

# Rotorcraft Cockpit Simulation for Early End-User Design Decisions

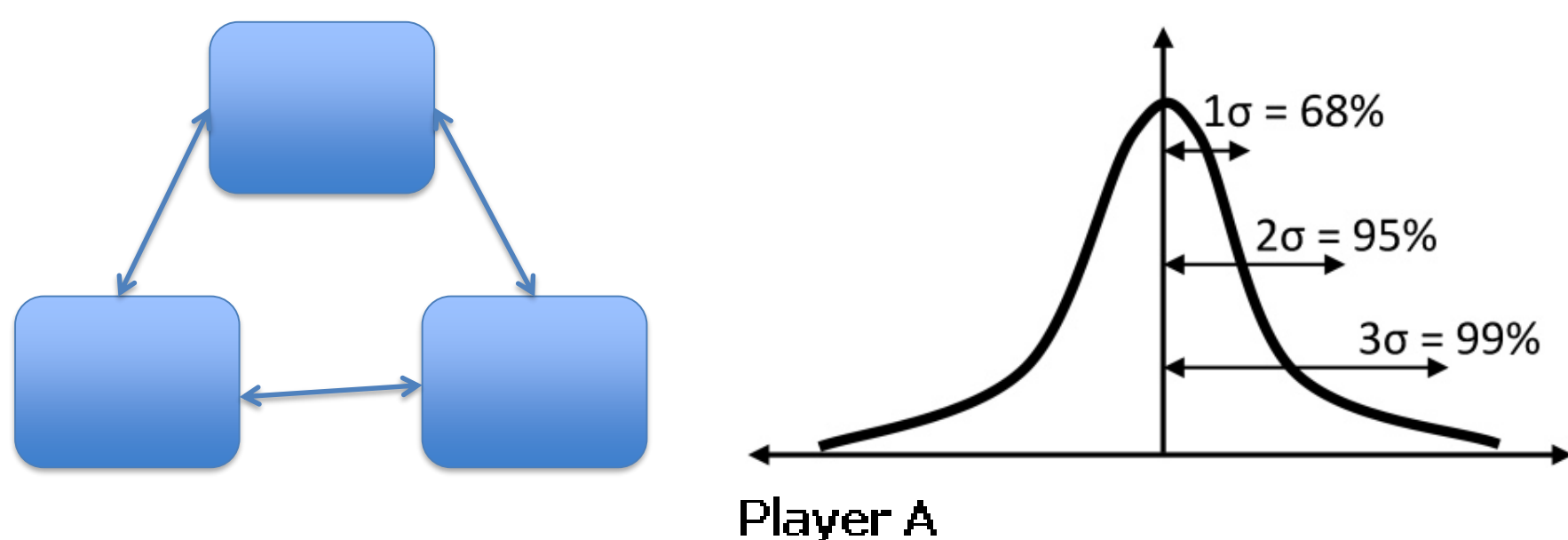
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**Overview** Studying the interactions between the end-users and the system of a high fidelity rotorcraft simulator. Through human studies, models of end-users can be developed to enable the inclusion of end-users early in the design process when design changes are cheaper and less difficult.

## Who are the Stakeholders?

While the project initially will focus on pilots, rotorcraft end-user stakeholders also include such individuals as ATC, co-pilots, passengers, and other rotorcraft pilots. In the future a complete stakeholder list would include all individuals interacting with the rotorcraft through its lifespan, such as maintenance crews, designers, marketing, and CEOs.



