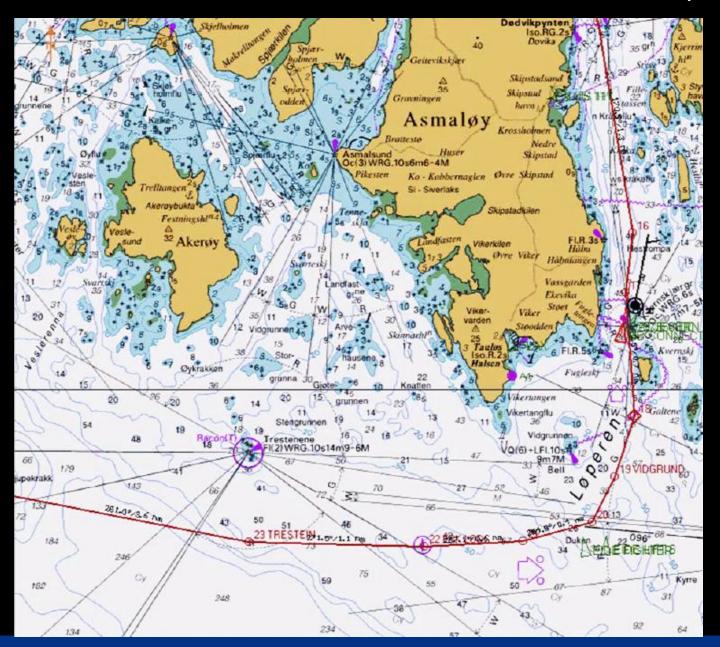




Godafoss grounded at Kvernskjærgrunnen, 18 February 2011







"The master incorrectly understood how the voyage was to continue through and out of Løperen. The master's decisions and interpretation of the surroundings remained uncorrected and led to the grounding of Godafoss at Kvernskjær beacon at 19:52 at a speed of 14 knots, resulting in acute oil pollution."

(Accident report, AIBN, 2012)

"The master incorrectly understood how the voyage was to continue through and out of Løperen. The master's decisions and interpretation of the surroundings remained uncorrected and led to the grounding of Godafoss at Kvernskjær beacon at 19:52 at a speed of 14 knots, resulting in acute oil pollution."

(Accident report, AIBN, 2012)

"Human error"

"Human error" contribution to accidents

84-88% of tanker accidents

79% of towing vessel groundings

89-96% of collisions

75% of allisions – ship/structure accidents

75% of fires and explosions

Various studies by TSB Canada, Cormier, UK P&I Club and Bryant. http://www.wmu.se.fortet.funcform.se/o.o.i.s/71

- Human error is not a cause of failure. It is the effect, or symptom, of deeper trouble.
- Human error is not the conclusion of an investigation. It is the starting point.
- Human error is not random. It is systematically connected to feature's of peoples tools, tasks and operational environment.

(Dekker, 2002)

Dekker, S. (2002). The field guide of human error investigations. Aldershot, U.K.: Ashgate.

Human error?
It sounds to me as serious design error!

(Donald Norman, 2002)

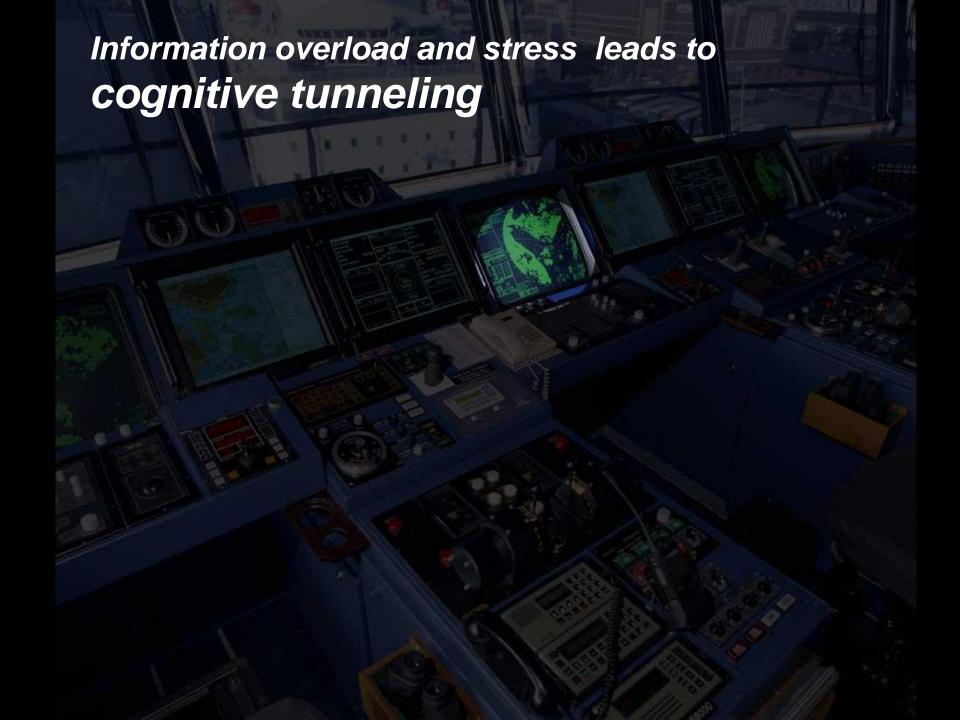
Norman, D. (2002). The Design of Everyday Things. Basic Books

