# Value Focused Thinking: **Guiding C2 System Interface** Design

September 2004



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# Agenda



- Problem Statement
- Value-focused Thinking (VFT) Basics
- VFT Applied to Intel Analysts Usability
- Application to C2 Usefulness



#### **Problem**



- Battlefield commanders are demanding
  - Right information at the right time in the right way.....
- Interfaces can be viewed as work aids
  - Users' critical functions must be addressed
- Developers always have resource constraints
- Need framework to guide development



#### **VFT Basics**

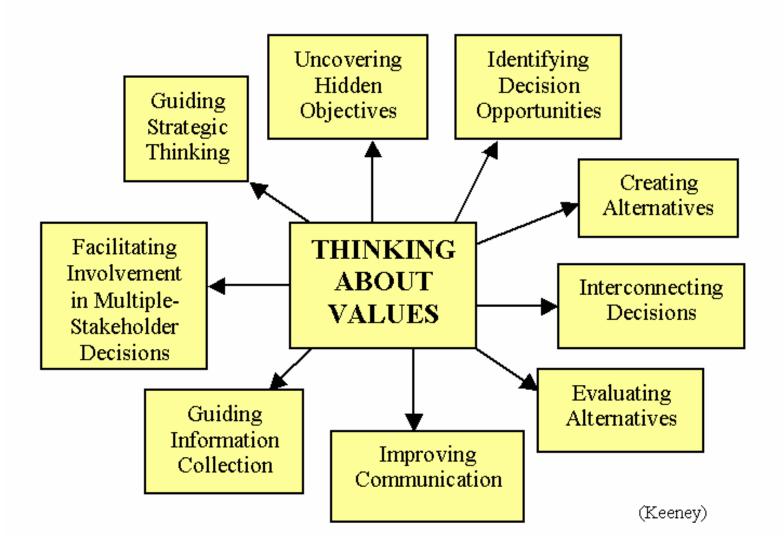


- The VFT approach emphasizes values as the driving force behind decisions:
  - Evaluates how well alternatives achieve those values
  - Allows the incorporation of intangible concepts into the decision-making process
  - Provides a defendable process
  - Adds some objectivity to a generally subjective process



#### **Benefits of VFT**







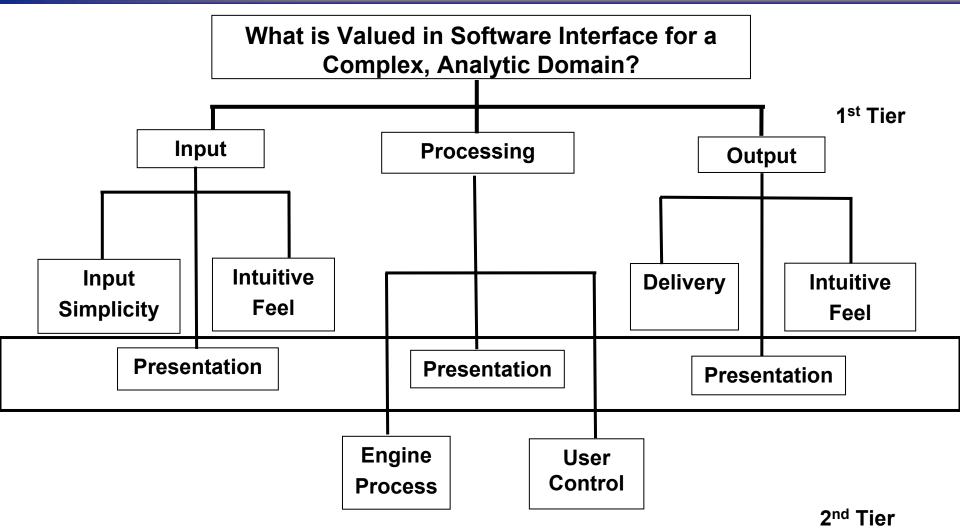
### 10 Steps



- 1. Define Problem
- 2. Build Hierarchy
- 3. Identify Evaluation Measures
- 4. Establish Evaluation Functions
- 5. Weighting
- 6. Choose Alternatives to Evaluate
- 7. Score Alternatives
- 8. Deterministic Analysis
- 9. Sensitivity Analysis
- 10. Analyze Conclusions

