

Design of Support Systems for Airline Operations

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AO: the Human Factors Perspective

❖ Complex cognitive task

- ✧ Many individuals coordinating
- ✧ Simultaneous regulation of aircraft, cabin crew and flight crew schedules

❖ Dynamic work environment

- ✧ Regulation of a dynamic system
- ✧ Series of actions required to achieve and maintain goal
- ✧ Interdependence between subsequent decisions
- ✧ Task parameters are continuously changing
- ✧ Tasks must be accomplished in real time



Questions in Support System (SS) Design

- ❖ Which aspects of human performance should the system aim to support?
- ❖ How should work be split between the human and the SS?
- ❖ How should the human and the SS interact?

Answer: Whatever helps the joint human-machine system achieve the best performance in a wide range of operating conditions

Previous Attempts at Support Systems

- ❖ Centered and built around:
 - ✧ Optimization routines
 - ✧ Simulation
- ❖ Provided a single interface for the operator
- ❖ Assigned the operator tasks
 - ✧ Translation & data entry
 - ✧ Monitoring

Observations of Airline Operational Managers

❖ Primary task

- ✧ ensuring that the on-time arrival and departure rates are within acceptable limits

❖ Techniques

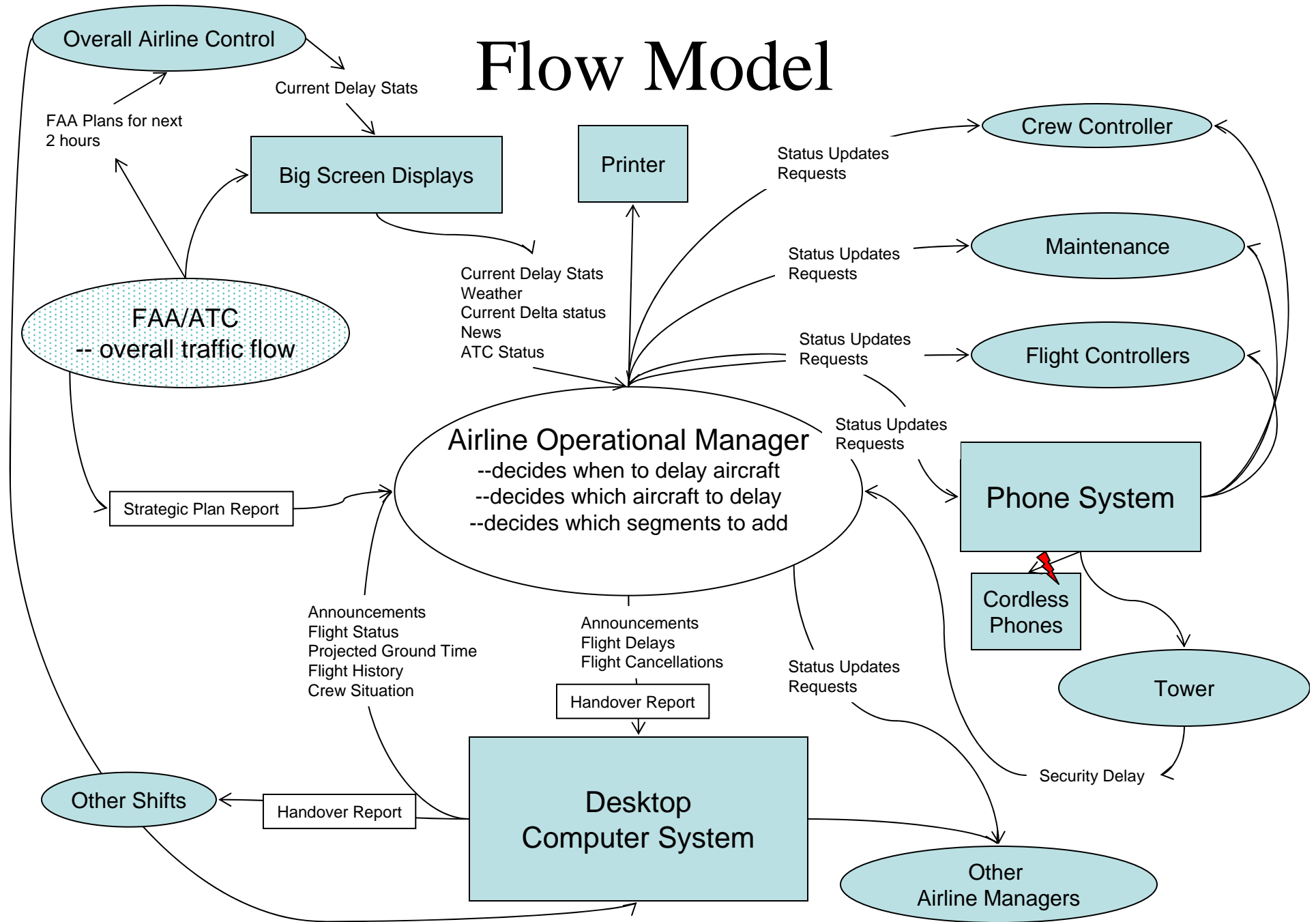
- ✧ Cancel/Delay flights or segments
- ✧ Adding additional flights or aircraft
- ✧ Swapping aircraft, pilots, crew

