

# Effect of Dynamic Information Availability in Decision Making

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How does a commander determine what resources to bring to bear on the battlefield? Commanders understand the battlefield through an understanding of the plan or operations order and the dynamic information about the ongoing operation. The dynamic information is often represented through computer map and unit abstractions updated through network linkages to subordinate elements. Sixteen mid-career Army officers served as commanders during a simulated offensive and defensive scenario. We observed and collected what information was selected as each commander developed his situation awareness. Battlefield information was available via a paper-based operations order and a computer visualization of the ongoing operation. The computer visualization was constructed via RAPTOR (representation aiding portrayal of tactical operations resources), a new representational schema of traditional battlefield information. We discuss the methodology, results, implications for design, and the plan for continuing experimentation.