

Experiment Thrust

Developing Theoretical Concepts for Experimentation

Fiore, S. M. & Salas, E. (2007). *Developing Theoretical Concepts for Experimentation. Presentation to the Office of Naval Research Collaboration and Knowledge Interoperability Program, Arlington, VA, August 9th, 2007.*

Report Documentation Page

Form Approved
OMB No. 0704-0188

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1. REPORT DATE 2007		2. REPORT TYPE N/A		3. DATES COVERED -	
4. TITLE AND SUBTITLE Experiment Thrust				5a. CONTRACT NUMBER	
				5b. GRANT NUMBER	
				5c. PROGRAM ELEMENT NUMBER	
6. AUTHOR(S)				5d. PROJECT NUMBER	
				5e. TASK NUMBER	
				5f. WORK UNIT NUMBER	
7. PERFORMING ORGANIZATION NAME(S) AND ADDRESS(ES) Office of Naval Research				8. PERFORMING ORGANIZATION REPORT NUMBER	
9. SPONSORING/MONITORING AGENCY NAME(S) AND ADDRESS(ES)				10. SPONSOR/MONITOR'S ACRONYM(S)	
				11. SPONSOR/MONITOR'S REPORT NUMBER(S)	
12. DISTRIBUTION/AVAILABILITY STATEMENT Approved for public release, distribution unlimited					
13. SUPPLEMENTARY NOTES The original document contains color images.					
14. ABSTRACT					
15. SUBJECT TERMS					
16. SECURITY CLASSIFICATION OF:			17. LIMITATION OF ABSTRACT UU	18. NUMBER OF PAGES 14	19a. NAME OF RESPONSIBLE PERSON
a. REPORT unclassified	b. ABSTRACT unclassified	c. THIS PAGE unclassified			

Theoretical Concepts for Experimentation

Developing Theoretical Concepts for Experimentation

- Parallel approach to Experimentation Thrust
 - Overall focus on augmenting and developing macrocognition concepts
- **A) Asking how can we enrich understanding of foundational collaboration concepts through empirical studies?**
- **B) Testing macrocognition concepts through refined measurement techniques**



- **A) Presenting overarching concepts for macrocognition experiments**
 - *Understanding Problem Space and Impact of Task*
- **B) Discussing metrics experimentation to support more diagnostic and construct valid understanding of macrocognition**



Theoretical Concepts for Experimentation

Overarching Research Questions for SUMMIT Experimentation

- **How do task factors alter macrocognitive processes?**
 - *How do changes to task complexity (e.g., low versus high integrative complexity) impact macrocognitive stages and/or processes?*
 - *How do changes to task structure (e.g., ill-structured versus well-structured) impact the manner in which teams collaborate as they work through macrocognitive stages and/or processes?*
- How does distributed interaction influence differing elements of collaboration?
 - *What happens to information processing within and across teams when members are not all co-located?*
 - *How do changes to the task interact with distributed interaction?*
- What is the impact of agent-based team members?
 - *How does inclusion of agents supporting certain macrocognitive processes impact overall stages and/or processes?*
 - *Do task variations interact with inclusion of agents in their impact on macrocognition?*
- **Can we triangulate on macrocognitive processes through improved measures?**
 - *What measures provide the most diagnostic utility as to assessing macrocognition across the stages of collaborative problem solving?*



Theoretical Concepts for Experimentation

Macro cognition and Experimentation with Task Variation

□ Background

- CKI program now looking at macro cognition in varied tasks

□ SUMMIT Goal

- Assess how variation of theoretically important factors, within a given testbed, alters macro cognition

□ Rationale

■ *Practical Significance*

- Research across variety of situational factors would support understanding and improving operational performance

■ *Theoretical Significance*

- Research on macro cognition would benefit from further integration of cognitive science concepts
- *Task classifications would clarify influence of task structure and complexity to help better understand macro cognition*



Theoretical Concepts for Experimentation

Developing Theoretical Concepts for Experimentation

Macro cognition – *Problem Space and Influence of Task*

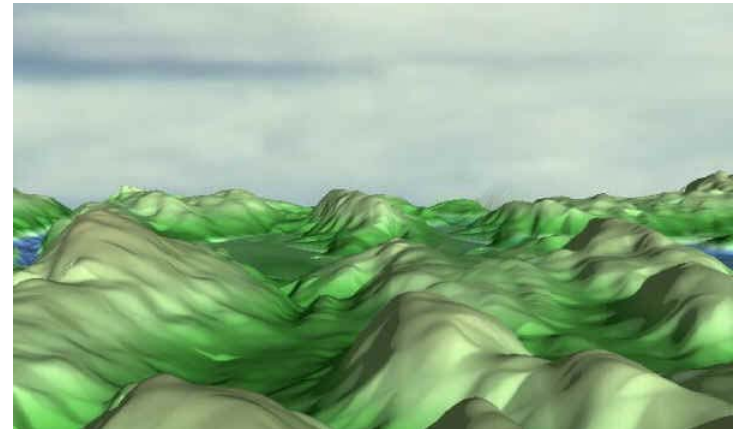
- Understanding problem space theory in context of macrocognition (Newell & Simon, 1972)
 - the mental space in which the problem solver must encode problem elements -- defining goals, rules and other aspects of the situation... [that] represent:
 - the initial situation presented
 - the desired goal situation
 - various intermediate states, imagined or experienced



