

# **Collaborative Technology for Disaster Management**











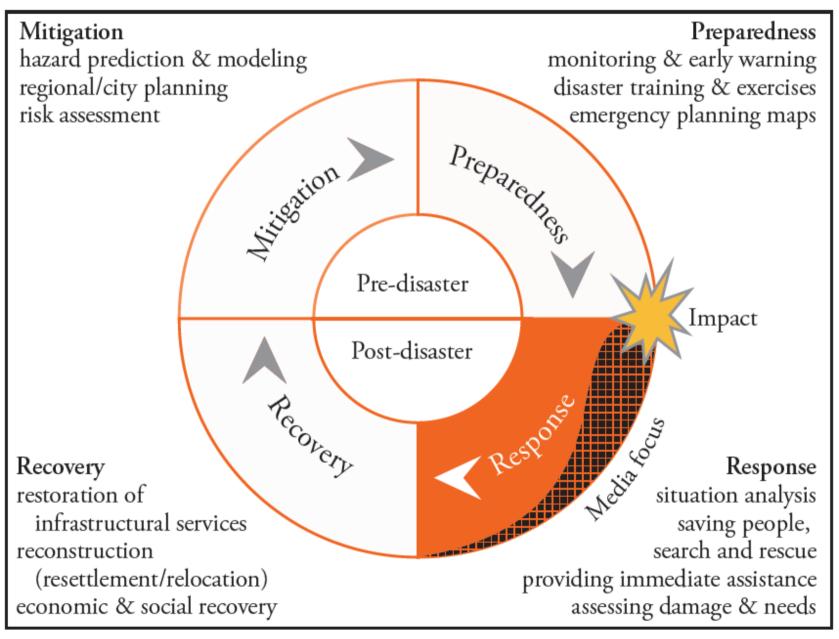






#### **Disaster Management**





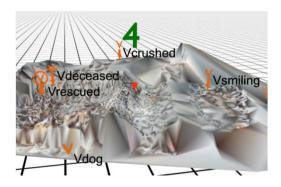
#### **Collaboration during Disaster Response**

#### The innovation for life

- Situated Collaboration:
  - Structural, prepared and managed by organizations
  - Ad-hoc, occurring by "coincidental" presence or remote involvement of persons
- Disaster Response:
  - > rescue victims & save the environment
  - safeguard & coordinate persons' actions
  - acquire (shared & complementary) situation awareness
- Collaborative Technology:
  - mobile network-based navigation support
  - distributed, mixed-initiative situation mapping
  - adaptive –ground and flying– robots that sense & act in dangerous & difficult-to-access environments.









