



**From Legacy C2 Systems to Mission-Centered Design:** Tactical Tomahawk Weapon Control System

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# **Sponsors**

# Future Naval Capability (FNC) Programs

□ ONR Code 31 Knowledge Superiority & Assurance (KSA)

LACS Decision Support Capabilities

□ ONR Code 34 Capable Manpower (CM)



Task-Centered HSI & Training Capabilities

# Transition Program Offices

PMA-282 Tactical Tomahawk Weapon Control System (TTWCS)

□ IWS3C Naval Guns







### Mission-Centered Design Distinctions

- Like UCD, MCD is an iterative process of Analysis, Design, Implementation, Deployment
- Focuses on mission products

- □ Less focus on user characteristics or responsibilities
- $\Box$  Focus on tasks as a by-product of the products
- Early and frequent user involvement throughout the process



# Why TTWCS Needed MCD

Crew Size Reduction

- Workload Reduction
- Training Reduction
- Better and more consistent performance
- Increasing mission requirements
- Increasing system complexity and functionality





# **Some MCD Design Axioms**

- 1. Focus on mission products to bound the task analysis.
- *2. Focus on task goals and products, <u>NOT</u> on current methods.*
- 3. Do <u>NOT</u> allow task allocation to impact task analysis.
- 4. Explicitly represent the mission process within the interface.
- 5. Allow for variable levels of automation.
- 6. Avoid function based decomposition and analysis.



### Mission Products Bound the Task Analysis

- Analyze down to the level of tasks having products.
- What is a product?
  - □ Something of value to a customer with little or no additional work required from the producer.
  - □ Product should be tangible.

**User-Centered Design** 

 Intangible products lead back to a functional based design



# **Example TTWCS Products**

- Validation Report
- Strike Coordination Overlay

- Line Item Reports
- Post-Launch Report
- Missile Message
- Post-Strike Report





### Focus on Goals Not on Current Methods

- Current method normally a by-product of previous constraints
- Want revolutionary not evolutionary improvements
  - □ Normative how it was designed
  - □ Descriptive how it is used
  - □ Formative how it should be designed and used

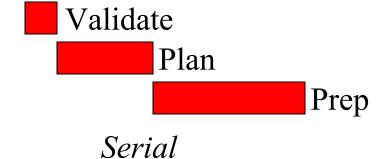
Must find ways to develop alternatives or you get stuck in local maximums

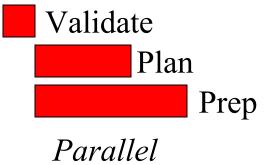




# **Example - Prep Missiles First**

- Prepping of missiles is on the critical path.
- Historically waited until planning was completed to prepare missiles.
- Recommending once the strike is validated that missiles are prepped while planning is being done.









# **Goal Explicit Interface**

- Tasks
- Processes
- Products
- Responsibilities
- Automation
  - Domain Consistency
  - □ Reliability
  - □ Time Availability



# Goals, Tasks, & Steps

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### Allow for Variable Task Allocation and Levels of Automation

- Users will decide how to employ automation.
- Users will decide how to allocate tasks.
- If you do not support this they will find a work around (increasing workload) or your system will be seen as inflexible and will meet resistance.
- Everyone has an opinion on organization, don't get wrapped up arguing about this instead of analyzing tasks.
- Automation availability and reliability will continue to change beyond your control.
- Important to show the current automation settings and allocations, especially if dynamic.





### **Automation Level Coding**

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**VPIW** 



### **Mission vs. Function Based Design**

- Functional Design breaks the task procedure down into the engineers mental model -- HCI = SW Architecture
- Mission-Centered Design presents the goals and intent in the user's mental model -- HCI = Goals & Products

### VCR Example - Decide to record a specific program

### Function Oriented

Press "Menu" Tab down 3 Press "timer set REC lock" Tab down 2 Select "Enter program" Move cursor to start time Press "Enter key" etc....

### <u> Task Oriented</u>

Select "Record football game" See Today's Options Select Desired Date See Options Select Desired Game

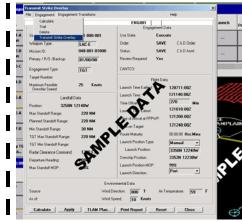


#### Data-driven windows

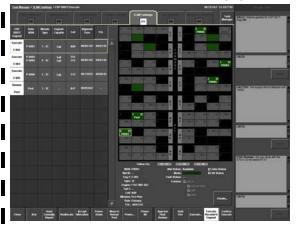
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#### Data-driven windows | Task Decision-support

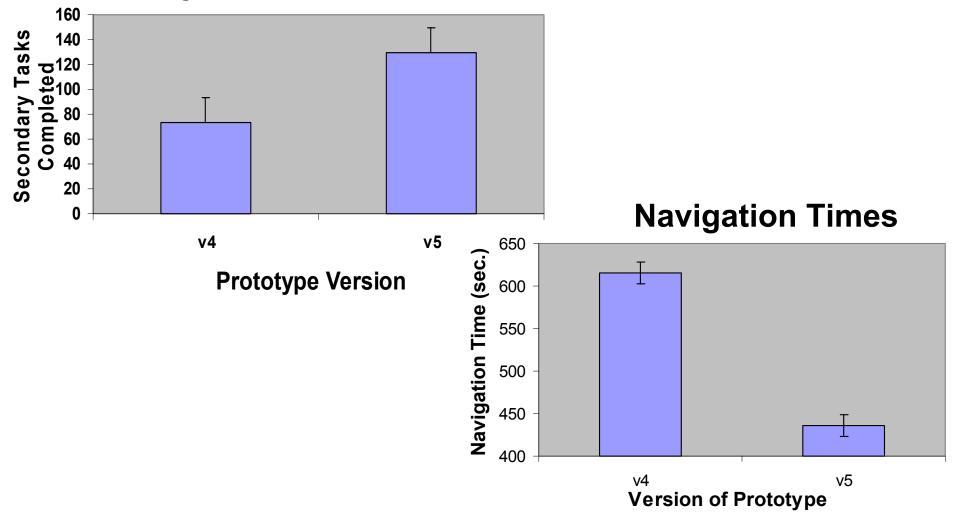






### **Lockheed-Martin Usability Testing**

**Cognitive Workload Results** 







# **Fleet Operability Test**

### Performance

- □ HCI supported a single operator performing a complex scenario with accurate, timely performance of tasks and reporting
  - 99.0% on time launches (309/312)
  - Still room to improve on alerting during simultaneous task processing
- Situation Awareness
  - Performed better on higher level SA questions
    - Often anticipated upcoming events
    - Least effective in locating requested information
- Workload
  - □ Participant ratings indicated manageable workload across the scenario
    - Ratings were correlated with SME-rated taskload, indicating an understanding of the situation



### Land Attack Combat System FNC Team

### Government Labs

- □ SPAWAR Systems Center San Diego, CA
- □ NAVSEA Dahlgren, VA
- □ NAVAIR Orlando, FL
- □ Naval Submarine & Medical Research Lab, Groton, CT

### Industry & Federally Funded Labs

- □ Johns Hopkins Applied Physics Laboratory, MD
- □ Pacific Science & Engineering Group Inc., CA
- □ Southeastern Computing Consultants Inc., VA
- Lockheed Martin Advanced Technology Labs, NJ
- □ Lockheed Martin Mission Data Systems, PA

### Universities

- □ University of Virginia
- University of Michigan













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