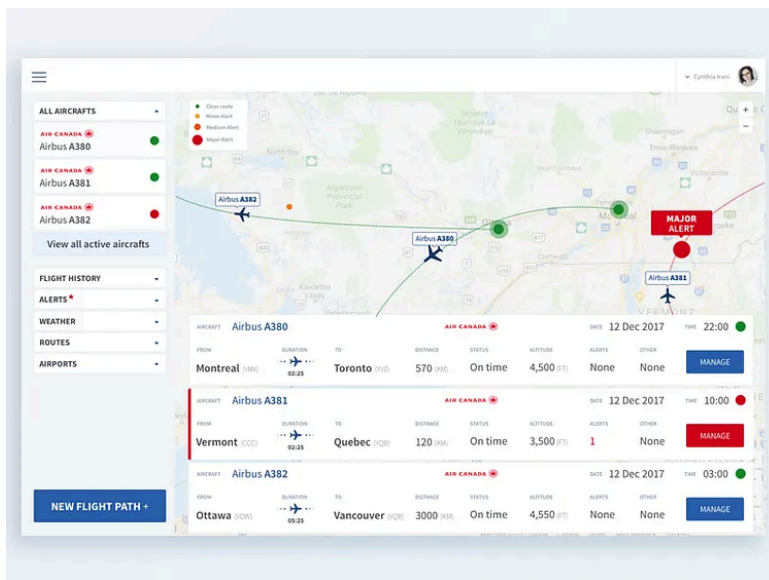
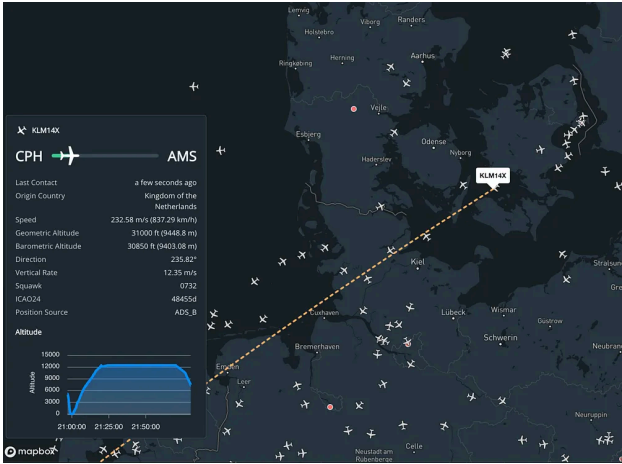


best for atc



AIRCRAFT	Airbus A380	AIR CANADA					DATE	12 Dec 2017	TIME	22:00						
FROM	Montreal (YUL)	DURATION	01:25	TO	Toronto (YYZ)	DISTANCE	570 (NM)	STATUS	On time	AUTOTIME	4,500 (FT)	ALERTS	None	OTHER	None	MANAGE
AIRCRAFT	Airbus A381	AIR CANADA					DATE	12 Dec 2017	TIME	10:00						
FROM	Vermont (BOO)	DURATION	01:25	TO	Quebec (YQB)	DISTANCE	120 (NM)	STATUS	On time	AUTOTIME	3,500 (FT)	ALERTS	1	OTHER	None	MANAGE
AIRCRAFT	Airbus A382	AIR CANADA					DATE	12 Dec 2017	TIME	03:00						
FROM	Ottawa (YOW)	DURATION	01:25	TO	Vancouver (YVR)	DISTANCE	3000 (NM)	STATUS	On time	AUTOTIME	4,550 (FT)	ALERTS	None	OTHER	None	MANAGE



## Questions

1. Who are the main target users such as active ATC operators, trainees, or supervisors? [ATC operators, ATC trainees](#)
2. What is the most critical information an operator needs to see immediately when viewing the map? [Altitude, Speed, Position](#)
3. How frequently should the information on the screen update to be considered real-time for operators? [every 1 second](#)
4. What are the main pain points operators face with current or existing tracking systems? [maybe UI to laggy.](#)
5. When multiple aircraft are visible, how should we prioritize or highlight critical flights such as conflicts or emergencies? [actually depends on ATC, a](#)
6. What level of detail should appear directly on the map versus in a side panel or popup for example speed, altitude, or flight number? [Critical information must be showed beside the aircraft position.](#)
7. How should alerts or warnings be displayed without overwhelming the user for example color coding, blinking, or sound? [blinking at the critical aircraft](#)
8. Do you prefer a dark or light interface considering control room lighting conditions? [MUST BE DARK INTERFACE](#)
9. What kind of interactions should be possible on the map such as zooming, filtering, or clicking for more details? [zooming should enough](#)
10. Should the UI allow filtering by airline, altitude range, or flight status? [yes, but acatually](#)
11. Are there any system or hardware limitations that might affect the design such as monitor size or multi-screen setups? [multi-screen setup for many](#)
12. How do you define a good user experience for this map view such as speed, clarity, ease of identifying issues, or all of these? [high fps for smoother](#)