

# MEDUSA combines complexity and ergonomics

## The project

Engineers who work in extremely technical environments are often faced by a curious contradiction. At work they use complex tools with dull interfaces, yet at home they have tablets, smartphones and other high tech devices that are very easy to use.

The *Medusa* project is seeking to remove this difference. Its objective is to develop a method and tools which, in the context of complex professional applications, will enable the design of intuitive human-machine interfaces that are adapted to the operator's requirements.

It's not a question of comfort but one of productivity. The central idea behind the project is to model the system and exchanges with the user to lead quickly to adapted interfaces that are effective in every situation.

*Medusa* is using a definite case study to validate its method and tools: airborne maritime safety. This service observes ships from a plane fitted with radars and cameras and organises rescue in the event of a sinking. The project is targeted in particular at coordinators on places who control all operations from their IT console. The relevance of the interfaces produced will be tested in critical situations.

### A few markers

**Start:** October 2010  
**Duration:** 39 months  
**Resources:**  
200 man-months  
**Total cost:** €1.88 M

### Partners

**Thales**, project lead  
**ENAC**  
**ENSTA Bretagne**  
**Sodius**  
**Telecom Bretagne**

### Funding support

Oséo  
Brittany Region  
Pays de la Loire Region