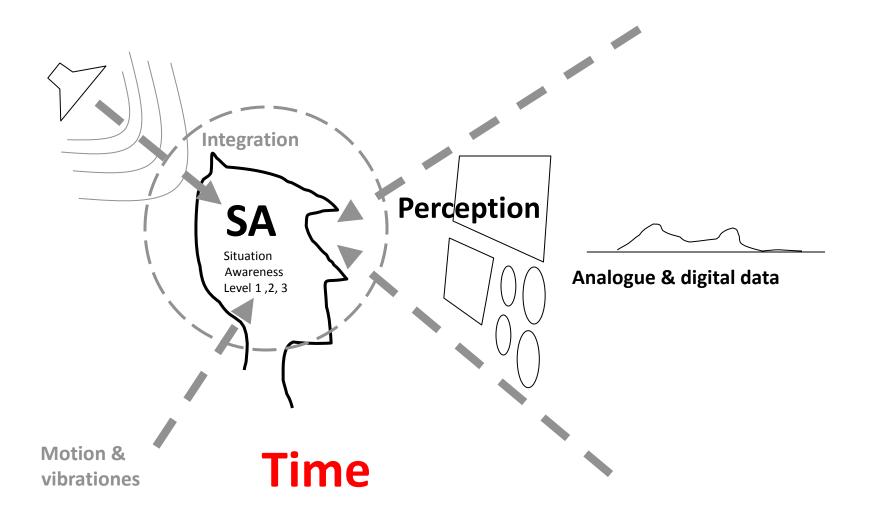
Humans do make errors,

it is part of the human condition!









Margareta Lützhöft yesterday:

Factors contributing to failure

- Situations requiring rapid response
- Challenge of managing concurrent tasks
- Equipment failure and design flaws
- Misleading or missing cues normally present



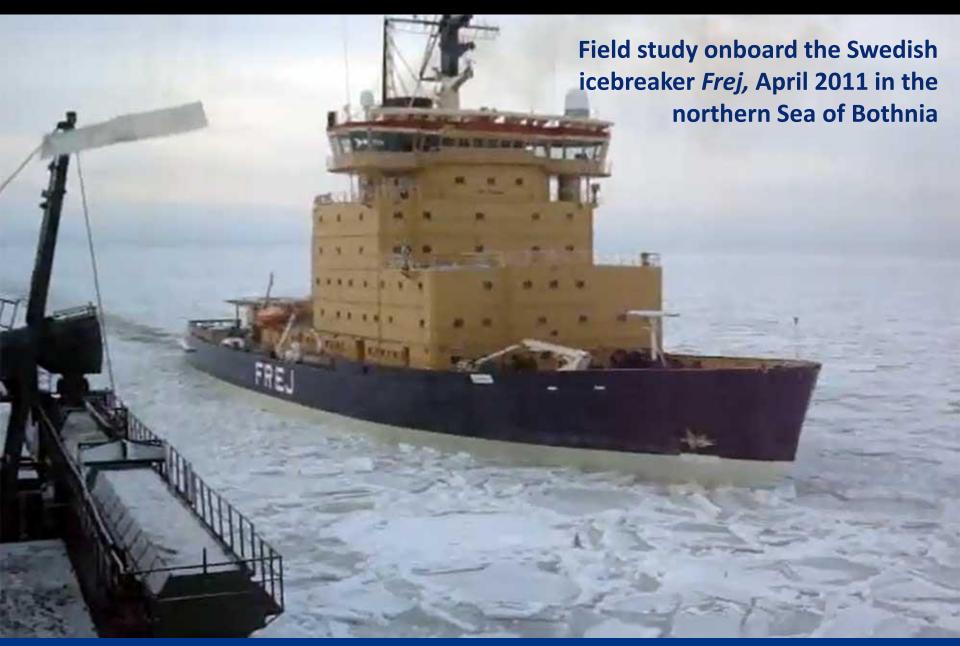
- Stress
- Shortcomings in training and/or guidance
- Social/organizational issues

