

# **PURPOSE**

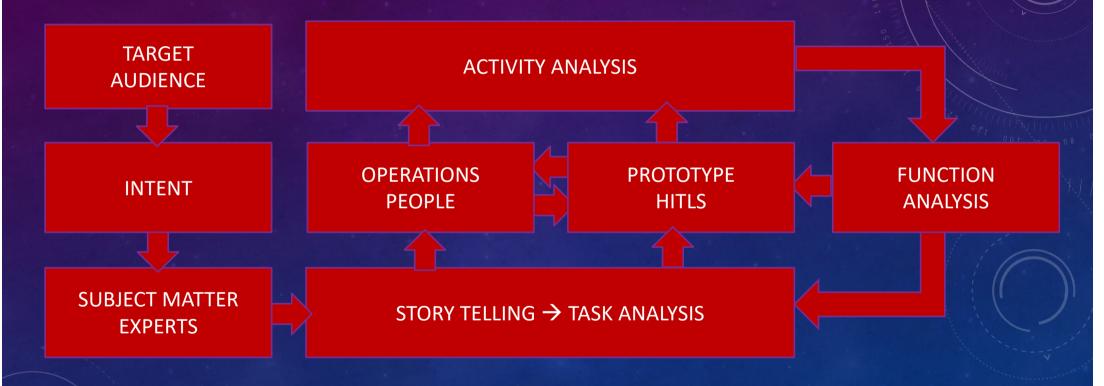
- Procedural Knowledge from Task & Activity Analysis
- Declarative Knowledge from Systems Components & Methods
- Human-Centered Design of Complex Systems → Human Systems Integration
- Start from what exists (AS-IS) & go to what is projected (TO-BE): Scenario-Based Design (SBD)
- Digital Engineering → Human-In-The-Loop Simulation (HTILS)
- Knowledge Representation for Procedural & Declarative Knowledge

## AXIOMS

- A system is a representation of natural entities (Humans) & artificial entities (Machines)
- A system is represented by at least a structure and at least a function
- A system has a role in a system of systems
- A system has a role in a context (situation)
- A system has sub-systems (resources) → a system is a resource to another system
- A system is a system of systems

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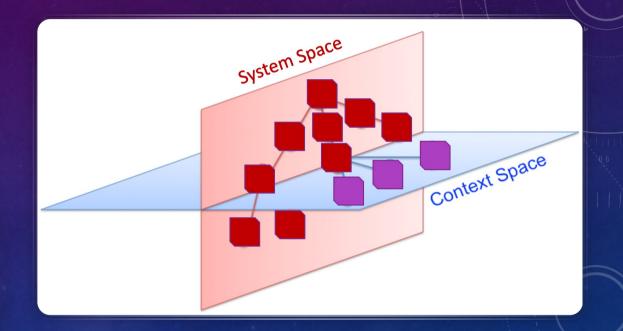
## PRODEC: A SCENARIO-BASED DESIGN METHOD