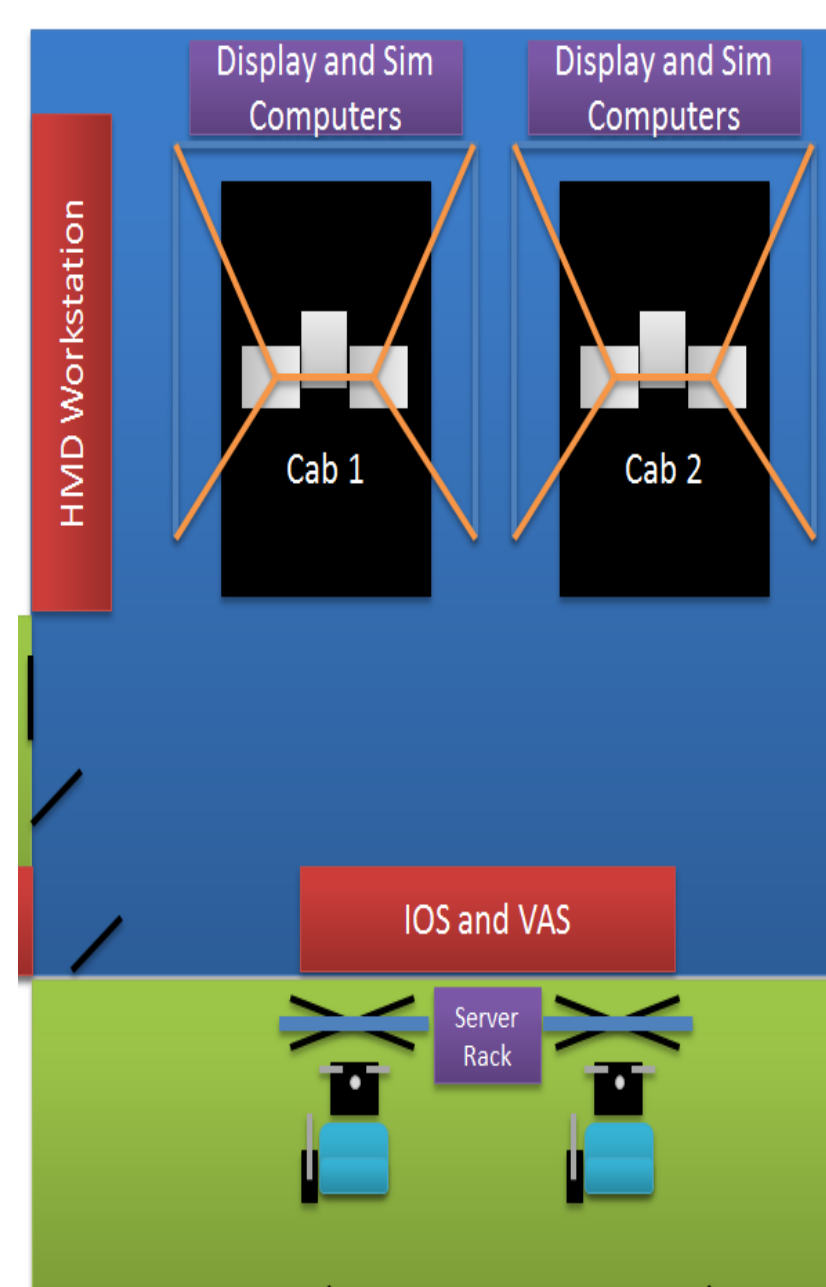
		Cooperate	Defect
Player B	Cooperate	3 / 3	1 / 4
	Defect	4 / 1	2 / 2

## How will we model them?

In order to model the behaviors of the stakeholders we will model what causes the behaviors, that being decision. Decision analysis will be the mathematical approach used incorporating Utility Theory, Bayes Theorem, Game Theory, and Mechanism Design.

## Where are we now?

Two “cockpits” are currently being constructed, each with multiple input devices and recording devices (touchscreen monitors, Kinect sensors, high end computers, etc.). The next step is to validate the cockpit interfaces with local pilots before proceeding to the studies.



## Acknowledgments

I would like to thank my advisor Dr. Bryan Mesmer, the College of Engineering, the Rotorcraft Systems Engineering and Simulation Center, and UAH through Research Infrastructure Funds.