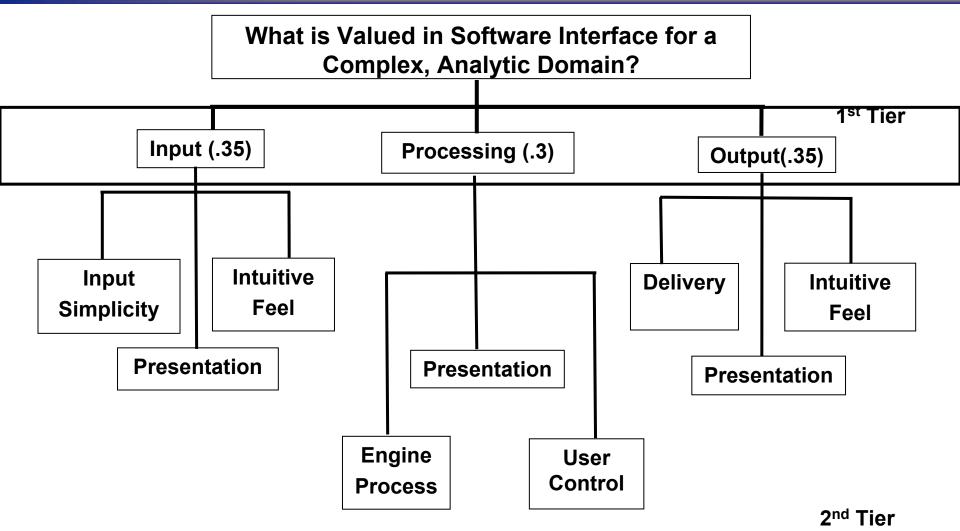






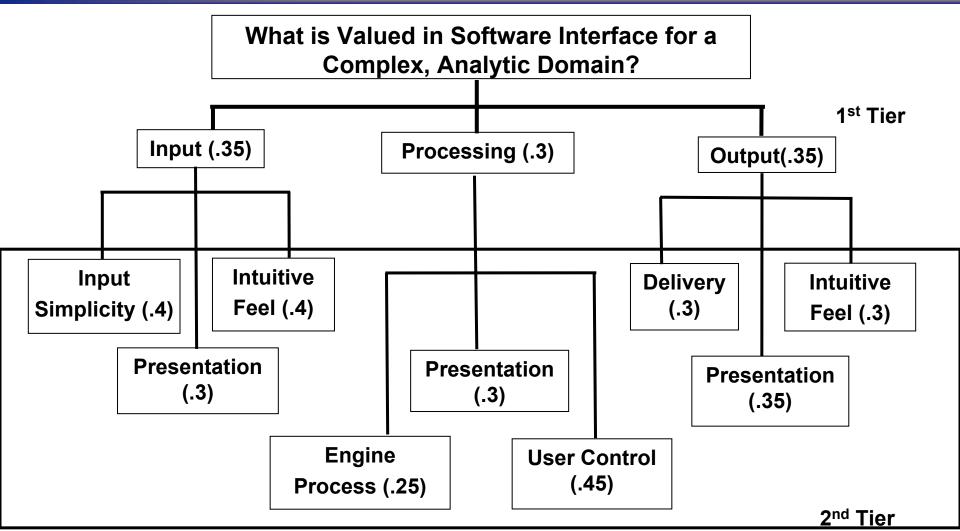






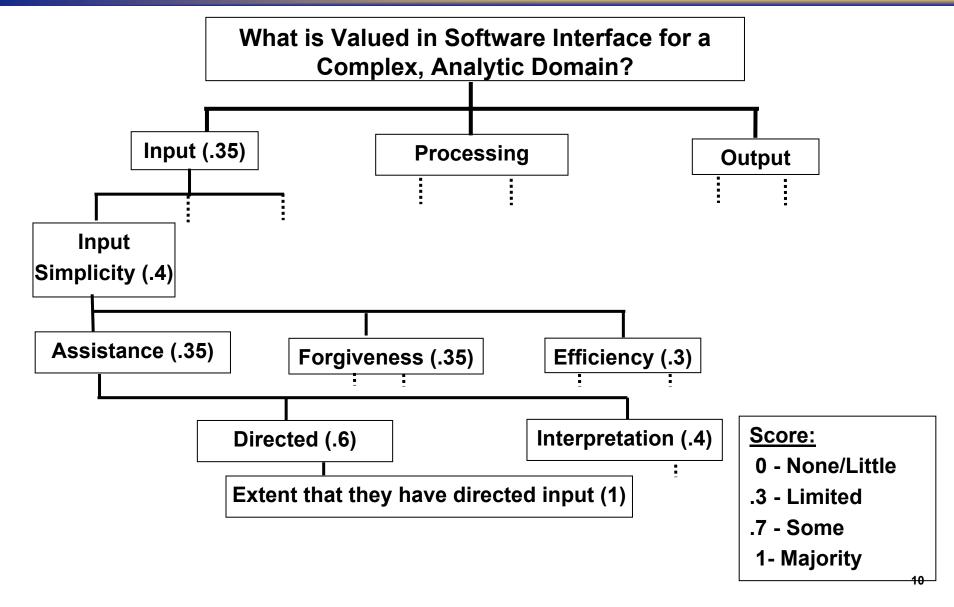














#### **Application to C2**



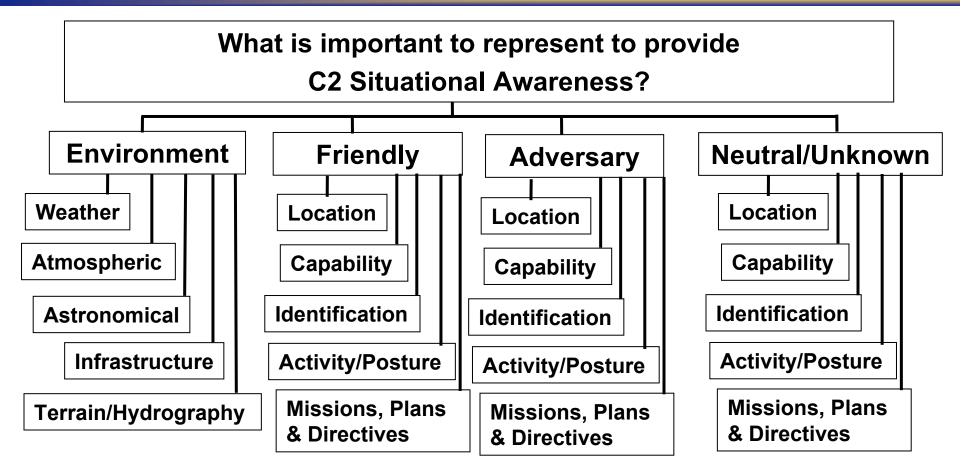
# What is important to represent to provide C2 Situational Awareness?

- Past, current and potential future operational picture
- Campaign plan
  - Current plan
  - Status of plan
  - Issues -> Existing and anticipated
- Historical data
  - Lessons learned, previous campaign Commander's Intent, baseline or previous
- Military battlespace
  - Logistics, infrastructure, public affairs, comms, weather
- Relevant non-military battlespace
  - Political, economic, social, information
- Temporal, spatial, virtual data



#### **Application to C2**





Alternative branches: PMESII

(Political, Military Economic, Social, Information, Infrastructure)



#### **Application to C2**



# What is important to represent to provide C2 Situational Awareness?

Environment

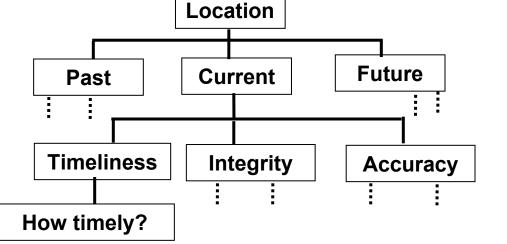
**Friendly** 

**Adversary** 

**Neutral/Unknown** 

#### **Possible Timely Scores:**

- 0 48 hours < t
- .1 24 hours < t < 48 hours
- .3 12 hours < t < 24 hours
- .5 2 hours < t < 12 hours
- .7 30 minutes < t < 2 hours
- .9 t < 30 minutes
- 1 Real Time





#### **Discussion**



#### Usability

- The interface capability VFT hierarchy valuable for usability
- Can be vetted through lower-end users

#### Usefulness

- Needs to vetted through decision makers
- Challenge: Merging all relevant input
- The final C2 VFT Hierarchy will be extensive
- Complementary to other knowledge elicitation methods