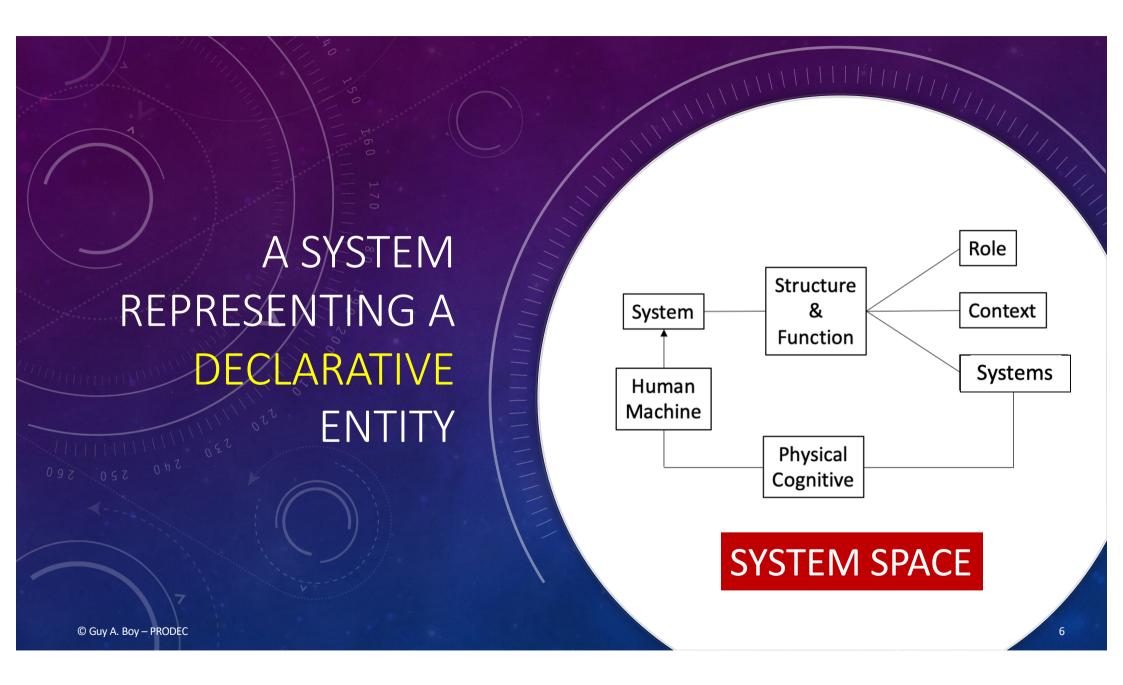


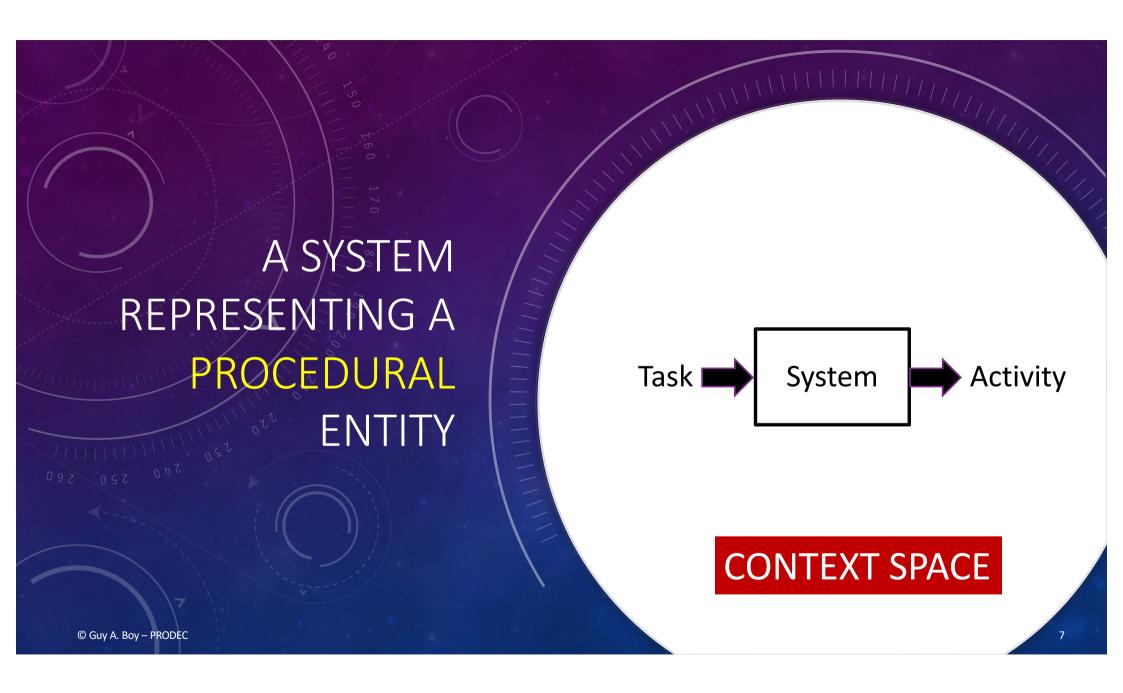
HITLS: Human-In-The-Loop Simulation

# FIRST THING TO UNDERSTAND

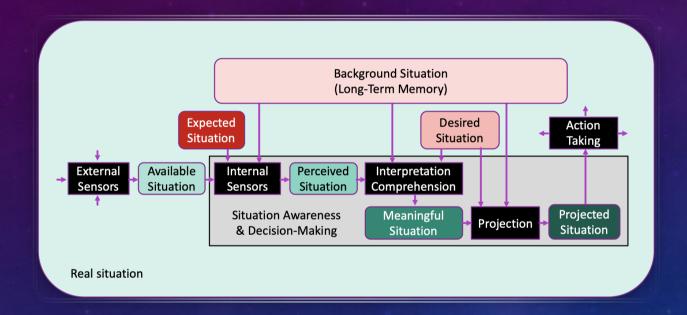
- There is a structuring space
  - → the System Space
- There is a functional space
  - → the Context Space