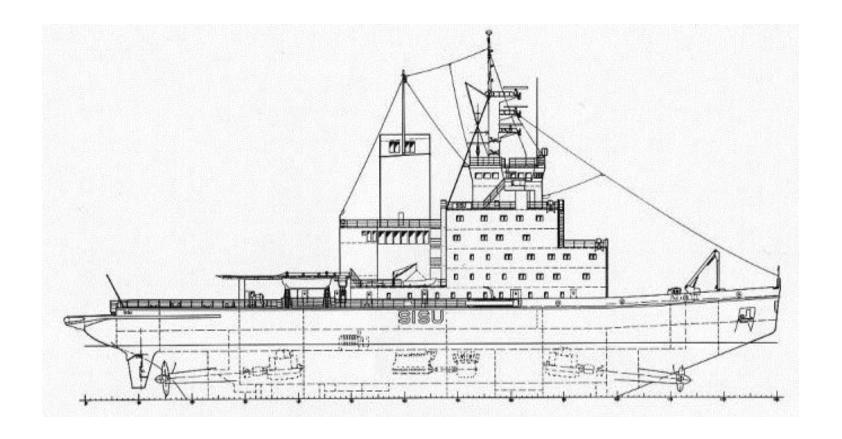


Dismukes, Berman, Loukopoulos

Some Human Factors methods used at Chalmers:

- Collecting user needs (field studies, context analysis)
- (Prototype development)
- Usability testing i simulator ("System simulation")
- Usability testing at sea









