



TADMUS to Sea

Background

- An Office of Naval Research / BUPERS funded advanced development project.
- A bridge between emerging cognitive theories / models and Navy C⁴I requirements.
- Developing decision support interventions to supplement and improve shipboard command decision making through a prototype Decision Support System (DSS).

Technical Objectives

- Develop tactical displays based on commander's decision making requirements and validate in shipboard environment .
- Extend DSS principles to battle group/battle force/joint command level.
- Develop model of decision making associated with Joint & Coalition operations.
- Develop prototype decision support system(s) for Fleet flagship command centers.

Problem

- Current generation displays in Navy ships / command centers inadequately convey tactical information to command decision makers.
- Problems are exacerbated by
 - High workload, brought about by ambiguous and time compressed situations
 - Large quantity of diverse track types
 - Increased requirement for Joint & Coalition operations
- This significantly increases the potential for blue-on-blue and blue-on-white engagements, and negatively impacts a commander's ability to operate within Battle Orders and ROE.

Operational Benefit

- Enhance Situation Awareness.
- Facilitate ROE/Battle Orders dissemination/compliance.
- Buy time for decision makers.
- Improve internal and external communications.
- Reduce potential for blue-on-blue & blue-on-white engagements.
- Reduce training costs through embedded training.
- Reduce manning through automation.