❖ Contextual Inquiry

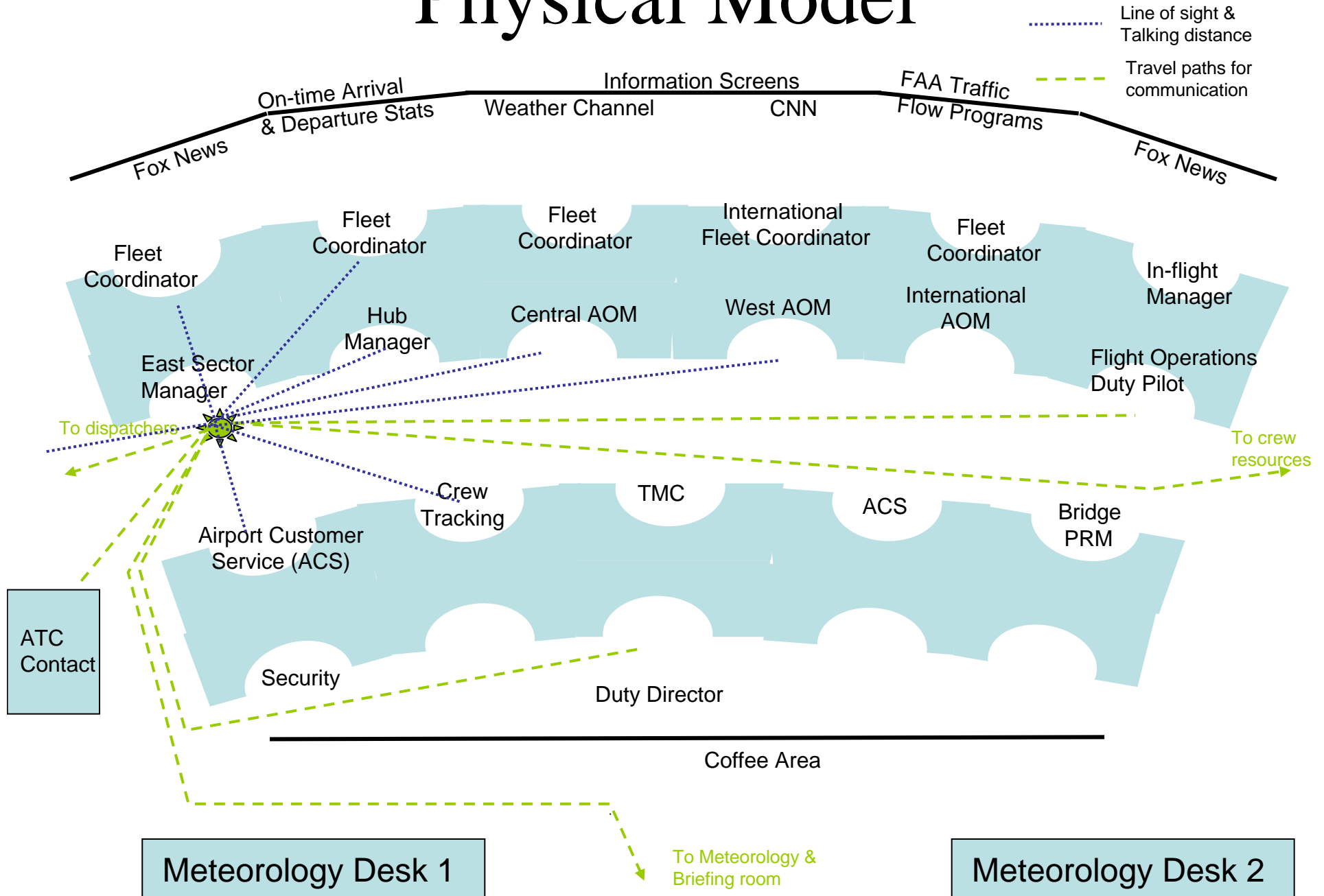
- ✧ Interviewing technique described by Beyer & Holtzblatt
 - Context, partnership, interpretation, focus
- ✧ 3 AOM's over 7 months at a major US carrier 20+ hours



