

Session Management

- To create and run sessions you need to log in as an Experimenter user
- There is usually one Experimenter per organization
- Currently, Experimenter usernames are of the form orname_exp
- When you log in, you will see a link to the session management page



This is the homepage for the DARPA A-teams program.

Hi arl_exp!

[Session Management](#)

Session Management

Ready / Active Sessions

Running or Ready
to run Sessions

Session Name	Team	Use AI	Structure	Scenario	Status	Controls		
Test New 1	arl	True	B	Market 1	Stopped	Play	Stop	Archive
Develop Session A	arl	True	A	Market 1	Stopped	Play	Stop	Archive
Test 03	arl	False	B	Market 1	Active	Play	Stop	Archive

Sessions Templates

Templates for creating
new Sessions

Select a template to create a new sessions

Create Session

Template Name	Use AI	Structure	Scenario
AI, Structure A	True	A	Market 1
AI, Structure B	True	B	Market 1
No AI, Structure A	False	A	Market 1
No AI, Structure B	False	B	Market 1

Archived Sessions

Completed Sessions

Session Name	Use AI	Structure	Scenario	Status
Test New 1	True	A	Market 1	5
Test 02	False	A	Market 1	5

Ready / Active Sessions

Session Name	Team	Use AI	Structure	Scenario	Status	Controls		
Test New 1	arl	True	B	Market 1	Stopped	Play	Stop	Archive
Develop Session A	arl	True	A	Market 1	Stopped	Play	Stop	Archive
Test 03	arl	False	B	Market 1	Active	Play	Stop	Archive

You should only have 1 active session per team. This is not yet enforced by the system, so be sure to stop or archive a session if you want to start a new one for the same team

Sessions Templates

Select a templage to create a new sessions

Create Session

Template Name	Use AI	Structure	Scenario
AI, Structure A	True	A	Market 1
AI, Structure B	True	B	Market 1
No AI, Structure A	False	A	Market 1
No AI, Structure B	False	B	Market 1

Templates allow you to easily create new Sessions. Select the “Create Session” button to create a new session set

Currently we allow you to create new 2 session pairs. Select the team that will play both sessions, then select the two sessions and give them descriptive names

Click “Create Session” when you’re finished. The dialog will disappear, then refresh your browser page to see the new sessions in your Ready list

New Session from Template

Team

arl

Session 1 Name

New Session 1

Session 1

AI, Structure A

Session 2 Name

New Session 2

Session 2

No AI, Structure B


Create Session

Cancel

Ready / Active Sessions

Session Name	Team	Use AI	Structure	Scenario	Status	Controls		
Test New 1	arl	True	B	Market 1	Stopped	Play	Stop	Archive
Develop Session A	arl	True	A	Market 1	Stopped	Play	Stop	Archive
Test 03	arl	False	B	Market 1	Active	Play	Stop	Archive
New Session 1	arl	True	A	Market 1	Stopped	Play	Stop	Archive
New Session 2	arl	False	B	Market 1	Stopped	Play	Stop	Archive

To play your new sessions, stop any existing ones using your selected team. Then play the first session in your pair



Ready / Active Sessions

Session Name	Team	Use AI	Structure	Scenario	Status	Controls		
Test New 1	arl	True	B	Market 1	Stopped	Play	Stop	Archive
Develop Session A	arl	True	A	Market 1	Stopped	Play	Stop	Archive
Test 03	arl	False	B	Market 1	Stopped	Play	Stop	Archive
New Session 1	arl	True	A	Market 1	Active	Play	Stop	Archive
New Session 2	arl	False	B	Market 1	Stopped	Play	Stop	Archive

To play part 2. Archive your part 1, then start part 2. Be sure not to run both at once or you'll have unexpected behavior

You can, however, run sessions for different teams concurrently if you have access to more than one team

Ready / Active Sessions

Session Name	Team	Use AI	Structure	Scenario	Status	Controls		
Test New 1	arl	True	B	Market 1	Stopped	Play	Stop	Archive
Develop Session A	arl	True	A	Market 1	Stopped	Play	Stop	Archive
Test 03	arl	False	B	Market 1	Stopped	Play	Stop	Archive
New Session 1	arl	True	A	Market 1	Active	Play	Stop	Archive
New Session 2	arl	False	B	Market 1	Stopped	Play	Stop	Archive

When you archive the first session of a pair created together. The drones, plans, and scenarios from the first session will then be made available to the second