

# Collaborators & UCF Team

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- Disaster management and response is an inherently human intensive process with human interaction and decision making
- All phases of the disaster management continuum
- Hierarchical human intensive decision making structure
- First Responders
- Victims

# Prevalance & Impact



- From 1980-2009, there have been 96 weather-related disasters globally in which overall damages costs exceeded \$1 billion per event.
- The number of deaths due to terrorism from 2005-2009 was 88,431 people.
- In 2007 alone, the losses due to fire in the US were over \$14 billion

# Scientific Community Response

 Society has turned to science and technology for solutions:

The National Academies of Science has defined a need for the scientific community ... "to pursue research that addresses the application of information technology in various areas of disaster management."







## Significance

- A methodology for assessing these devices specifically when used during emergencies does not exist.
- The human factors and usability issues associated have not fully evaluated
- Human factors compatibility will be a primary factor in usefulness

## **Mobile Communication**

- Evaluate the use of hand-held communication devices among emergency management professionals and the general population
- Research the characteristics that impact usefulness of hand-held devices
- Develop a mathematical model to quantify the human factors compatibility of hand held communication devices in emergency management

\*NSF funded Research between University of Central Florida and the College of the Bahamas





#### Seminar Human Factors, Logistics & SensorTechnology in Emergency Management



# Survey of Bahamian Civilians

- A similar survey was conducted involving 155 randomly selected Bahamian civilians living in Nassau.
- The survey consisted of 14 multiple choice questions as well as 3 free response questions regarding use of hand-held communication devices in emergency situations







#### Infrastructure Needs

- · High availability of connectivity features
- Fast data access
- Access to 3G mobile internet
- · Access to picture and video messaging
- Better wireless signals
- · More reliable service

#### **Organizational Needs**

- More effective intra-organizational and inter-organizational coordination
- Integrated communication and information system for disaster management
- Integration and linkage of information
- Timeliness and updating of information
- $\boldsymbol{\cdot}$  Standardization of information
- · Phased information release
- Utilization of mobile technology in order to promote civilian awareness

#### **Equipment Needs (primary)**

- Devices that require little physical and cognitive effort
- Devices that are portable
- $\cdot$  Appropriate human-computer interface
- Devices that are durable
- Ergonomically designed devices
- Devices with adequate grip
- $\boldsymbol{\cdot}$  Devices that consider user capability
- Devices that are cost effective
- Devices that consider usability
- $\cdot$  Weather resistant
- Alternative methods for powering devices

## **Usability Factors Identified**

- Ease of learning,
- Efficiency of use,
- Ease of remembering,
- Frequency of errors, and
- Subjective pleasure

\* Nielson's model of usability

	3	2	1
Durability	Designed for sugged use and is submersible in water	Designed for sugged use, but is not submersible in water	Designed for standard use on
Battery life and type			
Talk time	Equal to or greater than Sh	Greater than 4h but less than 8h	Less than 4h
Standby time	400k+	200h-400h	Less than 200h
Battery type	Li-Ion	NAMH	NiCad
*Accommodation to environmental lighting	Extremely well	Well	Poorly
Text Entry	Mini-Qwerty physical text entry withlarge buttons	Mini-Qwerty physical text entry with small buttons	Mini-Qwerty so text entry or lim keyphysical tex entry
*Grin	Highly Ademate	Ademate	Inadequate
Screen size	320x480 or larger	176x220 to 320x430	176x220 or sm:
Portability	-		
Weight	Under 3.0 oz	3.0-6.0 oz	Over 6.0 oz
Volume	Under 5.0 in <sup>3</sup>	5.0.6.0 in <sup>3</sup>	Over 6.0 in <sup>3</sup>
*Audio clarity	Extremely clear	Clear	Unclear
Usability			
*Ease of learning	Extremely easy	Easy	Difficult
*Efficiency of use	Under (v. 51) task time	(x3z)- (z+.5z) task time	Over (x+.3z) tas time
*Ease of remembering	Extremely easy	Easy	Difficult
*Frequency of errors	Less than (x5z)	(x. 5s). (x+ 5s)	Morethan (x+.
*Subjective pleasure	High	Medium	Low
Unit Cost	Over \$300	\$100-\$300	Under \$100





# Results for Usability Relative Weight (b) Factor (b) 0.0 1 Ease of returnbering 3 Efficiency of use .177 1 4 Frequency of use .166 .148

#### AHP Results for Device Selection

Ranking	Factor	Relative Weight
(j)		( <i>a</i> <sub>j</sub> )
1	Audio clarity	.163
2	Usability	.162
3	Portability	.126
4	Accommodation to environmental lighting	.093
5	Battery life and type	.085
6	Unit cost	.083
7	Text entry method	.081
8	Grip	.072
9	Screen size	.069
10	Durability	.065

#### **AHP Results for Portability Factors**

Ranking (l)	Factor	Relative Weight
		(c <sub>l</sub> )
1	Weight	.677
2	Volume	.323

# Usability Rating (U) • $U = g_1b_1 + g_2b_2 + g_3b_3 + ... + g_nb_n$ • Where: • U = Usability rating• $g_o = rating of existence for each usability factor$ $• <math>b_k =$ weighted priority for each usability factor





#### Model Validation: Laboratory Experiment

- Laboratory experiment utilized 17 subjects:
  - Performed standard emergency response activities
  - Place an emergency call
  - Take a picture and send it
  - Compose a text



# Conclusion

- Preliminary model has been developed and validated
- Research is ongoing to further refine, validate, and expand the mathematical model
- Additional HFE research is needed in the areas identified in SME and civilian interaction









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