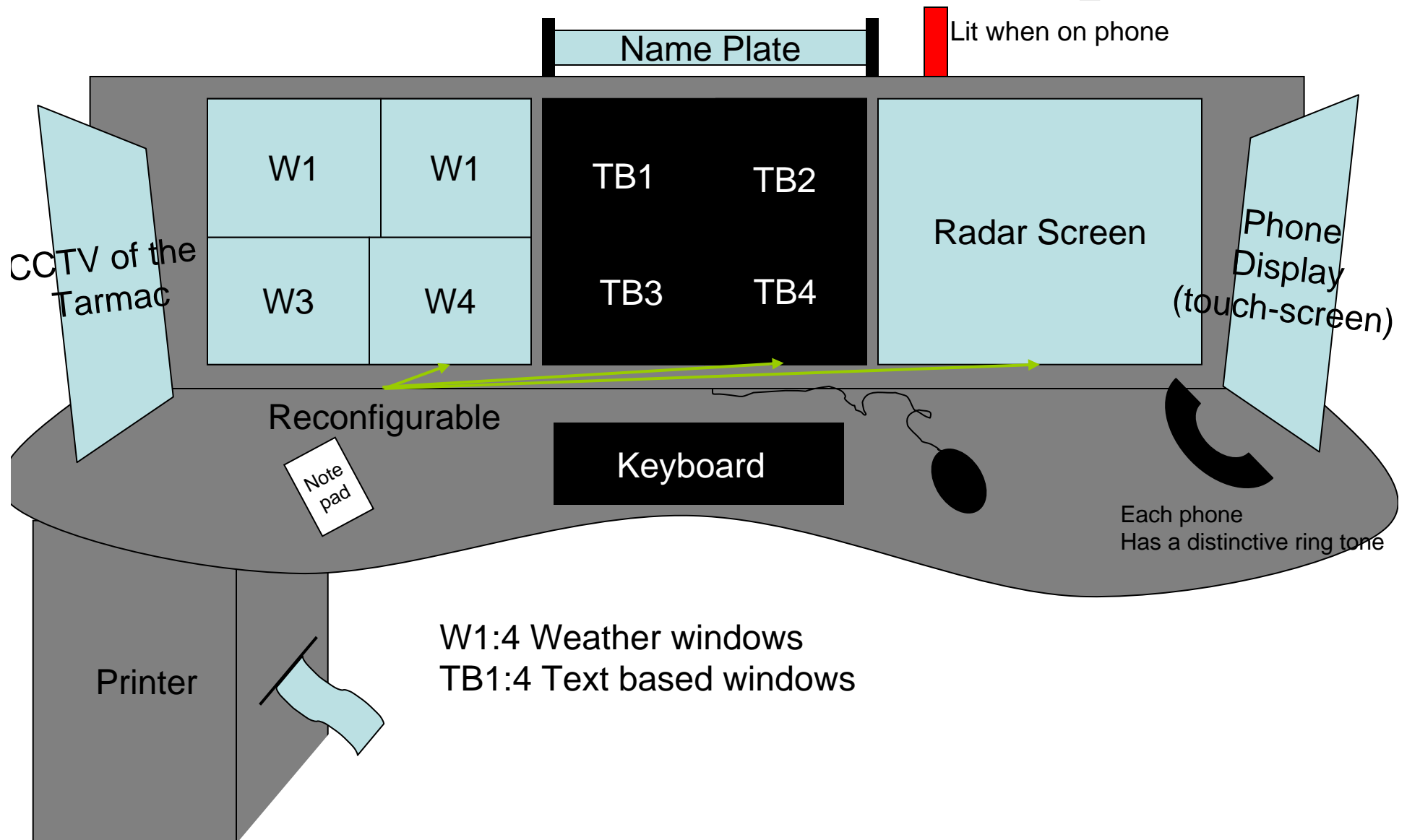
Flow Model



Physical Model



Artifact Model: Desktop



Overall Insights

- ❖ AOM's work patterns vary due to context
- ❖ AOMs implement ATC flow control measures at the airline level
- ❖ Better SS are needed to improve AOM performance

Wide Variations in Work Patterns?

❖ Depending on context, work patterns change

✧ Resolution time horizon

✧ Information availability and certainty

✧ Number of other concurrent tasks

✧ Importance of problem

✧ State of ATC system

Work Pattern 1

❖ Approaching weather front

❖ Context

- ✧ Resolution time horizon > 6 hours
- ✧ Information availability – good, some uncertainty
- ✧ Potential impact – high

❖ Pattern

- ✧ AOM coordinates with meteorology & dispatchers to assess situation and formulate multiple solutions
- ✧ AOM consults customer service, pilot and cabin crew reps on the multiple solutions
- ✧ AOM continually evaluates solutions as time elapses
- ✧ AOM chooses a solution to implement and notifies others



Work Pattern 2

❖ Unscheduled maintenance

❖ Context

- ✧ Resolution time horizon – minimal

- ✧ Information availability – poor

❖ Pattern

- ✧ AOM alerted to unscheduled maintenance

- ✧ AOM quickly gathers information on situation

- ✧ AOM formulates solution based primarily on experience (without consultation) and executes plan

- ✧ AOM will check back later and adjust plan accordingly



Understanding the Work Comes First

- ❖ Observations revealed wide variation in work practices
- ❖ Multiple behaviors beyond just decision making were observed
 - ✧ Judgment, coordination, communication, information seeking, action execution
- ❖ Designing a SS for this type of work
 - ✧ Requires a way to model the variation in work practices



Model of Control as a Framework

- ❖ Model of Control is a useful framework to view changes in patterns of activity
- ❖ Model of Control
 - ✧ Continuum
 - ✧ With identifiable modes
- ❖ Transitions between contextual control modes are an important aspect of the Model of Control
