Session 1 – Command and Control

Summary of Discussion

Discussion was led by Session Chairs Drs. Thomas Alexander and Patrik Lif.

Major points made during the discussion included:

- Networkcentric Warfare (NCW) is evolving over time, we are getter better in the use of networks – Network Enabled Communication (NEC) will allow us more ways to do the same tasks, better use of assets, more options. NCW/NEC will provide new ways to operate that will enable effects based operations.

- There is a gap in our knowledge on how quickly we can learn and adapt with new technologies. How well do people learn in highly dynamic structures. Decisions may get easier but actions may get harder.

- There was a question regarding the ability of human factors research will influence new C2 systems. Virtual systems are being used as test beds for trying out new C2 concepts. Examples are work at TNO in The Netherlands and the US DARPA program in virtual prototyping of networked C2 concepts.

- There was concern that no one is addressing how to get research results translated into requirements. The end-military user needed to be involved at all stages of the research. The feedback loop between the research community and military users needed to be used more frequently.

- Need to consider the whole spectrum when developing VR technologies for NEC/NCW, from the requirements right through to what happens on the battlefield.