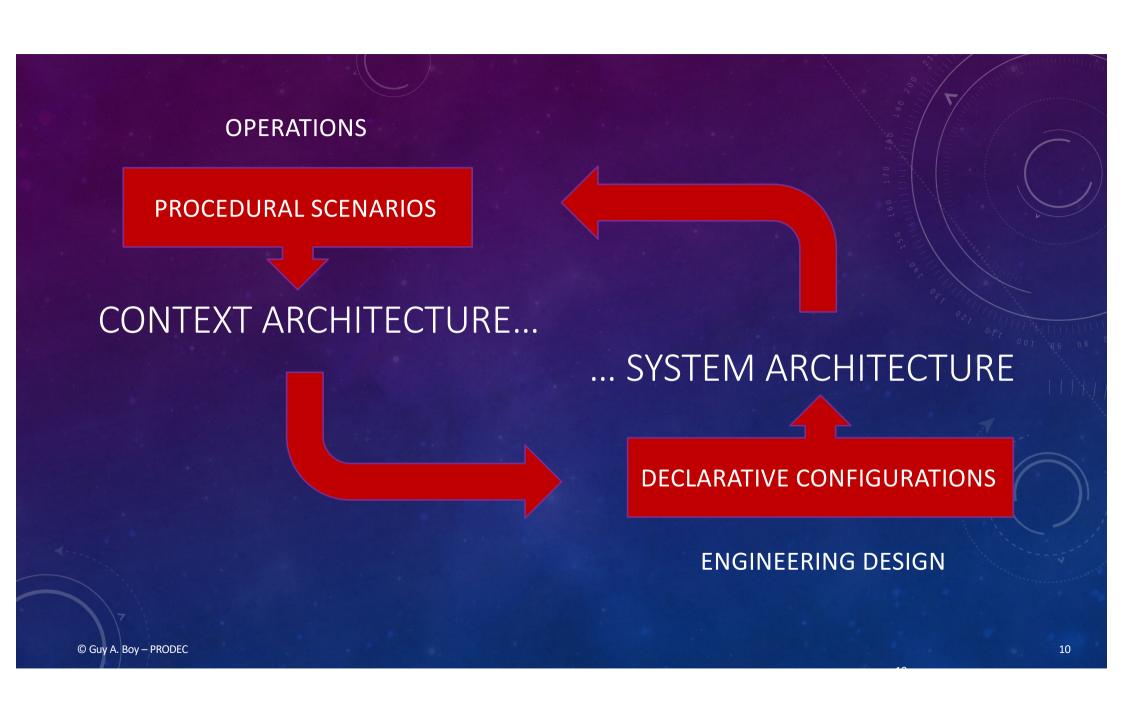


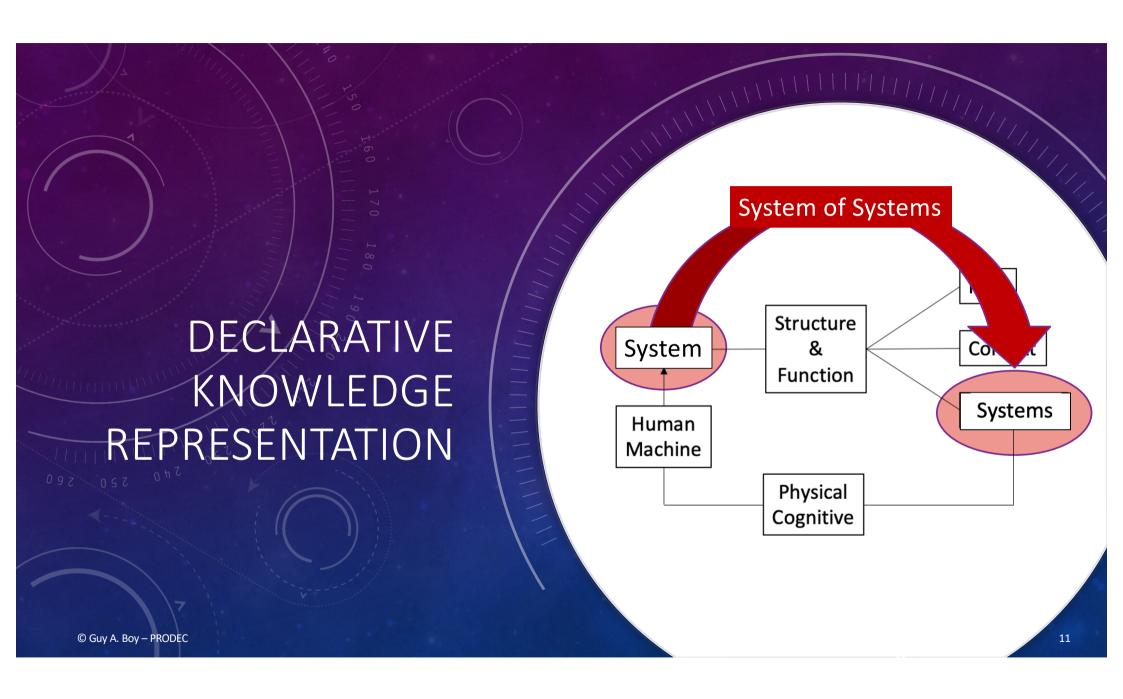


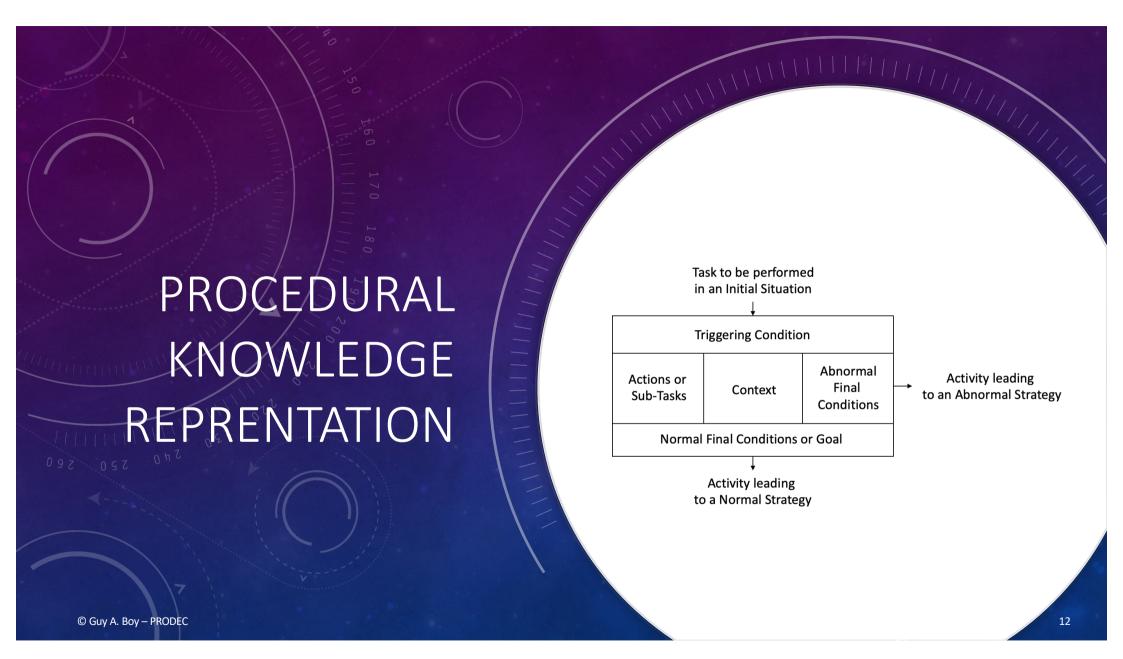


