Note: Sometimes it seems better to select the next scene first before deselect the previous scene (to avoid flashing, blank space)

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| **Time** | **Speaker** | **Scene** | **Notes** |
| 0 | CL | 1 | Static   1. Explain scenario 2. Deselect restricted airspace (hide and explain why ) |
| 10 | KU, BL | 2 | Dynamic   1. Set time window to 1 frame 2. Hit play 3. Pause when operator gets warning 4. Open time window to show forward state estimates in the future |
| 15 | KU, BL | 3 | Static, just select and explain |
| 24 | KU, BL | 4 | Static, just select and explain |
| 24 | CL | 4b | Dynamic   1. Explain that active route is now expanding square 2. Set time window to 1 frame 3. Hit play and let it run 4. Say “Hawaiian now clears flight path and operator redirects ScanEagle back to parallel track, gets integrator,…” 5. Simultaneously highlight scene 6, then deselect scene 4b |
| 43 | CL | - | NONE |
| 45 | CL | 6 | Static, just leave it on and explain |
| 47 | KU, BL | 7 | Dynamic   1. Set time window to 1 frame 2. Hit play 3. Pause when operator gets warning 4. Open time window to show forward state estimates in the future 5. Deselect 7 and select 8 |
| 50 | KU, BL | 8 | Static, just leave it on and explain, no need to show FSEs   1. Talk about making airspace smaller 2. Deselect 8 and select 9 |
| 51 | KU, BL | 9 | Static   1. Talk about airspace being smaller and conflict is resolved |
| 58 | CL | 10 | Static   1. Just talk about how the system will eventually predict the collision 2. Show FSEs colliding with restricted airspace |
| 90 | CL | 11 | Dynamic   1. Hit play and shot it eventually colliding with restricted airspace |