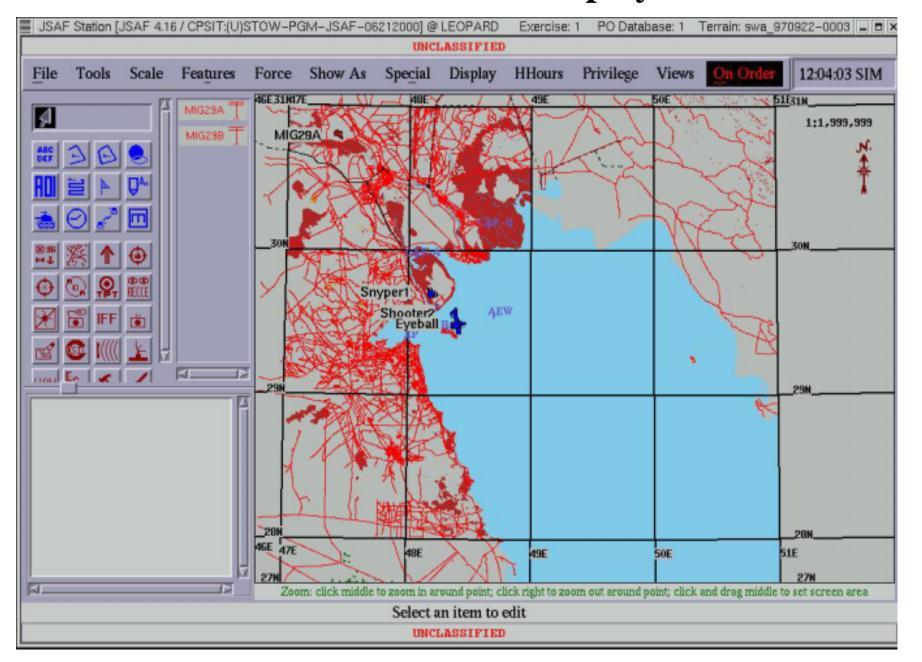


# Testing the Situation Awareness Panel

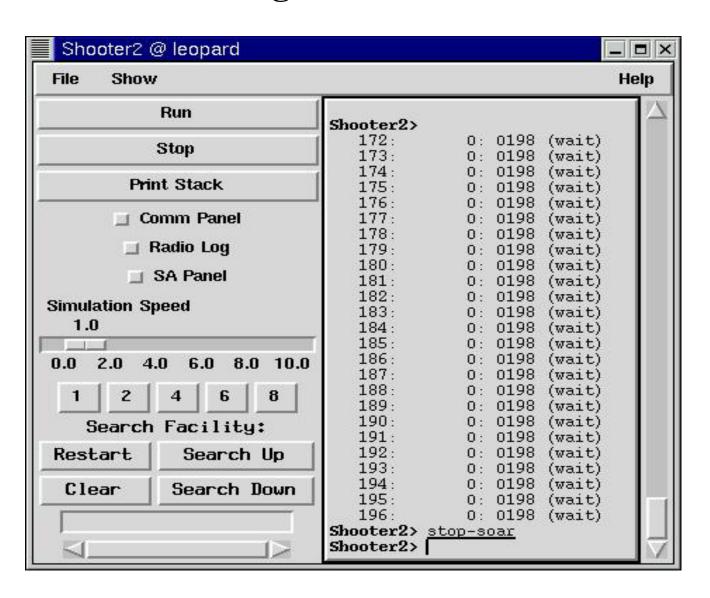
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■ The Situation Awareness Panel (SAP) is a graphical user interface to aid in the observation, use, and development of Tac Air-Soar intelligent agents that control simulated military aircraft (Jones, 1998) within JSAF, developed by Soar Technology

## The Plan View Display



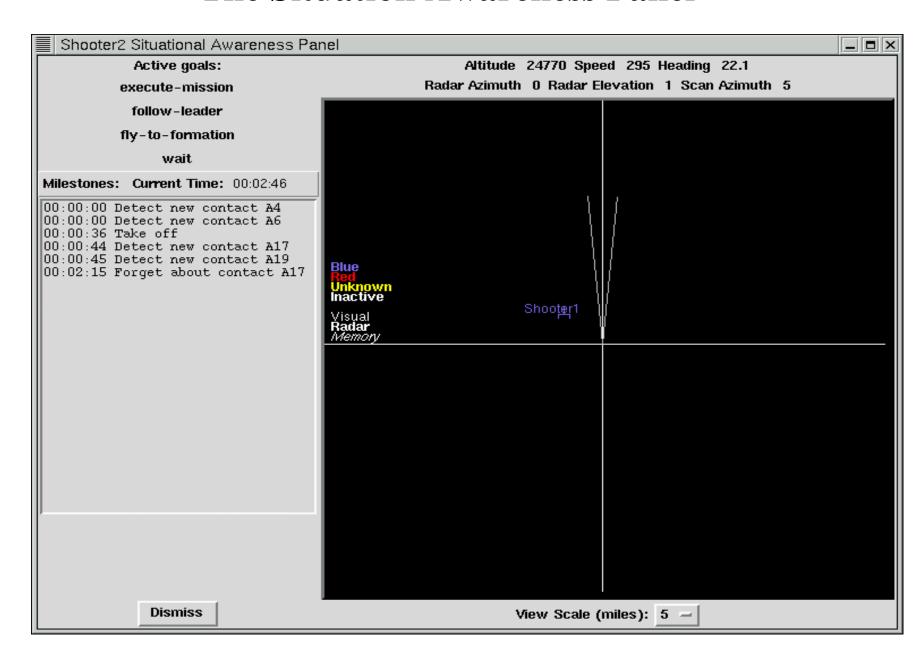
## The Agent's window



#### Parts of the SAP

- Active Goal Display: Shows the agent's stack of active goals and subgoals.
- Milestone Display: Provides a quick overview of the agent's recent history. It displays milestone events presented with a time stamp.
- Aircraft Status Display: Shows cockpit-interface information that is available to the reasoning processes of the agent.
- Agent Awareness Display: Provides a graphical representation of the agent's current state of awareness

#### The Situation Awareness Panel



## **Approach**

- Scenario to guide discussions (based on TA)
- HCI/Soar experts x 3
- Cog modeling expert
- GIS expert
- Marines expert
- Group HCI expert x 2
- Local commerical pilot, former Navy
- BMH former military pilots

## **Deliverables Now and in Sept.**

- Task analysis (then, does the SAP support these?)
  - From HCI experts
  - From Task analysis
  - From military experts

#### Manual

- From our foibles and misteps
- From task analysis
- From expert's use and further comments

## **Examples of Interesting Suggestions**

- From TA misalignment
  - Radar range indicators don't resize with scale changes,
- From local experts
  - show the attention of the agent, maybe as a spotlight.
  - put environmental landmarks in Plan View Display.
  - show what is in the environment but out of the awareness of the agent.
  - Access other agents' awareness from within the awareness of each agent
- From interaction with Soar Tech
  - SAP should not resize as more goals/subgoals are added on the goal stack

## **Summary**

#### Gold

- Can positively improve interfaces
- Can educate (and be educated!) about users and use
- Proofreading an interface

#### Coal

- Takes effort
- They are moving so fast that interface changes during task