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Title

An haptic device embedded in rotorcraft seats for target acquisition and tracking tasks

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Abstract

The goal of this work is the development of a haptic feedback device to be embedded in a helicopter seat and to be tested in a rotorcraft flight simulator, as an auxiliary tool to provide cues for pilots while performing target acquisition and tracking tasks.

The haptic system provides a stimulus on the back of the pilot, with an intensity that is proportional to the distance from the target. It is in fact been proven that feedbacks different from the visual ones can improve the pilot's performance [1] [2] and that the haptic channel, if not overloaded, can be a reliable source of information to pilots [3] [4]. Simple preliminary experiments have been performed with pilots in a rotorcraft simulation facility to assess the effect of such feedback. In these experiments it has been asked to pilots to follow a target position with both the cyclic and the collective stick. Target position and current position were shown on a screen while pilots relied on the haptic feedback to evaluate the error with respect to the desired collective position.

Results of test trials performed with different combinations of visual and haptic feedbacks will be presented to properly evaluate the effectiveness of such device. The trials shows that pilots can correctly interpret the haptic feedback and react accordingly. Furthermore, it will be shown how the haptic feedback can be helpful when cyclic control requires more workload, so that the pilot can focus with visual cues on the target, while relying only on haptic feedback for the collective control.

Additionally, the paper will present further trials while flying with a helicopter model in a flight simulator to show the effectiveness of the haptic feedback device while performing precision tracking tasks.

References

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