Theoretical Concepts for Experimentation

Macrocognition - *Problem Space and Influence of Task*

- Reifying Problem Space Concept through Operationalization of Task Variability
 - *Question is how do task factors alter problem space*
 - The task defines the “topology” of the problem space
 - *Dictates paths through the problem space available to the problem solver*
 - *Some successfully lead to solution*
 - *Collaborative process determines path choice*
- **Experimentation will explore how this alters macrocognitive processes**
 - ***Overarching Hypothesis***
 - ***Differential impact of task manipulations on subcomponents of macrocognition***
 - ***For example, there will changes to quantity and quality of knowledge building when task is more ill-structured?***



Theoretical Concepts for Experimentation

Macro cognition - *Problem Space and Influence of Task*

Theoretical Issue – Problem Space and Task Complexity (Wood, 1986)

- Component Complexity

- Amount of distinct acts associated with task and amount of cues/problem elements to be processed

- Coordinative Complexity

- Degree to which task variables need to be integrated for successful task completion

Task Complexity		Component Complexity	
		Low	High
Coordinative Complexity	Low		
	High		

Theoretical Concepts for Experimentation

Macro cognition - *Problem Space and Influence of Task*

Theoretical Issue – Problem Space and Task Structure (Campbell, 1991)

- Determined by the number of task paths to follow and/or the amount of ambiguity or uncertainty associated with the paths.
 - Multiple Paths
 - Degree to which distinct outcomes are possible in task environment
 - Degrees of Uncertainty
 - Degree to which task alternatives are:
 - Ambiguous as to the path elements and/or
 - Differ in likelihood of occurring (i.e., amount of ambiguity associated with outcomes)

Task Structure		Multiple Paths	
		Low	High
Degree of Uncertainty	Low		
	High		

Theoretical Concepts for Experimentation

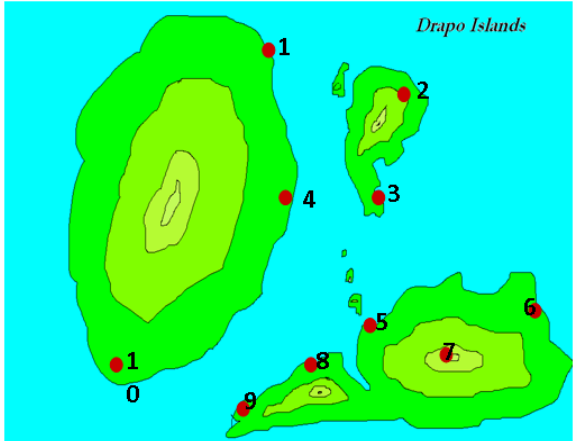
□ Task Complexity - *Component Complexity* in SUMMIT

- Amount of distinct acts associated with task and amount of cues/problem elements to be processed
- MACRO-COG missions composed of several operations
 - Manipulating number of operations increases component complexity
 - For example, plans required for each operation - the more elements required in the plan the more complexity
- Also number of resources, team members, and rules will be varied to manipulate component complexity

NEO-based Scenario Development

Rebel forces attempting to overthrow government.
Generate plans to aid government and civilians.

Drapo Islands



The map shows three islands with various planning locations marked with red dots and numbered 0 through 9. The islands are colored in shades of green and yellow, indicating terrain or resource levels. Location 0 is on the largest island, location 1 is on the top of it, and location 2 is on the top of the smallest island. Locations 3, 4, 5, 6, 7, 8, and 9 are distributed across the other islands.

