

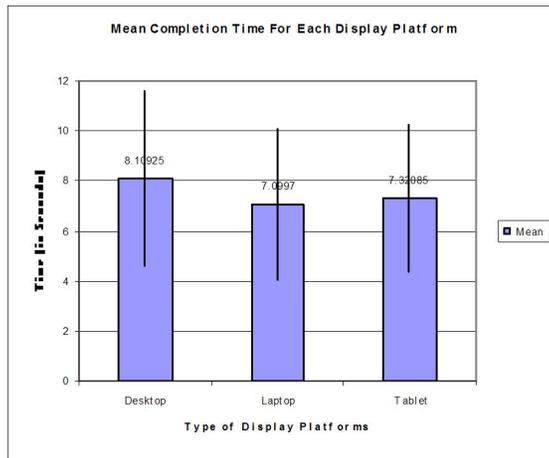


Engineering Psychology Leader Series:

Mobile Translation of Actionable Intelligence



Results



Participants completed 10 translations on each platform. Analysis showed that the laptop and tablet were both faster than the desktop. There was no statistical difference between the speeds of translation on the laptop and tablet pc.

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Getting Information to Commanders on the Ground

A service provided by the

Engineering Psychology Program

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Project Goals

With the aid of the FALCon software, we are attempting to transform the software into a mobile platform that will provide commanders with the ability to act on seized information. Peledov created a tactical translator, which is comprised of various analytic and synthetic functions, could be one resource of interest. At the same time, our mission is to reduce the size of the interface and the Wright-Patterson algorithmic language design for medium machines may allow us to create a program for this more compact interface. Based off the technology we were given, we were able to compare and contrast the interfaces of three different models of display. The scaleable design, the size of display and widgets present, was one factor that our group focused on. Each of the three different displays had a different sized interface, which in-turn had different sized widgets (see Appendix A). Often, interfaces function differently and produce faulty results. This was not the case with our testing. Each of our interfaces produced the same results and each interface allowed the subject to perform in the same manner during the exercise.



Interfaces



Scalability

The primary scope of our project deals with scalability issues. We are evaluating performance on the FALCon software and how effective the scalability of it is.

Overview

Technology is the driving force of today's modern military. Soldiers equip themselves with mobile battlefield platforms, global positioning systems, and direct-line communications machines in the hopes of obtaining the most accurate and up to date information. These systems and platforms inform the user of all the possible information. It then becomes par of the user's workload to filter the data. In our study we will evaluate a Language Translation tool aimed at giving the soldier information during operations. The problem arises of how large a workload the user can handle and yet still performs his or her given tasks. The human mind can only handle 7 ± 2 functions at a given time. In the up-temp environment of military actions that number becomes important because of the demand for attention. In this experiment we will look to find the optimal level between mobility and cognitive demand.