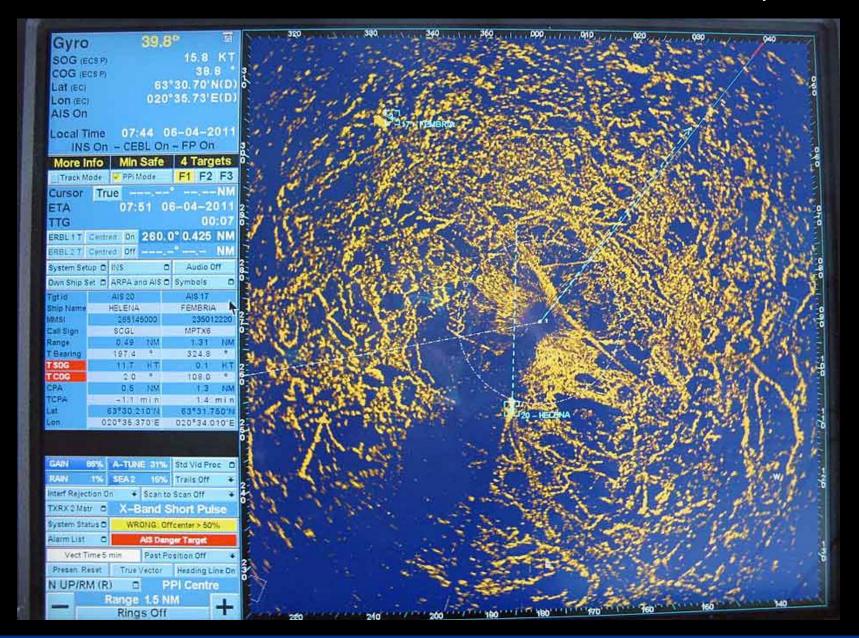








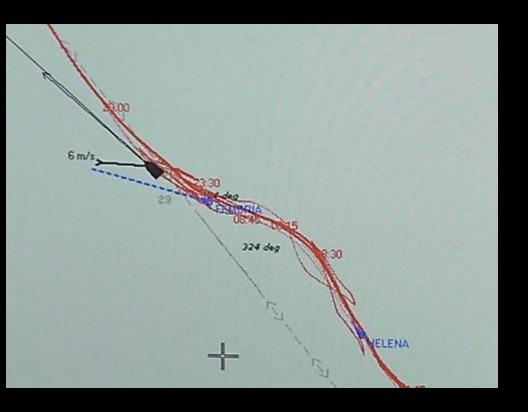


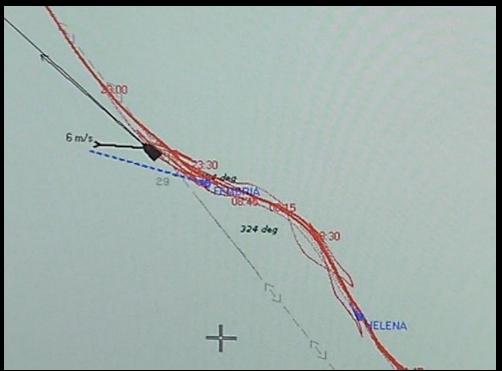












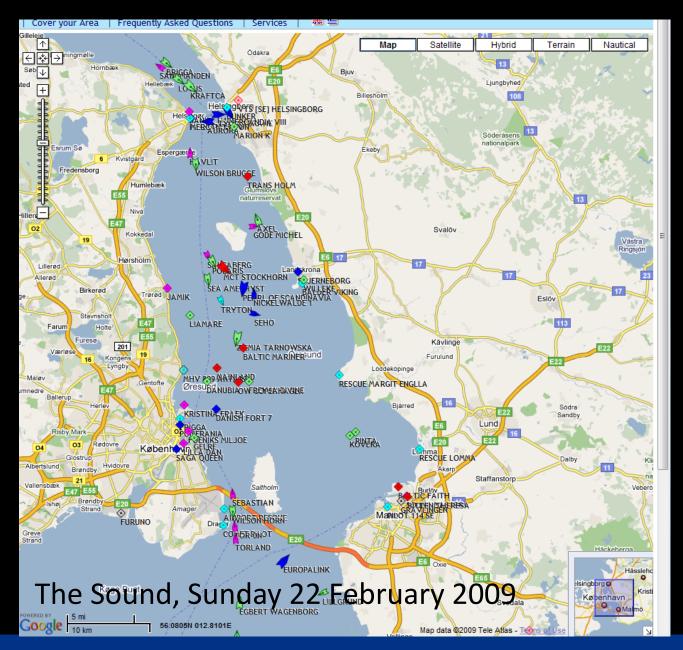




Found user needs:

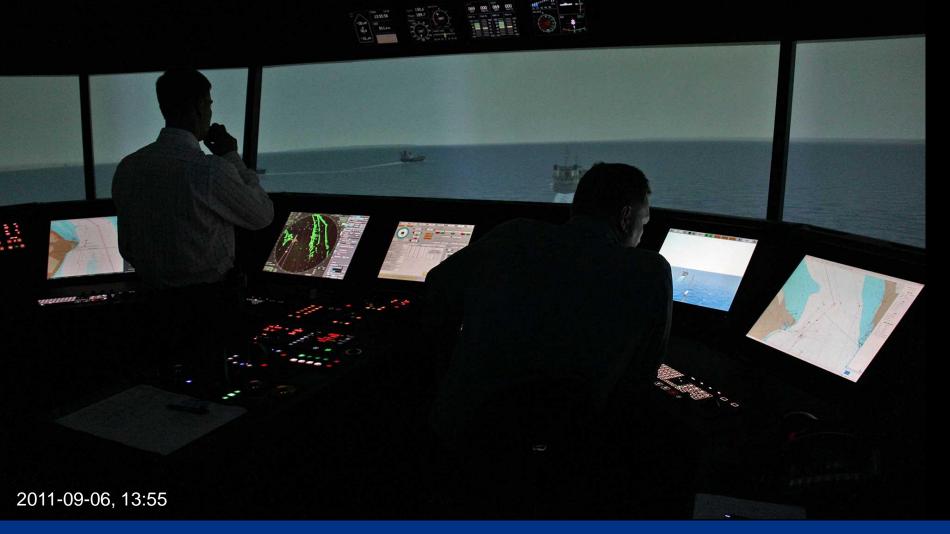
- 1. Ability to transmit high resolution ice-route to addressed ships
- 2. Ability to see ships' past-tracks, color coded based on propulsion effect used (difference from "normal" effect use)







Two bridges: one tanker, one cruising ship, each manned with one experienced captain and one Sound pilot





