Defense Technical Information Center
Compilation Part Notice

ADP013320

TITLE: Battlespace Visualisation

DISTRIBUTION: Approved for public release, distribution unlimited
Availability: Hard copy only.

This paper is part of the following report:

TITLE: Multimedia Visualization of Massive Military Datasets [Atelier
OTAN sur la visualisation multimedia d'ensembles massifs de donnees
militaires]

To order the complete compilation report, use: ADA408812

The component part is provided here to allow users access to individually authored sections
of proceedings, annals, symposia, etc. However, the component should be considered within
the context of the overall compilation report and not as a stand-alone technical report.

The following component part numbers comprise the compilation report:
ADP013309 thru ADP013341

Battlespace Visualisation

N. Gershon
The MITRE Corporation
1820 Dolley Madison Blvd.
McLean, VA 22102, United States

In the interests of readability and understandability, it is RTO policy to publish PowerPoint presentations only when accompanied by supporting text. There are instances however, when the provision of such supporting text is not possible hence at the time of publishing, no accompanying text was available for the following PowerPoint presentation.

Click here to view PowerPoint presentation; Press Esc to exit

Discussion – Paper 11

One problem with people "doing visualisation" is that they are not artists and designers. They are not visually literate. But we have thousands of years of experience in getting messages across visually. When you are developing a presentation, you should develop it for the presentation device.

> *He seems to be saying that visualisation is a process of taking data and presenting it in a visual display--mmt*

Talking on the phone is different from face-to-face, because of the lack of visual cues.

One other problem is realism. [Jacobson: Perhaps 'solidity' rather than "realism"?] Realism is not necessarily good, especially if one wants to represent concepts. It can be distracting. [Kuchta: Realism is not exactitude.]

Representing uncertainty and inconsistency is problematic.

Conversely, the data may be exact, but the representation makes it seem not so (e.g. colour scales).

Paper and computers are different media. There is an analogy with
early movies, which where treated as like recorded theatre. Computers
allow animation, but most animation is not done well by visualisation
technologists

Consider the interaction, which is the main difference between computers and paper.--mmt.

The organization of information is critical.
[Hines: There is a problem with giving the commander
something that is too advanced for him to use]
[Kuchta: The user doesn't have an image, but a concept;
or, the user wants the other person to get a concept]
[Wright: Sophisticated does not mean complex; simplicity does not mean
impoverished.

Pictures are inexact, and words can be more precise.
Recall always the back-and-forth aspect of information transfer interactions--in other words, language. --mmt.