

E-navigation underway

LIGHTHOUSE

N 57° 42.4' E 011° 56.2'

LIGHTHOUSE MARITIME COMPETENCE CENTRE



Have we addressed Human Element user needs?

Maritime Human Factors



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Shaping ships for people

Human Element

- The Humans
 - Crew; deck AND engine...
 - VTS
 - Pilots
 - Etc...
 - Parts of a socio-technical system



Need vs. want

“Customers sometimes do not know what they want. It can be dangerous to just listen to what users say they need.”

JOHN SEELY BROWN, co-chairman of the Deloitte Center for Edge Innovation, a research and consulting organization in Silicon Valley.

“I want my dog in the background”



Relevant information

It's about asking the right questions

- What do you want?
 - Seafarers are not designers, programmers etc
- What do you need?
 - Tell me about your job and how I can support it



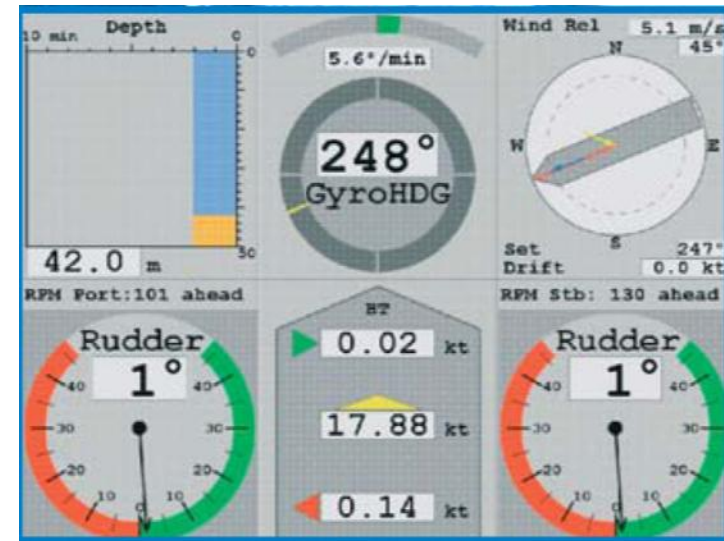
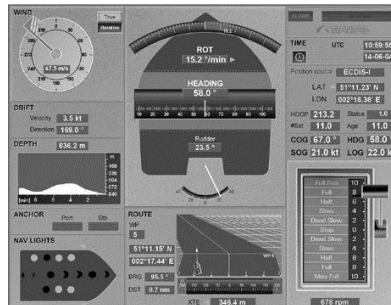
Studies show: all maritime users need

- Overview – joint SA
- Communication
- Reliable systems/information/sensors
 - Reliable: consistently safe
- Trust: social and technical

- All high-level concepts – no silver bullet

Relevant = want or need...or “can do”?

- “Makes **key** information available”
- “...permanently providing **valid** information on the operation of ship systems”
- “...a consolidated picture of **pertinent** navigation information...”
- “**Innovative** concentration of navigational data”
- “...everything is also more graphically, more **clearly** and in a more modern way displayed”



Factors contributing to failure

- **Situations** requiring rapid response
- Challenge of managing concurrent **tasks**
- Equipment failure and design flaws
- Misleading or missing **cues** normally present
- **Plan** continuation bias
- Stress
- Shortcomings in training and/or guidance
- **Social/organizational** issues



Design and then train?

