



Investigating Tabletop Interfaces to Support Collaborative Decision-Making in Maritime Operations

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Motivation: To improve on current methods of map-based collaborative decision-making



US naval battle management centre



Mission planning room on USS Harry S. Truman (<http://www.life.com/image/1861529>)

Emerging digital tabletop computers enable collaborative interactions over dynamic data



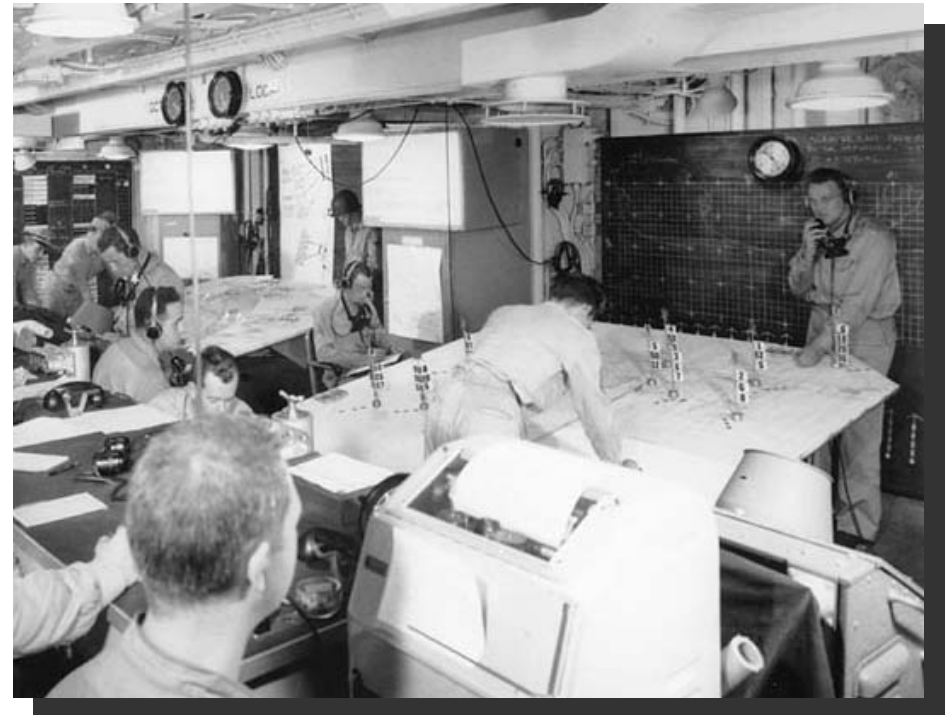
Early prototype of the ASPECTS Collaborative Digital Tabletop System at I/ITSEC 2009, Orlando, FL

Exploring collaborative tabletop interfaces to support maritime operations

- Joint project with **DRDC-Atlantic** and **Gallium Visual Systems**
- Project aimed to develop an experimental platform to explore collaborative planning and decision-making for maritime operations involving geospatial data around a tabletop computer



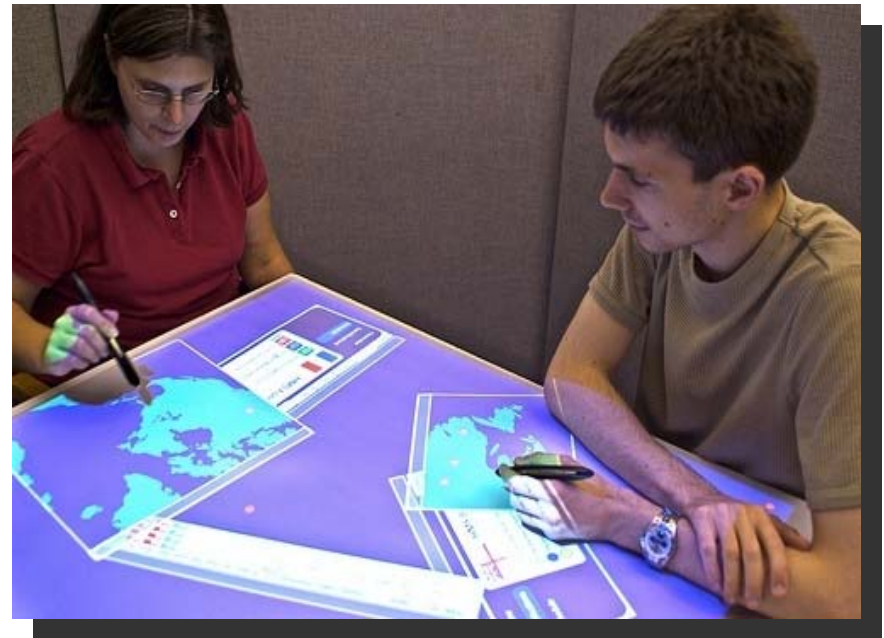
(http://www.go-explore-trans.org/images/2009/march/US-San-Antonio_400px.jpg)



