

# Command Post of the Future

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# Problem

- How could storytelling techniques used to convey information effectively in **C2 environments & decision making**
- How could technology assist in this process?

# Background

## ■ Stories could be

- Full of powerful indirect messages
- Richer & deeper
- More compelling & memorable
- Shorter
- Easier to understand & remember
- Uncertain

## ■ “We ‘warm up’ to stories” (John Thomas)

# Objective

- **Develop effective storytelling methods for C2 & decision making environments**
- **Demonstrate how technology could make a difference**
- **Develop prototypes to demonstrate the role of storytelling in C2 & decision making**

# Activities

- Surveyed storytelling- literature, film, comics, & advertising
- Developed storytelling techniques applications & rules
  - Comics metaphor (static & dynamic)
  - Continuity style. Making the story a whole
  - Point of view- visual & semantic pan & zoom
  - Presentation tempo, composites
  - Generating ambiguities & their resolutions
- Developed a pre-prototype for assisting in using storytelling
- Published a paper in the Communications of the ACM

# Highlight- From a List of Facts to a “Story”

- G-shape bldg.- not as strong as enemy in SE
- School house in the center
- My perception: No shift in the flanks of any magnitude
- G-shape bldg.- weak fire- thinner lines
- My perception: Maybe we made him somewhat weaker (SE)- too early to tell
- NW enemy position- direction of fire SW/SE
- Enemy (SE) became active & alive between H+2 to H+4
- G-shape bldg.- direction of fire towards the school house and other directions (S & W)
- My perception: Maybe enemy (SE) has not woken up yet.
- 2 little enemy activities in the center- UAV reported yesterday
- My perception: Enemy is oriented towards the center
- Enemy is strongest in NE/SE direction
- G-shape bldg.- active between H to H+2, H+2 to H+4
- My perception: One relatively strong flank (SE-NE)
- NW enemy has been active between H to H+6

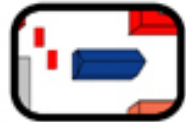


Begin Part Show over:



p

Zoom into show the building.  
Show the school building make it transparent and superimpose picture of children



Zoom out Highlight NE/SE entities



Zoom in the G-shaped



Add lines of fire to the G-shaped building



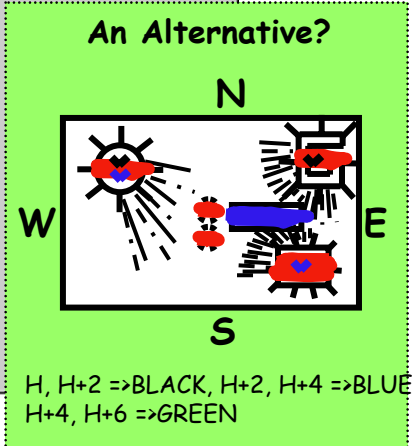
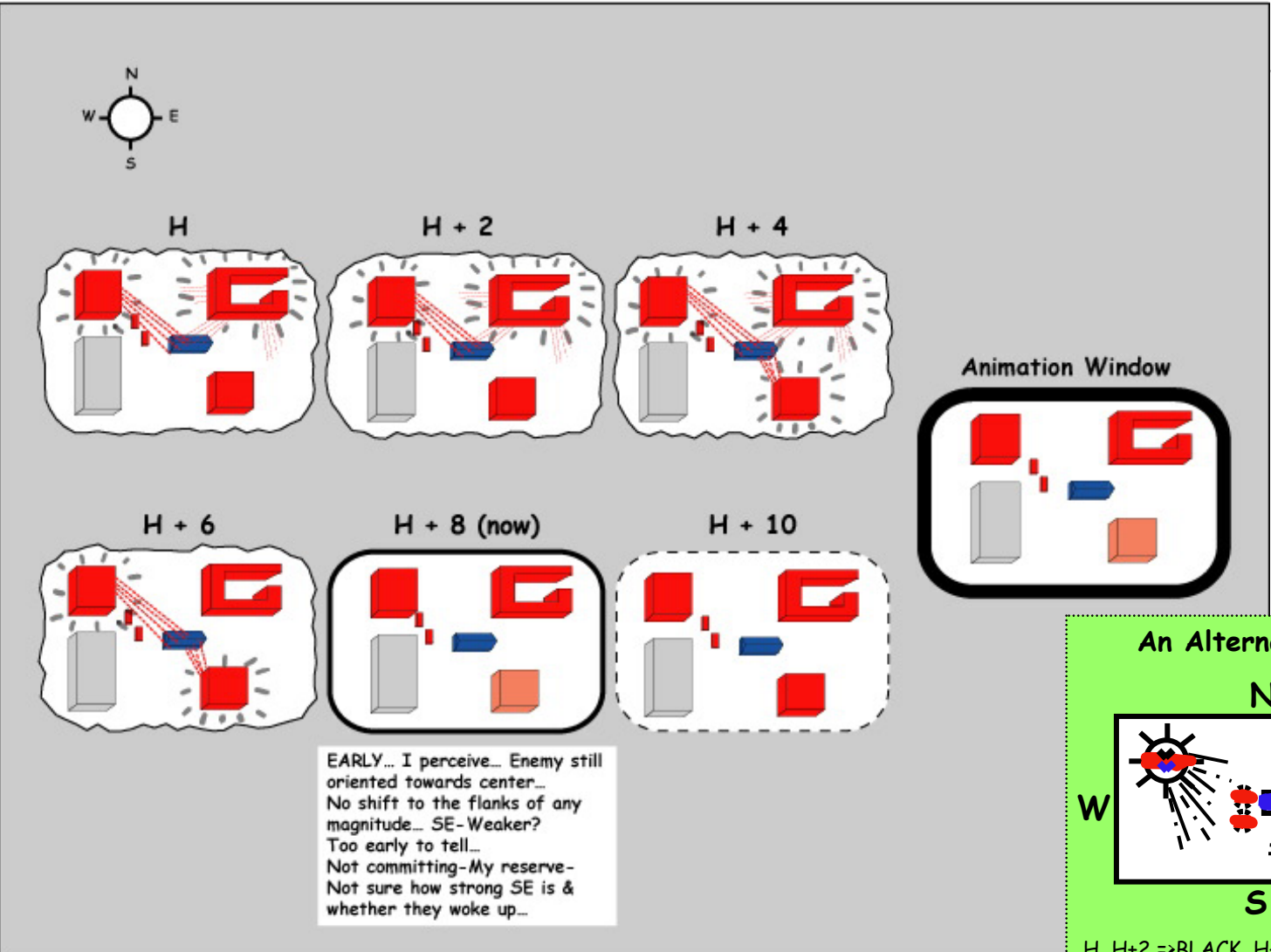
Highlight the G-shaped building thin lines of fire

Zoom out

Including voice over & use of film techniques

# Highlight/Demonstration

## Comics & Beyond- Static & Dynamic Representations



# Impacts

- **Improving information & situation**
  - **Understanding, accessibility & presentation**
- **Enabling an easier & more efficient decision making**
- **Making a more compelling & memorable case**

# Future Plans

- **Use of storytelling in C2 & policymaking**
  - Improve the prototype/demo
  - Develop a storytelling presentation
- **Assess uncertainty & objectivity**
- **Formulate rules for efficient storytelling & assess the role of technology**
- **White paper/publications**