Abstract

Large screen shared displays are a standard fixture in almost all command centers, but are generally under-utilized. Many problems stem from the fact that these displays are repeater displays from individual workstations. Scaling from workstation display to large screen display does not guarantee that text will be large enough to be visible to all users. Color reproduction on projection displays does not automatically match that on workstation displays; text and symbology overlays on maps are often not discernible. Because the shared displays are repeaters, the operator's navigation and control icons, menus and pallets are visible on the shared displays and obstruct the view of displayed information. While the shared displays should be the basis of a common operational understanding, they are often too cluttered, yet lack useful information. In today's complex environment of asymmetric warfare, effects-based operations and coalition forces, decision quality information is needed to support collaboration and synchronization of operations. This means delivering the right information at the right time in a clearly visible and easily understandable format that supports cognitive processes associated with decision making and collaboration. The proposed paper will discuss perceptual and cognitive issues associated with shared displays in command centers.

.

Aleva Havig Douglas
denise.aleva@wpafb.af.mil
27 Nov 2006