(<http://www.history.navy.mil/photos/images/g21000/g215083.jpg>)

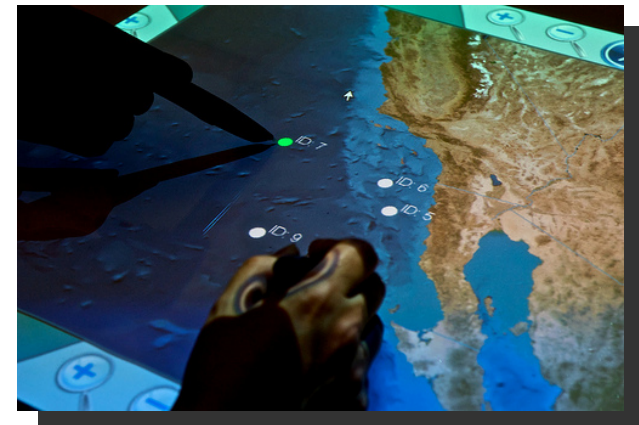
Specific project objectives

- To develop a **multi-user computing platform** to support collaborative interactions during naval planning tasks
- To provide **user identification** in the computing platform to enable interface tailoring for
 - Role-based interaction, and
 - Security-level enforcement



Project partnership

- University of Waterloo:
 - developed tabletop hardware
 - developed user interface to enable 360-degree, multi-user interaction
- DRDC-Atlantic:
 - provided project requirements
 - provided simulation engine for emulating track data
- Gallium Visual Systems:
 - provided map rendering software (InterMAPics)
 - developed map-related interface components



**Gallium's InterMAPics
map rendering software**

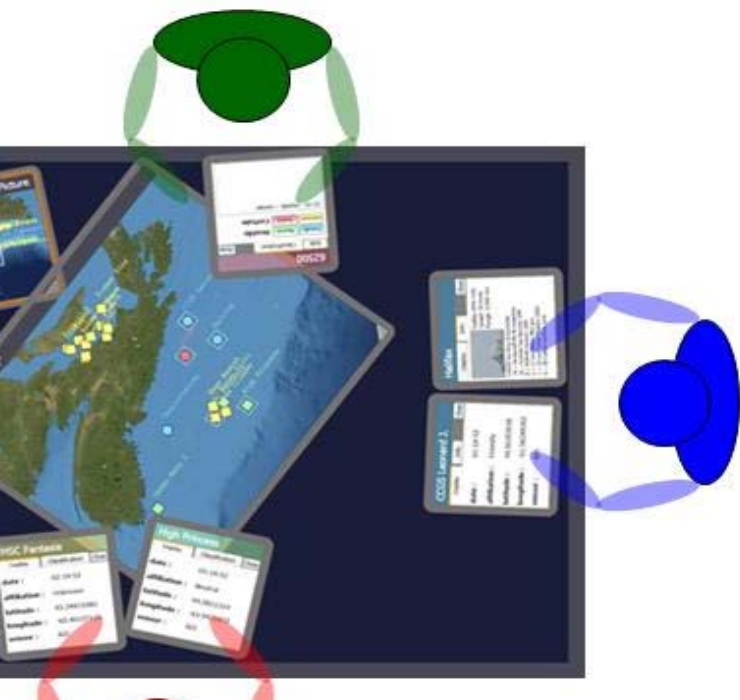
Project results

- An experimental application prototype was developed, called **ASPECTS** (ASset Planning Employing a Collaborative Tabletop System)
- Informal user feedback from I/ITSEC 2009 demonstration and demos to Canadian Forces personnel has been very positive