#### **Current Practice**









## **Human-Agent Teamwork**

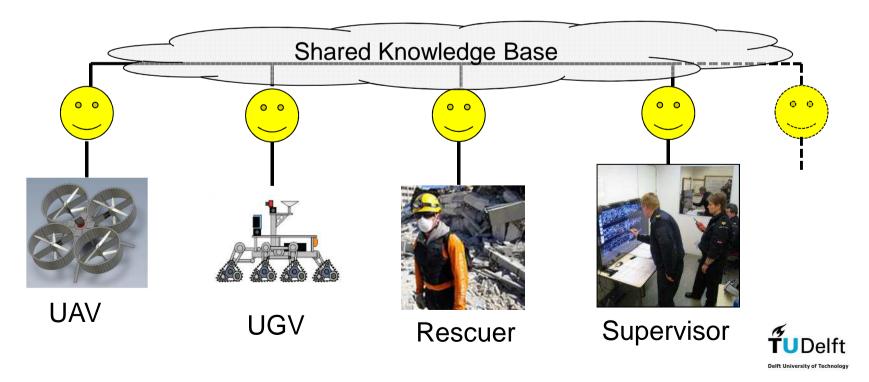


Vision: Agent-mediated human-robot team work

- Sharing information
- Balancing workload
- Adjusting robot autonomy

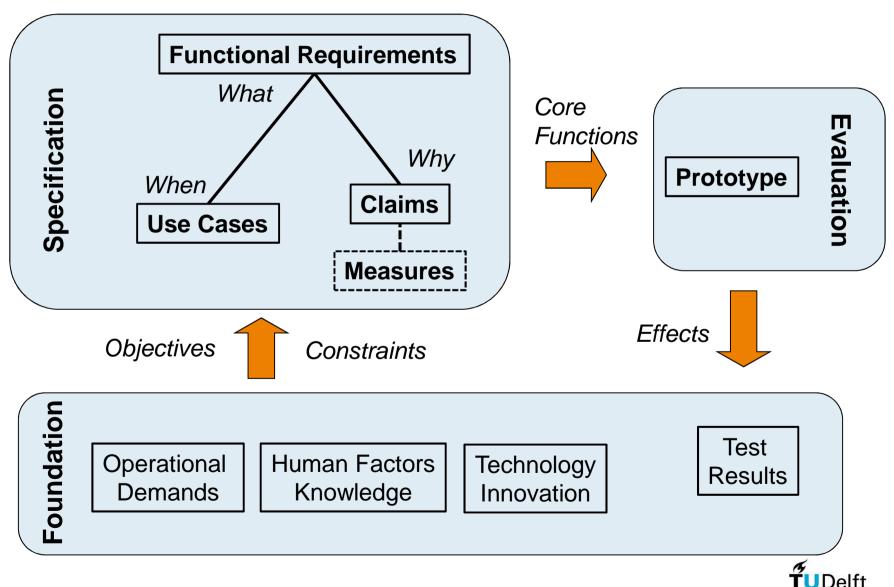
Target outcome: performance and resilience

- Effective and efficient human-robot operations,
- Attuned to human, robot and situational constraints

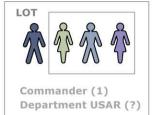


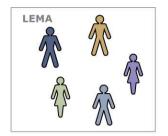
## situated Cognitive Engineering













USAR Team (60 - 65 persons) Commandogroup (2)



Commander (1)
2nd commander (1)

Search And Rescue group D (10)

Search And Rescue group C (10)

Search And Rescue group B (10)

Search And Rescue group A (10)



Commander rescue group (1)
Rescue worker / Technical search specialist (1)
Rescue worker / Dog handler (2)
Rescue worker (5)
Hospic (1)

Staff group (5)



Commander staff group (1) Liaison officer (1) Informatie officer (1) Administrator clerk (2)

Support group (12)



Commander support group (1)
Physician (1)

Head nurse (1) Safety officer (1)

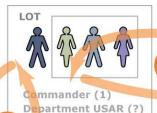
Security officer (1)

**Construction specialist (1)** 

Technical worker (2) ICT- technician (2)

Logistics worker (1) Cook (1)







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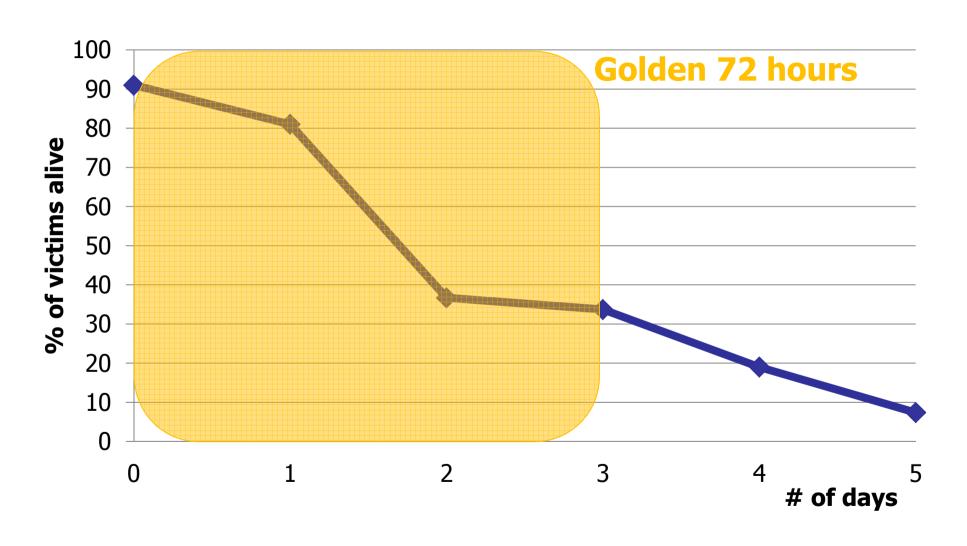
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# **Observations in Dubai and Czech Republic**











Figure 3.4. The group commander started to draw the map of the building and locations of victims found



Figure 3.5. The group commander briefed his group on how to best rescue the victims



