INTERACTOR TRAINING

Module 01
THE WORK ENVIRONMENT
vA13.000

The
INTERACTOR
WORK ENVIRONMENT

DEFINITIONS

RESPONSE CELL

A Response Cell is a subordinate element of the control organisation of a training, analytical or other activity and consists of one or more persons assigned specific control responsibilities.

BATTLE SIMULATION WORKSTATION

A Battle Simulation Workstation is a component of a Battle Simulation System.

It comprises CPU, keyboard, monitor, mouse and pad, cables, software and Workstation Handbook.

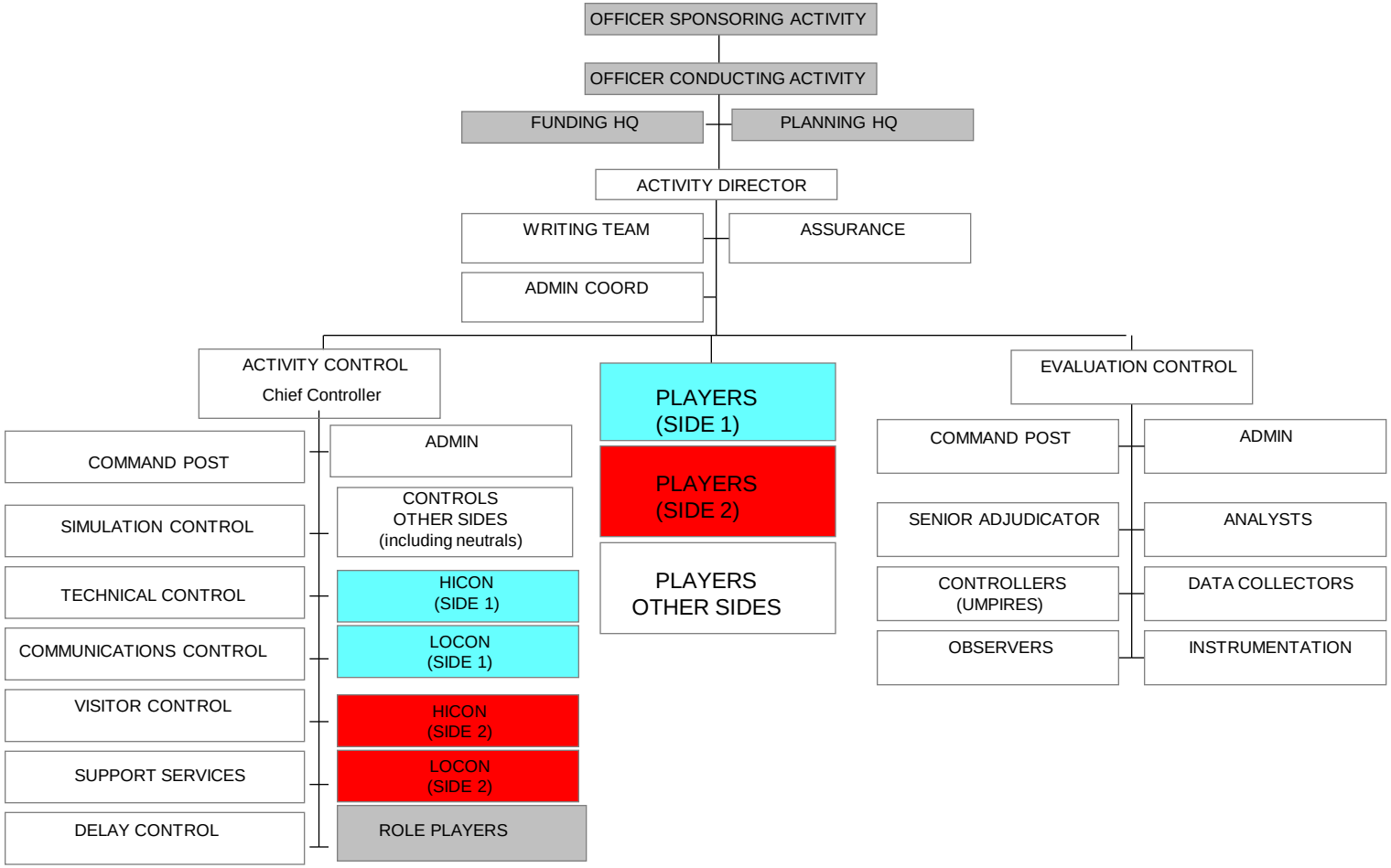
INTERACTOR

An Interactor is a person recognised by Army Simulation Wing as having current competency to operate the battle simulation user interface at a battle simulation workstation.

QUESTIONS?

