This paper is part of the following report:

**TITLE:** Multimedia Visualization of Massive Military Datasets [Atelier OTAN sur la visualisation multimedia d’ensembles massifs de donnees militaires]

To order the complete compilation report, use: ADA408812

The component part is provided here to allow users access to individually authored sections of proceedings, annals, symposia, etc. However, the component should be considered within the context of the overall compilation report and not as a stand-alone technical report.

The following component part numbers comprise the compilation report:

ADP013309 thru ADP013341
Discussion – Operations Visualisation I

Use of
- color
- overlays
- amount of detail
- multiple vs single displays

**Visualising dynamic relationships**

Use of COTS components

Need to react to a situation in terms of the static background, or context

Computing systems good at answering the questions you ask, not necessarily the answer you want to know.

Temporal relationship

Dynamic situation and data

**Scalability**

**Varying level of detail**

Tend to put all the information we know into a visualisation, especially when we’re not sure what we want to know. Use visualisation to help us see what we need to know, even if we’re not sure what that is.

Danger of information overload, which instead of clarifying complicates. Varying levels of detail on display can help prevent info overload while still maintaining valuable info.

Using level of detail to indicate the difference between general to specific

Context sensitive
  - Surveillance/control
  - What can be controlled
  - What can be observed

Drill down
Reactive

**Ambient visualisation**

Speech
Anomalies in sound
3D audio
generic vs learned capabilities
Noticing something different in the environment, be it through sight, sound, or other form of input that the user notices.
Machine learns how to best present information to a specific user, neural network.
The visualisation becomes an extension of the person