Figure 3.6. The rescue operation

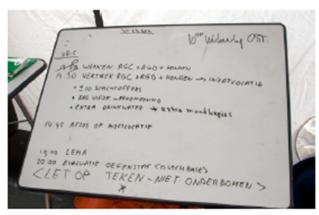


Figure 3.7. The situation board at the command post



developing over time

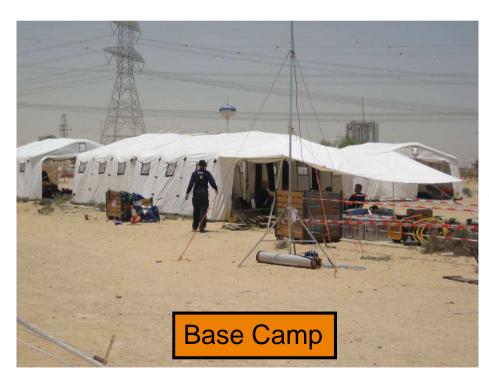


Figure 3.8. The more complete map of the building Figure 3.9. The group commander explaining the situation to the new team who arrived at the





- Setting: Rescue team is digging towards a victim under extreme temperatures (40+ degrees Celsius). Water supply is running out....
- Lack of observability between staff at the base camp and rescue team leads to suboptimal operations.



Lack of Observability







- Setting: Rescue team has been working for a long time to excavate a victim.
- Lack of observability between the base-camp and the rescue team leads to unnecessary early wake-up of the other recue team to take over their job.







- Setting: the commander of USAR.nl enters the staff tent and wants to know where each team is, what they are doing, and how well they are doing.
- Lack of observability requires the commander to make interrupting phone calls to each rescue team









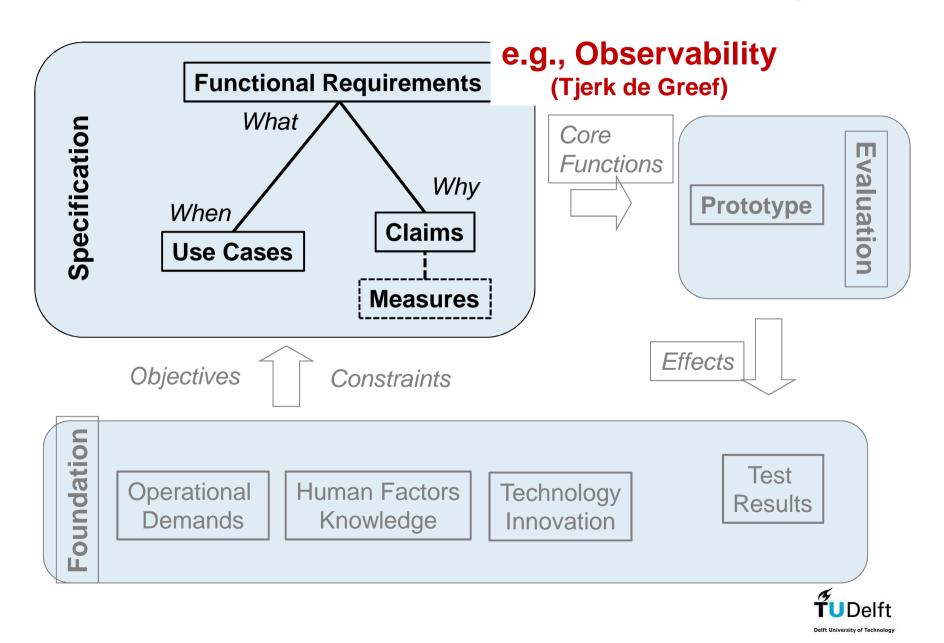
- Setting: Rescue team needs water in order to drill a hole through a 50 cm wide wall.
- Lack of observability over time between rescue teams leads to suboptimal operations.