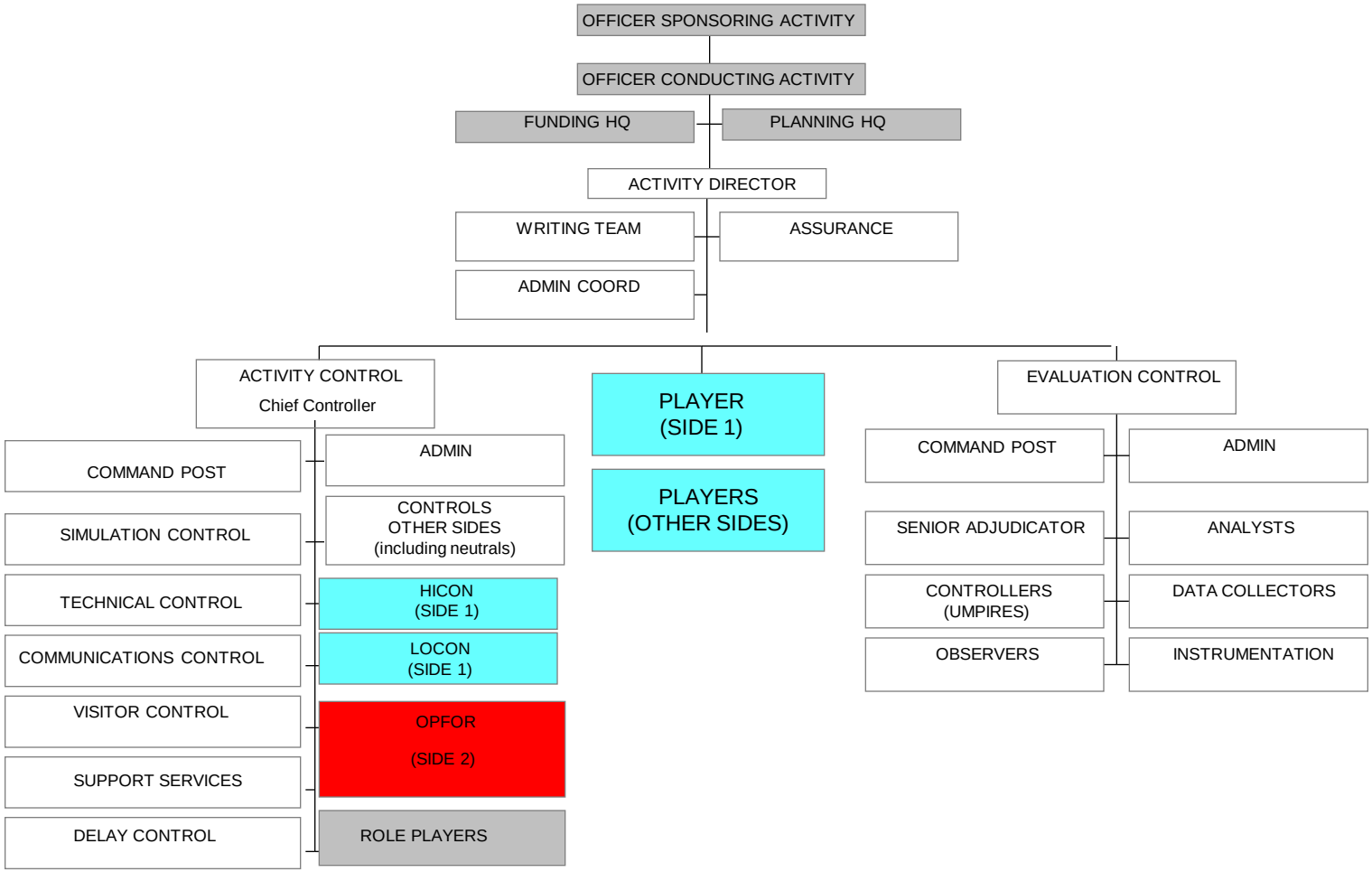
THE ACTIVITY MODEL

Activity Model
Multi-Sided - Free Play



Activity Model

Multi-Sided/One Controlled (OPFOR)



Activity Model

- Conforms to doctrine and financial management requirements
- Practical and scalable
- Standing Orders and Standard Operating Procedures derived from the model
- Mission Profile derived from the model
- Tested & proven in training and experimentation

QUESTIONS?

THE RESPONSE CELL

WHAT IS A RESPONSE CELL?

- A Response Cell is a subordinate element of the control organisation of a training, analytical or other activity.

- A Response Cell consists of one or more persons assigned specific control responsibilities.

The Response Cell
Role and Functions

- Role
  - The role of the Response Cell is to represent an entity in an activity.
- Functions
  - To be responsive to the Chief Controller
  - To be responsive to the superior tactical commander.

The Response Cell
Stores

- Each Response Cell should be equipped with stores appropriate to the Response Cell task.
- Most Response Cells will have a Command and Control function.
- Many Response Cells will be required to complete technical procedures.

QUESTIONS?

THE RESPONSE CELL COMMANDER

The Response Cell Commander **Role**

The role of the Response Cell Commander is to command the Response Cell in order to achieve the tasks given to the Response Cell.