Iterative Planning Scenario

- ✓ Multiple planning events at different locations
- ✓ Various constraints including interdependencies and resource limitations
- ✓ Five team members:

- ① Weather/Environment
- ② Supply Specialist
- ③ Transportation
- ④ Intel 1 (Local)
- ⑤ Intel 2 (Global)

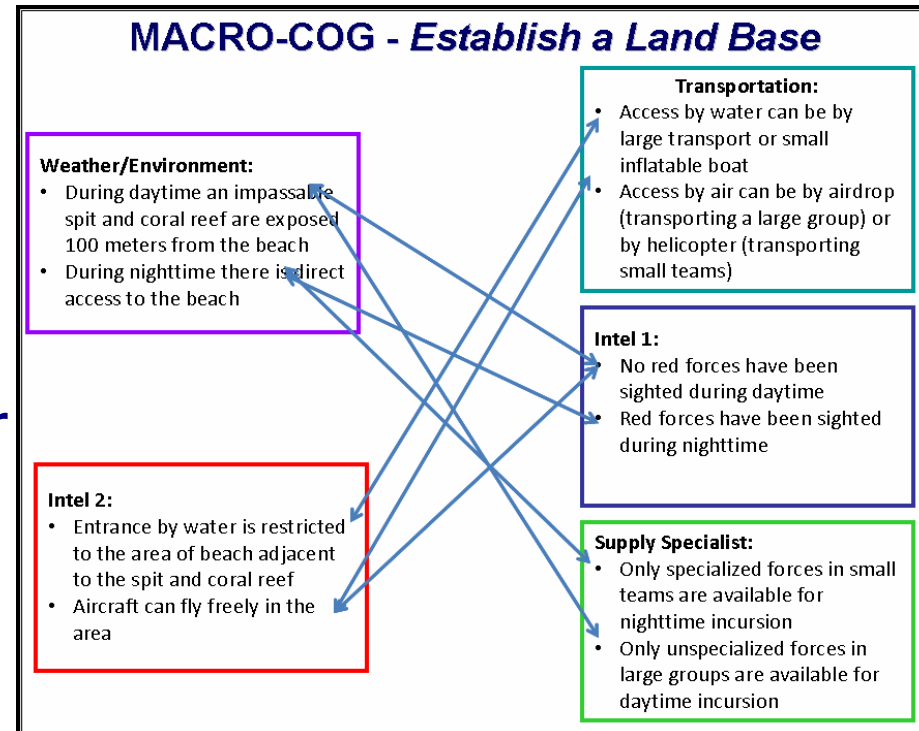
Theoretical Concepts for Experimentation

□ Task Complexity - *Coordinative Complexity* in SUMMIT

- Degree to which task variables need to be integrated for successful task completion
- MACRO-COG allows for manipulating interdependencies between roles

□ For example, weather person knows critical for equipment person (who needs to decide if it is too windy to use a UAV for example)

- *Scenario creation allows for determining amount of such interdependencies*



Theoretical Concepts for Experimentation

Task Structure - *Multiple Paths and Degree of Uncertainty* in SUMMIT

■ MACRO-COG allows for manipulations of resources

□ Quantity and variety resources

■ Alter number of possible plans

■ Influence number of possible outcomes

□ Some resources are information resources

■ Each differing degrees of certainty (e.g., going to intel and weather roles)

■ Accessing information has different costs

Participant Screens

The main interface displays two columns of resource lists: 'My Resources' and 'All Resources'. Below these is a table with columns for Record ID, Owner, Time, Resource, Action, Parameter1, Parameter2, and Parameter3. The table contains three rows of data.

Record ID	Owner	Time	Resource	Action	Parameter1	Parameter2	Parameter3
[AB475]	[A138085]	1800	F-16 A/C	FLYTO	to:BARFO	alt:21000	spd:1345
[W2474]	[X20FF5C]	1800	Sh1p-ID	Sh11TO	to: TITO	spd: 15	
[AB477]	[A138085]	1800	F-16 A/C	FLYTO	to:SR-23	alt:21000	spd:1345
[AB478]	[X20FF5C]	1800	F-16 A/C	FLYTO	to:BTC	alt:21000	spd:1300

Resource Viewer

The Resource Viewer displays a detailed view of a resource, including an image of a fighter jet and various parameters such as Resource ID, Name, and Location.

Plan Entry

The Plan Entry screen shows a flowchart and various input fields for creating a plan, including fields for Name, Action, and Parameters.

Main Role Screen

Summary - Concepts for Experimentation

Experiment Thrust SUMMARY

- A) Overarching concepts for macrocognition experiments
 - How do task factors alter macrocognitive processes?
 - How does distributed interaction influence differing elements of collaboration?
 - What is the impact of agent-based team members?

- B) Metrics experimentation to support more diagnostic and construct valid understanding of macrocognition



Thank you

STRUCTURAL MODEL OF TEAM COLLABORATION

Problem Area Characteristics

Collaborative Situation Parameters:

- time pressure
- information/knowledge uncertainty
- dynamic information
- large amount of knowledge (cognitive overload)
- human-agent interface complexity

Team Types

- asynchronous
- distributed
- culturally diverse
- heterogeneous knowledge
- unique roles
- command structure (hierarchical vs. flat)
- rotating team members

Operational Tasks

- team decision making, COA selection
- develop shared understanding
- intelligence analysis (team data processing)

Collaboration Stages