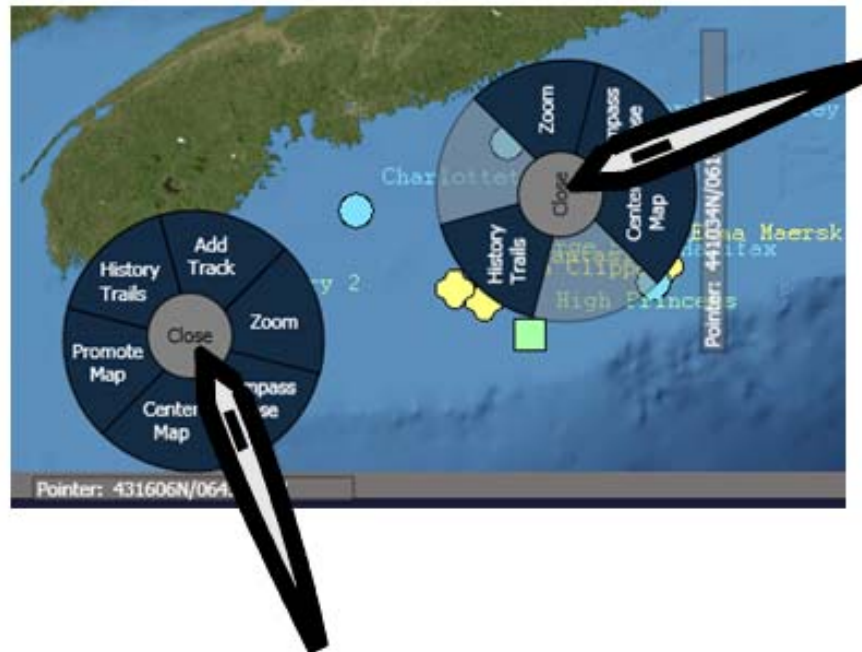


Some unique features of ASPECTS

Window management that enables accessing and sharing data from anywhere at the interface (i.e. a 360° interface)



Tailored system menus based on user's authority level



Providing identifiable multi-user input

Digital table uses Anoto digital ink pens¹

Enables **unique identification** of multiple tabletop users

Enables **information tailoring** based on **role** and/or **security level**

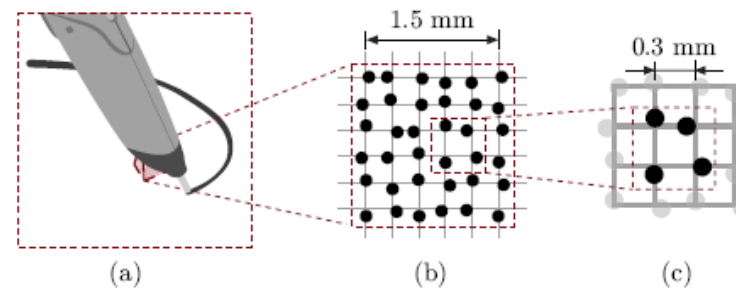
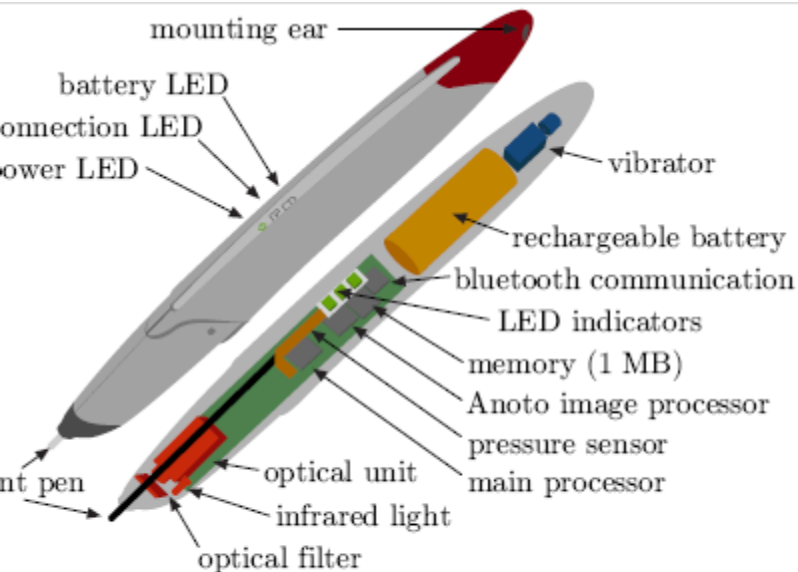


Figure 2.2: The pen camera captures 6×6 dots to determine its position on the Anoto pattern. (Courtesy of Jakob Leitner)

¹: Schematic view of the components of an Anoto digital pen. (Courtesy of Jakob Leitner)