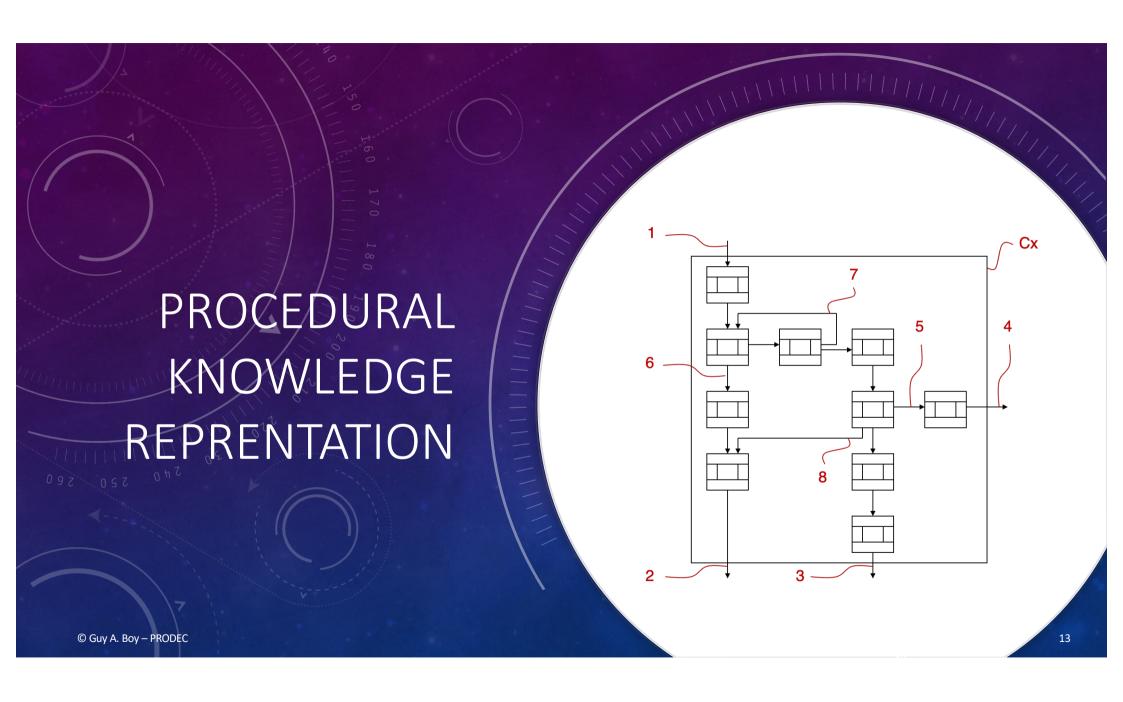
# A CONTEXT IS A SITUATION

- VARIOUS LEVELS OF GRANULARITY
- VARIOUS TYPES OF SITUATIONS
- CONTEXT IS RELATED TO PERSISTENCE
- CONTEXTUAL PARAMETERS
- MUTUALLY INCLUSIVE CONTEXTS
- CONTEXT VIEWPOINTS
- CONTEXT STRUCTURE...

