

Design and evaluation of a graphical user interface for facilitating expert knowledge transfer

A teleoperation case study

Rodríguez Sedano, F.J.¹ ; Conde, M.A.²

¹Department of Electric, Systems and Automatics Engineering
University of León

²Department of Mechanic Engineering, Computer and Aerospace Sciences
University of León

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- Goals

2 Materials and methods

- Environment
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- Teleoperation systems are increasingly used for the training of specific skills to carry out complex tasks in dangerous environments.
- One of the challenges of these systems is to ensure that the time it takes for users to acquire these skills is as short as possible.
- The user interface must be intuitive and easy to use.
- This document describes the design and evaluation of a graphical user interface.

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- Use our own methodology and the results allow improving its usability.

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Materials and methods

Environment

Architecture

For the experiment, the master device must be able to send its movements to the slave robot, but it also had to be able to provide the user with kinesthetic information.

Interface

When designing the interface the first problem to be solved is known as the 'confusion matrix'.

Example

Here is an example of an interface.

Materials and methods

Environment

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Evaluation methodology

Architecture

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Example

Here is an example of an example block.

Summary

- The **first main message** of your talk in one or two lines.
- The **second main message** of your talk in one or two lines.
- Perhaps a **third message**, but not more than that.
- Outlook
 - Something you haven't solved.
 - Something else you haven't solved.

For Further Reading I



A. Author.

Handbook of Everything.

Some Press, 1990.



S. Someone.

On this and that.

Journal of This and That, 2(1):50–100, 2000.