The Response Cell Commander **Key Duties**

- Command the Response Cell.
- Respond appropriately to both the activity management (Activity Control) and the tactical (HICON/LOCON) chains of command.
- Make tactical decisions in accordance with the superior commander’s intent.

The Response Cell Commander **Tactics, Techniques and Procedures**

- The Response Cell Commander determines the Tactics, Techniques and Procedures appropriate to the task and directs the Interactor.
- The Interactor ‘interacts’ with the simulation interface to achieve the required outcome and reports the result to the Response Cell Commander.

QUESTIONS?

THE INTERACTOR

The Interactor
Role

The role of the Interactor is to operate a Battle Simulation Workstation so as to interface between the battle simulation environment and the real world context.

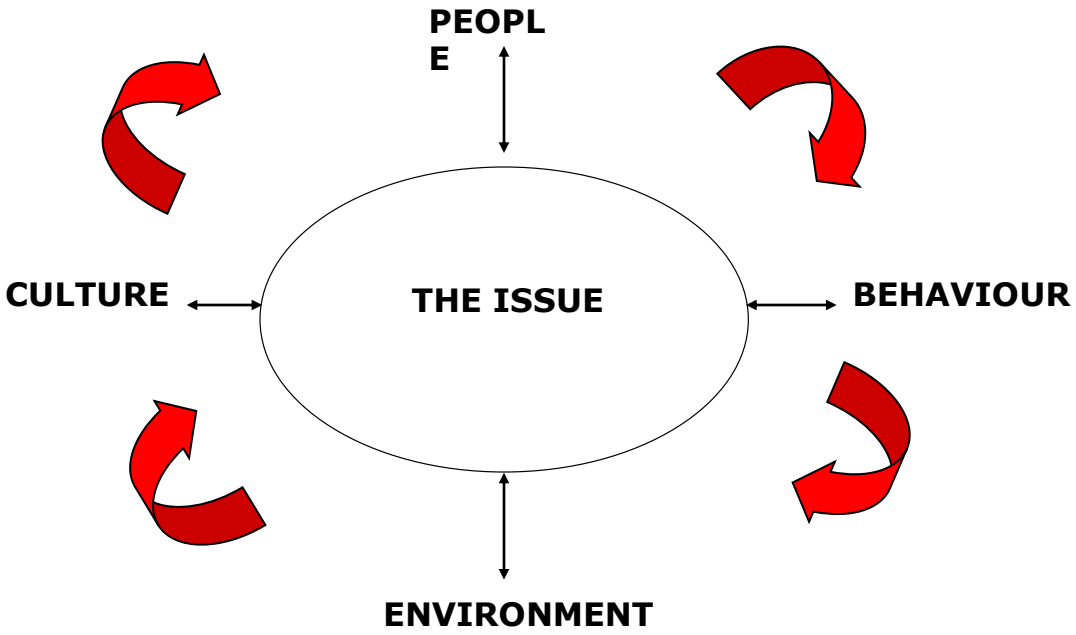
The Interactor
Key Duties

- Operate the workstation
- Implement orders
- React to situational change
- Report outcomes
- Maintain the workstation
- Report faults and observations
- Handover formally to a replacement

QUESTIONS?

Getting Along in the Response Cell

a model to view ANY ISSUE where humans are involved...



CONSIDERATIONS

- Personal Hygiene
- Personal Appearance
- Dress Standard
- Working in a Close Environment
- Tidy Workplace
- Borrowing/Lending
- Gossip
- Security
- Relationships

and please, do NOT…

- Draw directly on the monitor screen.
- Vent frustration on the keyboard, mouse, monitor OR the other Interactors.

QUESTIONS?

OHS
in the
Response Cell

OH&S FACTORS

- Physical
  - lower back and neck
  - muscle strain
  - eyestrain and eyesight
  - dehydration
- Emotional
  - stress
  - headache
  - anger and frustration

Fatigue…

Physical

- Yawning
- Heavy eyelids
- Head drooping
- Micro sleeps
- Loss of appetite
- Physical exhaustion

Emotional

- Quiet and withdrawn
- Lacking energy
- Lacking motivation
- Irritable

Mental

- Poor concentration and attention
- Reduced vigilance
- Fixation and tunnelling
- Reduced communication
- Reduced situational awareness
- Indecisiveness
- Impaired judgement

Task

- Slow reactions time
- Carelessness and taking short cuts
- Increased errors
- Slowing down to reduce errors
- Poor communications
- Verbal repetition

COPING MECHANISMS

- Adjust seat for personal comfort
- Adjust seating position relevant to the monitor
- Take regular breaks and exercise
- Change eye focus frequently
- Drink water to re-hydrate

MORE COPING MECHANISMS

- Avoid emotional involvement in winning
- **Initiate regular breaks via supervisor**
- Take time to relax after completing a period on duty
- Experience indicates that you may require up to two days to de-stress from a three day activity

QUESTIONS?

FINAL QUESTIONS?