ASPECTS Application Prototype Video

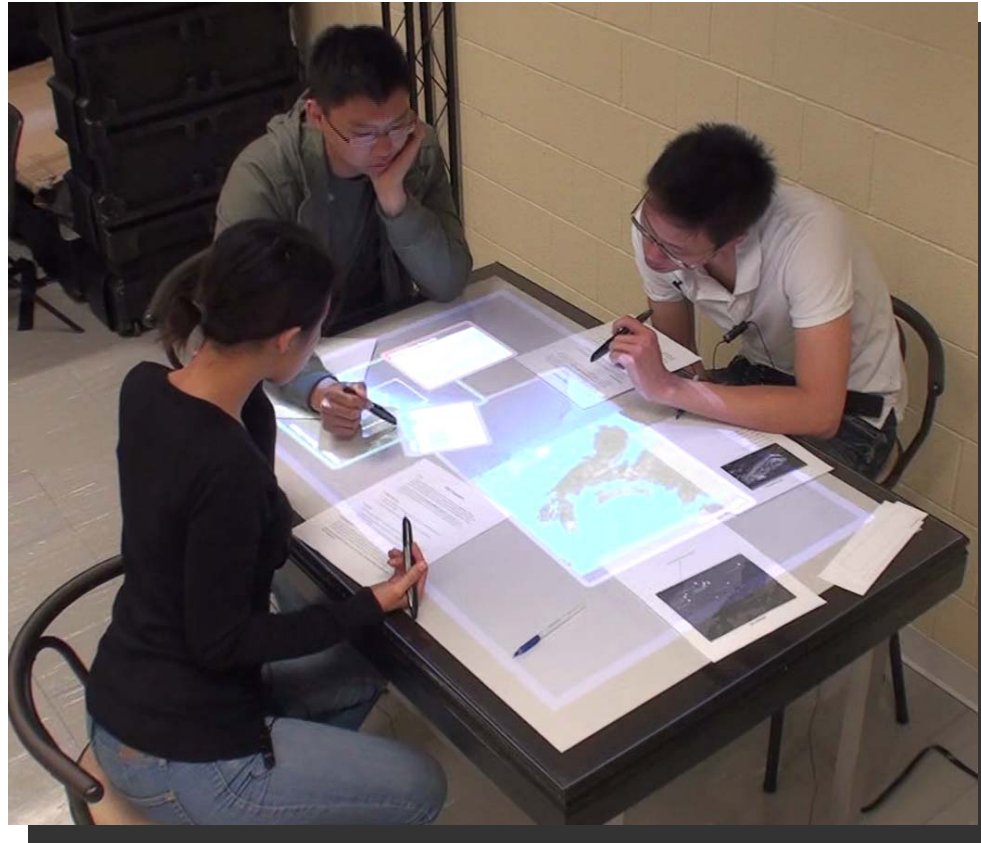


Ongoing Work

Conducting formal usability studies on the PECTS system at the University of Waterloo

Goal is to understand the strengths and weaknesses of current interface design

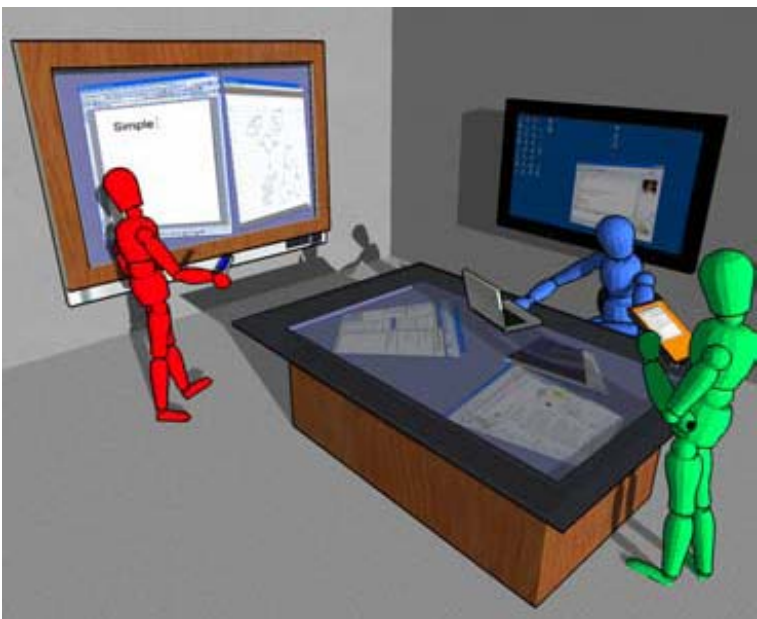
Identify further system requirements to support collaborative decision making



Overarching Research Network: SurfNet

SurfNet: Canada-wide research network on interactive tabletops and surfaces

SurfNet's mandate is to improve the development, performance, and usability of software applications for *surface computing environments*: *nontraditional* digital display surfaces including multi-touch screens, tabletops, and wall-sized displays



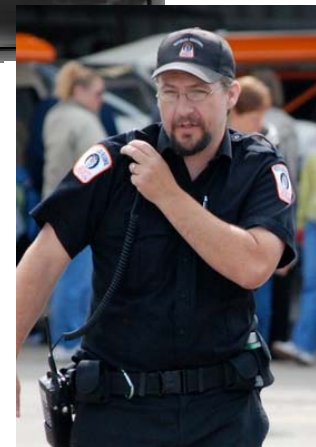
Future Work

Future development of the ASPECTS system for strategic planning mission scenarios

- Looking for domain partners for this work

Exploring extensions of ASPECTS prototype to other domain areas, including emergency response

- Currently partnered with local emergency support organization to outfit new mobile command centre with interactive collaborative surface technologies



Thanks for your attention!

Contact Information

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Project Partners

DRDC - Atlantic, Halifax, NS
Gallium Visual Systems, Inc., Ottawa, ON