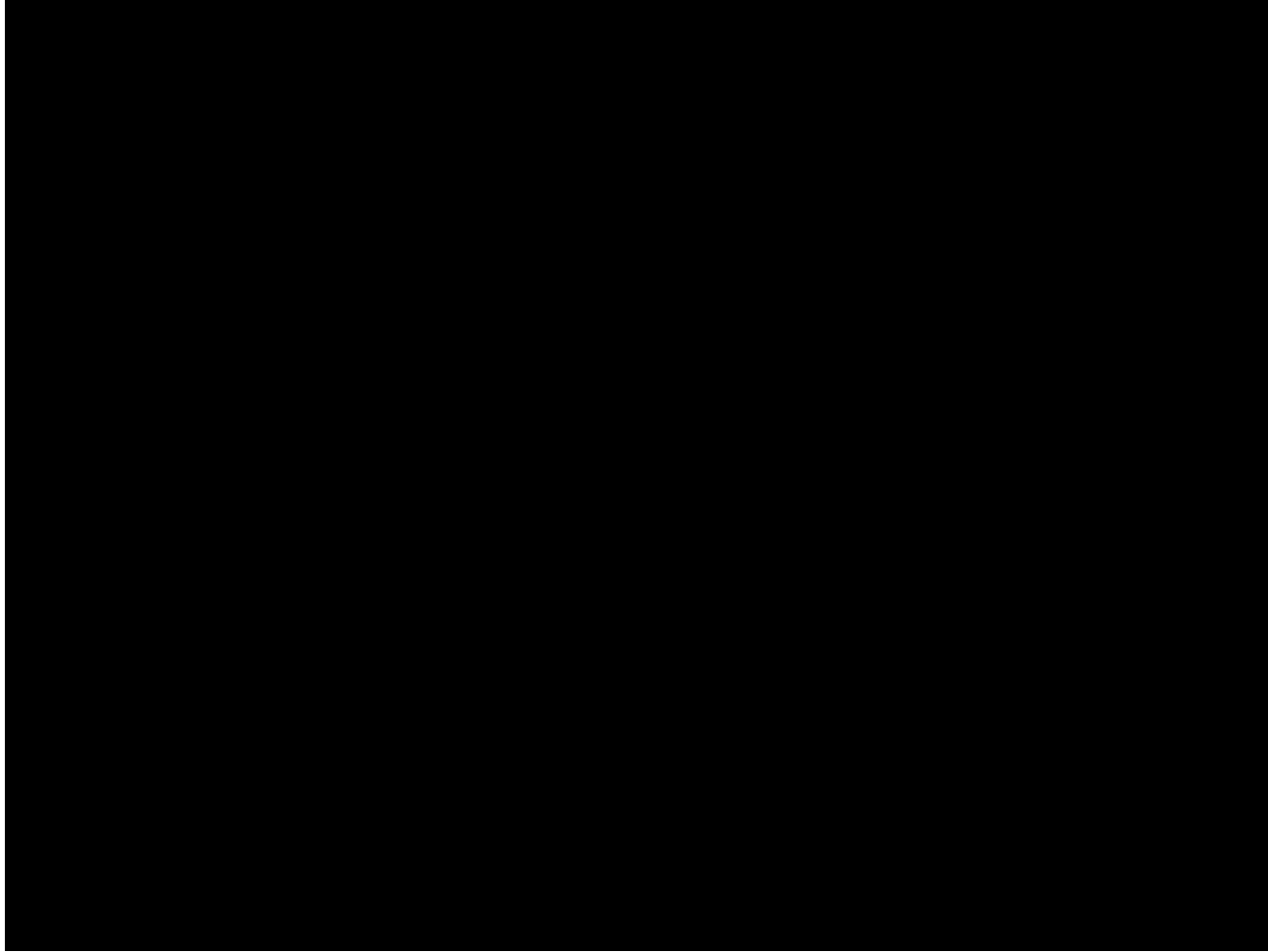
- STW Sub Committee in May 2012: ECDIS Model Course...less than 40 hours including robust evaluation will not meet STCW requirements.
- ‘basically, the operation of the system is intuitive, in comparison to other manufacturers. A short introduction is sufficient to understand the basic functions...’



REUTERS/Stephen Lam/Files

Addressing user needs...?


- Research shows engineers are intelligent and creative but have little empathy
- Situations, tasks, cues, plans, social and organization...
 - Not the average engineer's experience and knowledge
 - Context of use
- Harmonization is key
 - Task-centered design
 - Socio+technical
 - Job and tool should be designed concurrently



...an ECDIS...this screen is more user-friendly... we can work like we did in the paper chart...can be used for planning

Take-home points

- E- is more than navigation
- User needs not wants
- Context of use
- Design before training
- Support innovation, allow inheritance
- Overview
- Communication
- Reliability
- Trust
- Harmonization



Shaping ships for people
We design working environments