#### situated Cognitive Engineering





## **Specification Example (simplified)**

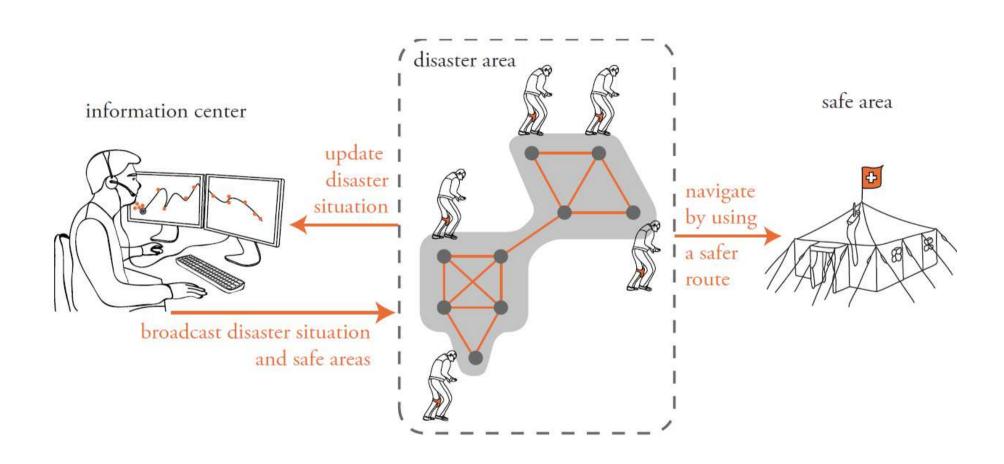


Req01	The observability module shall show the work progress of all distributed rescue teams to each other.	
Claim	Observability improves the activity awareness and communication efficiency, resulting into adequate coordination and fast operations, with minimal costs of workload and micro-management	
	+	Improves activity awareness (questionnaire) Improves coordination (resource deployment) Communication efficiency (time for communication) Fast operations (time per area explored)
	-	Increases workload (questionnaire) Increases micro management (attention allocation)
Use-Cases	UC01, UC02, UC10	



## **Protototyping** (Nike Gunawan)





#### **Prototyping**



HANDHELD send **INFORMATION** real-time position send **DEVICES CENTER** send simulated position incident reports iPhone, GPS, computer, Internet, send 3G two displays broadcast simulated situation updates incident reports broadcast affected person operator

walked routes

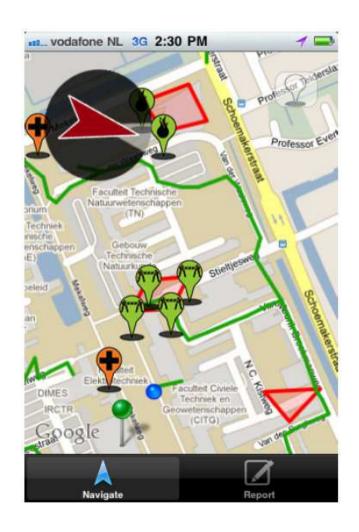
**SIMULATION MODULE** 

> computer, Internet

simulation agent

## **Prototyping**



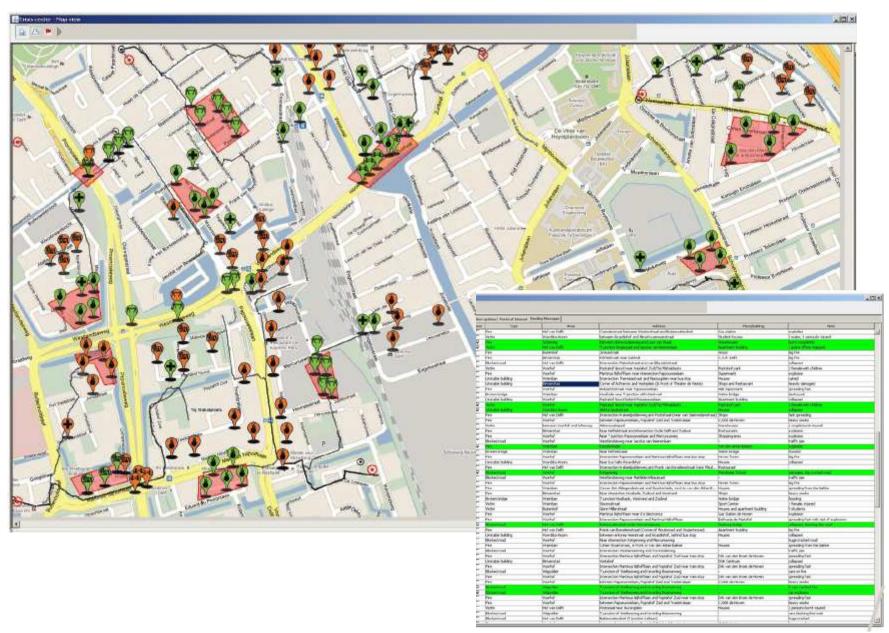






## **Prototyping**





#### **Evaluation**



#### The collaboration

- Without adequate collaboration, a joint map can be less accurate than the underlying individual maps
  - Accommodate individual input
  - Facilitate the provision of confidence information