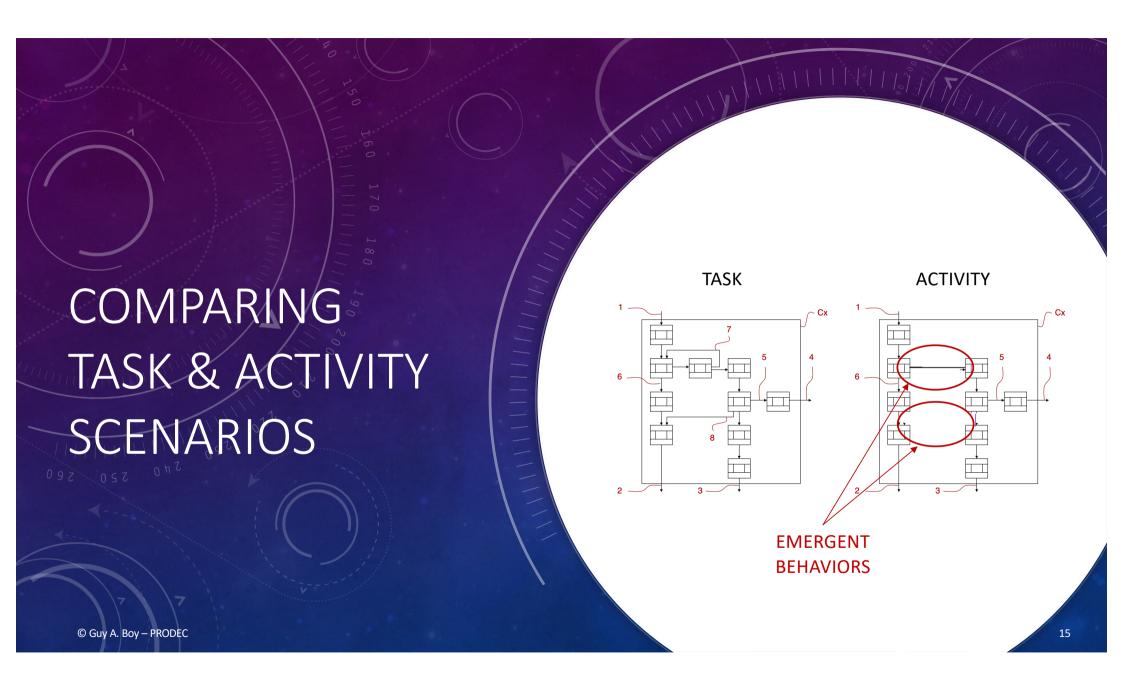












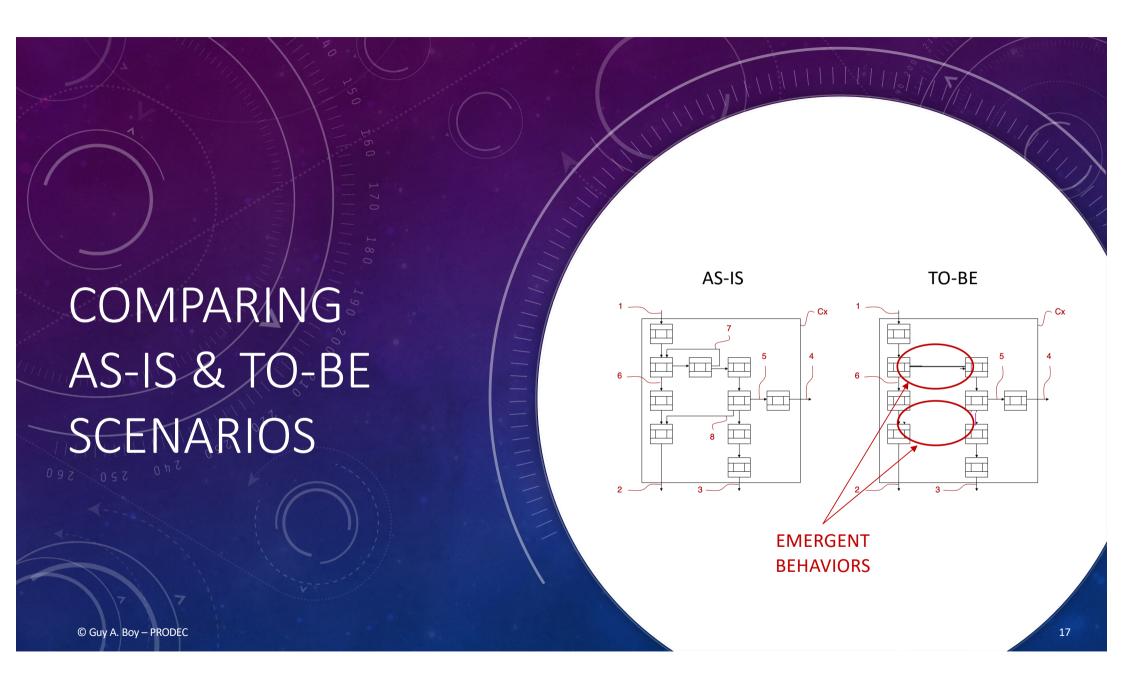
# PRODEC IS A SCENARIO-BASED DESIGN METHOD

#### From Purpose to Means

AS-IS scenarios procedural knowledge → HITLS → Emergence → AS-IS scenarios declarative knowledge

TO-BE scenarios procedural knowledge → HITLS → Emergence → TO-BE scenarios declarative knowledge

HITLS: Human-In-The-Loop Simulation



## REFERENCES

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