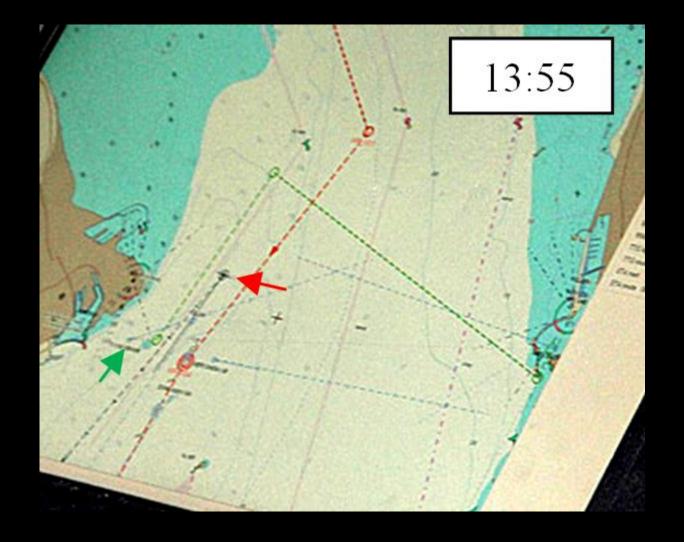
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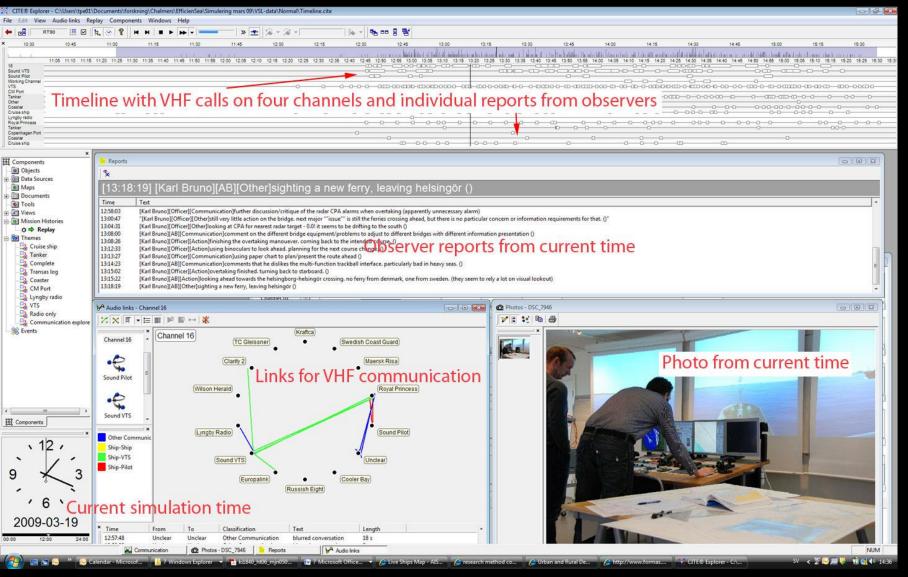












Analysis tool: VSL Site Explorer ™



Findings:

- 1. Use of *Intended* and *Suggested routes* showed some new interesting behavior that needs further investigation. The services received positive response from involved professionals
- 2. Concern was expressed about screen cluttering on the VTS screen showing all ships intended routes.

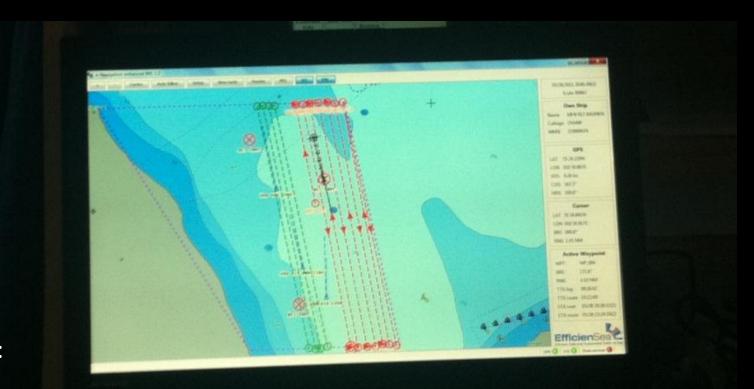












Findings:

- 1. Users found the system tested very beneficial decreasing cognitive workload and risks of missunderstandings
- 2. The prototype system is now used by the Daninsh Home Guard SAR organization.