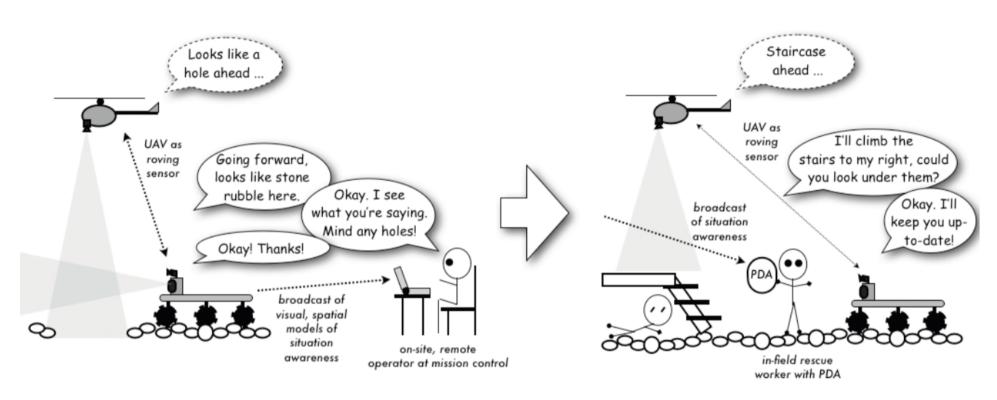
#### The integrated support system

- Improved Situation Awareness
  - Improved definition of dangerous areas
  - Improved registration of observation reports
- Safer Navigation
- Lower workload
- Improved prioritization of rescue efforts
- Improved usability