- ❖ Model of Control framework suggests that SS could be tailored for specific contextual control modes



Contextual Control Modes



Hollnagel 1993

❖ Strategic Control

- ✧ Global context can be considered

❖ Tactical Control

- ✧ Behavior includes planning
- ✧ Decisions based on a known procedure or rule and may include consideration of future events

❖ Opportunistic Control

- ✧ Next action is chosen from the current context alone
- ✧ Decisions based on salient features of the environment

❖ Scrambled Control

- ✧ The choice of next action is completely unpredictable or random
- ✧ No reflection or cognition, only blind trial-and-error

Designing for Strategic Mode

- ❖ Highest level of control
- ❖ May be governed by classical decision making
 - ✧ Multiple feasible alternatives can be generated
 - ✧ Extensive weighting of decision attributes
 - ✧ Thorough comparison of decision alternatives
- ❖ May need SS to facilitate compensatory decision alternative generation and evaluation
- ❖ May need to iterate with the SS repeatedly



Designing for Tactical Mode

- ❖ May be governed by procedures
- ❖ Solution may fall out of procedure and not be the focus of the work
- ❖ May need SS to facilitate following procedures
 - ✧ Pointing out procedure limitations and options
 - ✧ Check decision arrived at by procedure
- ❖ Time for iteration with the SS will be limited



Designing for Opportunistic Mode

- ❖ Lowest supportable level of control
- ❖ Time for problem resolution is limited
- ❖ May be governed by judgment & situation assessment
 - ✧ Difficulties finding and assessing information
- ❖ May not have time to interact with SS to
 - ✧ Generate feasible solutions
- ❖ May need SS to
 - ✧ Highlight the most relevant information
 - ✧ Facilitate decision execution



Take-aways

- ❖ Design for effective interaction
- ❖ Understand the work
- ❖ Understand the variation in the work processes and support them

Questions?
Comments?
Suggestions?