Virtual Incident Management Training Data Analysis

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Description:
In the field of Traffic Incident Management, huge, expensive and time-consuming setups have traditionally been required to train personnel to respond at the scene of an incident. Typically, a training event lasts one day and only two to three scenarios are performed. Thus, organizations such as the Center for Advanced Transportation Technology (CATT) Laboratory have developed Massively Multiplayer Online Games (MMOG) that can simulate the experience of typical training or even more complex realistic scenarios. Even though the current tools have the ability to record everything that happens during a training scenario for later reviewing, there is no easy way to offer a quick and revealing overview of the massive amounts of data being generated, nor is there a way to meaningfully explore the visualizations for significant events.

Our aim is to develop a tool to help Traffic Incident Trainers visualize and discover important events after conducting their training scenarios on the Virtual Incident Management Training software developed at CATT Lab. We hope our tool will ultimately enable trainers to focus more on the skill improvement of their team members, address weaknesses in responder methodology, and eventually aid the citizens at large through more efficient real world incident management.

References:
CATT Laboratory:
http://www.cattlab.umd.edu/

Virtual Incident Management Training:
http://www.cattlab.umd.edu/index.php?page=research&a=00028