## Integrating robots in the disaster response NIFTi, EU FP7 project





human-assisted exploration

sharing situation awareness

human-instructed exploration

In-field joint exploration planning



## Movie

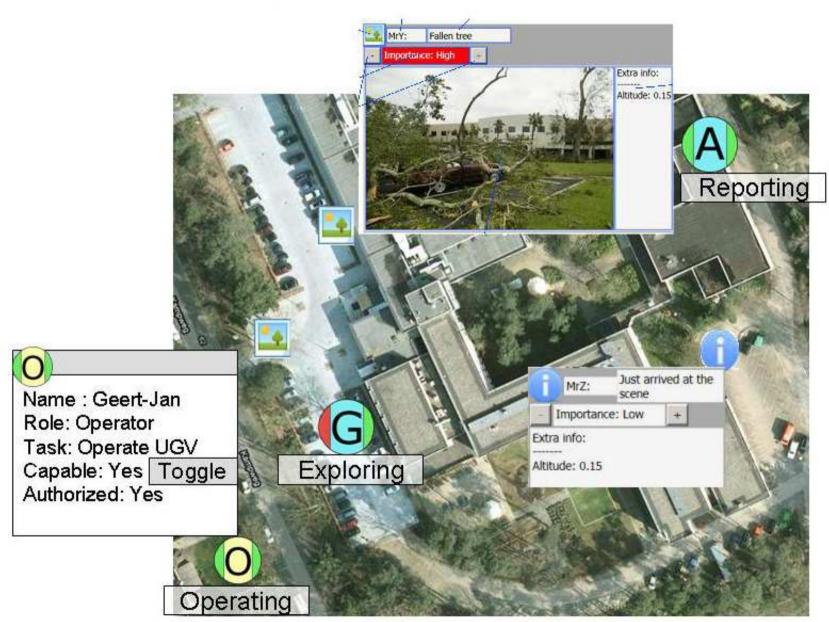






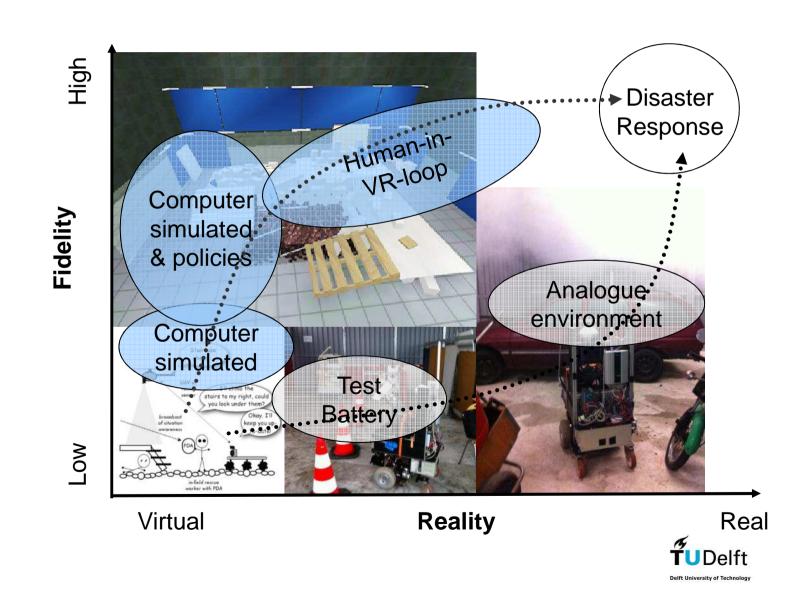
#### **Situation and Team Awareness**





### **Evaluations to refine and validate reqs**





#### **Development of Collaborative Technology**



- Theoretical and empirical foundation
  - Improving the design rationale
  - Crossing domains
- Incremental development
  - Modular (e.g., observability display & navigation support)
  - Addressing key human factors (e.g., situation awareness & workload)
  - Iterative refinement process; moving rapidly between foundation, specification, prototyping and evaluation
- Multi-disciplinary collaborative activity
- > situated Cognitive Engineering Tool (sCET), <a href="https://www.scetool.nl">www.scetool.nl</a>



## **Questions?**











#### **Urban Search and Rescue - USAR.NL**

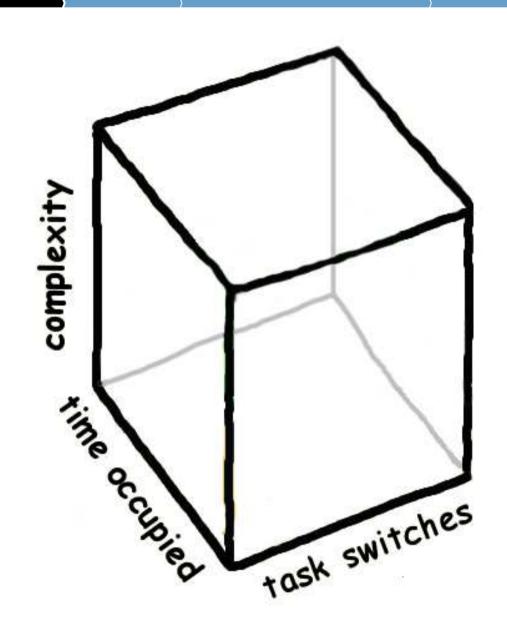


- > Heavy team (1 out of 11), founded in 2002, 65 persons
- To find, rescue, and assist people in disaster areas
- > Fully self-supporting up to ten days
- Fast response and deployment within a 5000 km radius
- Complex and dynamic operations:
  - Gathering and transporting people and resources
  - Settling at location and coordination with other teams
  - Info exchange in distributed and extreme environments
  - > Establishing priorities and up-to-date shared work plan



#### **Team Awareness: Task Allocation**

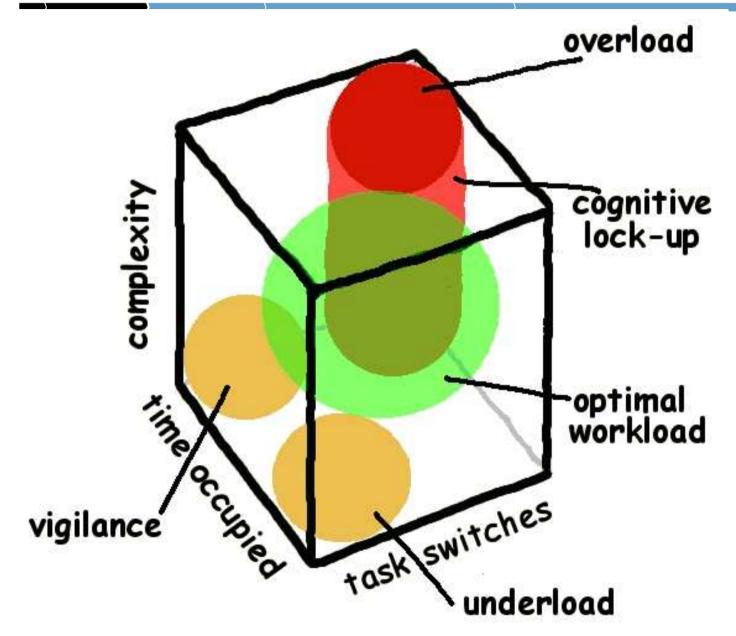






## **Cognitive Task Load (CTL) Model**







#### **Cognitive Load and Emotional State**



