Inhoud

[2 Introduction 2](#_Toc495928800)

[2.1 Future of shipping 2](#_Toc495928801)

[2.1.1 Automated 2](#_Toc495928802)

[2.1.2 Remote 2](#_Toc495928803)

[2.1.3 Autonomous 2](#_Toc495928804)

[2.2 Occurred accidents 2](#_Toc495928805)

[3 Computer science 3](#_Toc495928806)

[3.1 Situation Awareness 3](#_Toc495928807)

[3.2 Decision making and behaviour 3](#_Toc495928808)

[3.2.1 Normal situation 3](#_Toc495928809)

[3.2.2 Under stress 3](#_Toc495928810)

[3.3 Mental models 3](#_Toc495928811)

[3.3.1 Theories 3](#_Toc495928812)

[3.3.2 Questions by the crew 3](#_Toc495928813)

[4 Maritime technology 4](#_Toc495928814)

[4.1 Physical model 4](#_Toc495928815)

[4.1.1 Manoeuvrability 4](#_Toc495928816)

[4.1.2 Environmental forces 4](#_Toc495928817)

[4.2 Route-planning 4](#_Toc495928818)

[4.3 Cost function 4](#_Toc495928819)

[5 Data and visualisations 5](#_Toc495928820)

[5.1 Environment 5](#_Toc495928821)

[5.2 Ship 5](#_Toc495928822)

[6 Tool 6](#_Toc495928823)

[6.1 Bridge design 6](#_Toc495928824)

[6.1.1 User interface 6](#_Toc495928825)

[6.1.2 Amount of processable information 6](#_Toc495928826)

[7 Scope of my research 7](#_Toc495928827)

# Introduction

What is the purpose of my research

<https://www.maritiemland.nl/innovatie/projecten/tki-maritiem-innovatiethemas/slim-en-veilig-varen/>

NWA Vragen:  
• [Hoe krijgen we grip op de onvoorspelbaarheid van complexe netwerken en chaotische systemen?](https://vragen.wetenschapsagenda.nl/cluster/hoe-krijgen-we-grip-op-de-onvoorspelbaarheid-van-complexe-netwerken-en-chaotische-systemen)

## Future of shipping

What steps are we going to take in the coming years

### Automated

Take out manual steps and decision making

SMASH project, nedcargo and Heineken. (Boudewijn Baan Sales Manager)

### Remote

Can we sail 5 ships

### Autonomous

The last step

Yara Birkland door Kongsberg, over een jaar in gebruik  
Rolls royce is toekomstmuziek, weinig concreet

## Occurred accidents

Why would we change the current situation?  
Investigation reports

# Computer science

Welke informatie moet waar zijn en is waar beschikbaar?

## Situation Awareness

What is needed to make someone aware of the situation including the three phases, see, interpret, do. Including temporal awareness  
- Paper Hodgetts about dynamic decision support systems, describing what the flaws are, using tests in microworlds showing the importance of learning to work with a system  
- important reason for flaws of dynamic decision support is the information overload.

## Decision making and behaviour

Welke keuzes worden gemaakt en waarom?

### Normal situation

What is a captain supposed to do, and why do they choose differently?

### Under stress

When do people do not choose logically?

## Mental models

Welke denkstappen worden gemaakt

### Theories

Welke modellen woren nu gebruikt

### Questions by the crew

Which questions do the crew try to answer continuously

# Maritime technology

How are we going to model or simulate the ship

## Physical model

How can you model the behaviour

### Manoeuvrability

How does the inertia of ship work, and movements due to props and rudder.

Abkowitz defined in 1964 a simple model where position (X, Y) and rotation (N) depends on speed, accelation and rudder angles. Including hydrodynamic forces and moments. This is needed to calculate the path.

### Environmental forces

How are we going to model the wind, wave and current forces

## Route-planning

What are key issues in optimizing the route

# Data and visualisations

What is known, can be measured, and how can it be presented

## Cost function

What is a cost function, how to test and verify it,

## Environment

Can we look around to see other ships, environmental conditions, future predictions of environment, what are the regulations in this area

* We4Sea, focus op meten van fuel efficiency gekoppeld aan andere data
* Covadem, metingen diepte binnenwater. Met moderne hulpmiddelen en baanbrekende nieuwe inzichten willen wij de binnenvaart transformeren naar een meer winstgevende, schonere en efficiëntere vervoersmodaliteit.

## Ship

What is current state of the ship in availability of machinery, movements, status of tanks, etc.

# Tool

What kind of tools and knowledges exists in the real world

## Bridge design

What are factors during the design of the ship

### User interface

How would you design an user interface

### Amount of processable information

Which information, in what form, and what amount can be processed by crew members

# Scope of my research