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Stefana Broadbent



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Guidelines for the Man-machine Interface Design of the Crew Workstation in Columbus F.B. Visser,Nationaal Lucht- en Ruimtevaartlaboratorium,1988 **Man Machine Interface (MMI) Aspects of Extra Vehicular Activity (EVA) Information System** ,1988 **Harmonisation of Man-machine Interface Experiments in the Context of the Development of PHARE Advanced Tools** Stefana Broadbent,1993 Automation at the Man-Machine Interface Walter M. Hollister,MASSACHUSETTS INST OF TECH CAMBRIDGE DEPT OF AERONAUTICS AND ASTRONAUTICS.,1987 This paper is a summary of the findings of the Guidance and Control Panel Working Group 07 on Automation at the Man Machine Interface The working group was convened in 1983 to consider the detailed implication of specific function automation in combat aircraft The final meeting was held in October 1985 The report highlights the gains that can be expected from increased automation and identifies those areas where further research is necessary This paper is a synopsis of AR228 final report of the AGARD Guidance and Control Panel Working Group 07 The fundamental thesis which motivated this work was the idea that better utilization of available control technology can be made at the man machine interface of flight vehicles Historically the pilot has been given control inputs which correspond to the actuators on the vehicle e g throttle ailerons elevator rudder However there is evidence that under high workload in poor visibility or for maximum combat capability the pilot could perform better with control inputs more directly related to the outputs over which he needs control Working Group 07 was asked to identify the most promising options for improved automation at the man machine interface of flight vehicles Author *Harmonisation of Man-machine Interface Experiments in the Context of the Development of PHARE Advanced Tools* Stefana Broadbent,Eurocontrol Experimental Centre,ESTELLE France,1993 **A Man-Machine Interface Concept for a State-of-Art, Shipboard, Command/Control Console** G. A. Osga,NAVAL OCEAN SYSTEMS CENTER SAN DIEGO CA.,1983 Existing tactical display control consoles which are located in Combat Information Centers aboard Navy vessels do not take full advantage of existing hardware software human factors technology In addition to limitations imposed

by hardware constraints the user interface software imposes a difficult to learn interface upon the complex task demands of the command and control environment The Navy Ocean Systems Center has developed a prototype for a command control console which features many design advantages in comparison to existing consoles The new configuration presents a diverse array of human engineering issues some specific to this console and others generic to all consoles An overview of these issues and relevant research conducted at NOSC is presented in this paper Author

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