

# OPERATIONAL READINESS IN RURAL FIREFIGHTERS DURING BUSHFIRE SUPPRESSION

"AWAKE, SMOKY & HOT"











#### **PROJECT OVERVIEW**





Five firefighters

One room

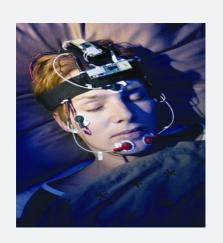


3 × 12-hour day shifts



**Physical & Mental Work tasks** 

Health & Sleep measures



#### **PROJECT OBJECTIVES**



- 1. Work with key fire industry informants to **validate a three-day bushfire suppression** tour simulation;
- 2. Investigate the impact of, and interaction between, multiple fireground stressors (i.e., sleep disruption, heat and smoke) on firefighters' physiological responses, physical and cognitive work performance across a simulated three-day bushfire suppression tour;
- 3. Present the research findings to key fire industry stakeholders to inform comprehensive policy, best practice guidelines, and training and educational materials for the preservation of firefighters' health and safety.

#### **AIM #1: SIMULATING FIREGROUND ACTIVITY**

#### In a classroom



#### 1. Why simulation:

- a) Control variables we are interested in
- b) Consistent assessment of key measures
- c) Repeatable conditions
- d) Comparable to previous research

#### 2. How simulation:

- a) Collect information about the tasks done on fireground
- b) Design proxies for the tasks that can be done in classroom
- c) Piloted in two sites

#### **TESTING VALIDITY OF THE SIMULATION**

#### Fidelity workshop



#### **Participants**

9 subject matter experts - two provided fire-fighting expertise, two provided human factors expertise, two provided cognitive psychology expertise, and three provided physiology expertise.

#### **Procedure**

Half-day workshop:

- introduction to the aims and objectives of the ASH project
- describe specific objectives of the fidelity evaluation
- provided a detailed verbal introduction and demonstration of each task
- complete the simulation fidelity evaluation toolkit for each of the tasks and a "global" evaluation of the simulation as a whole

#### **METHOD OF EVALUATION**

#### **Dimensions**



#### The Toolkit

The fidelity evaluation utilised the Simulation Fidelity Evaluation Toolkit.

The tool is structured around four main axes of fidelity and sub-dimensions:

Psychological	Physical	Equipment	Environmental
Scenario realism	Biomechanical	Functional	Location
Cognitive skills	Dynamic load	Haptic	Performance/productio n pressures
Expertise	Static load	Visual	Distractors
Cognitive workload	Physical endurance	Auditory	Time of day
Team performance	Motion cues		Noise
Stressors			Temperature
			Visibility

Each dimension was rated by the subject matter experts using a 100mm Visual Analogue Scale with anchors "no resemblance" and "complete resemblance".

## **EXAMPLE – PHYSICAL FIDELITY**

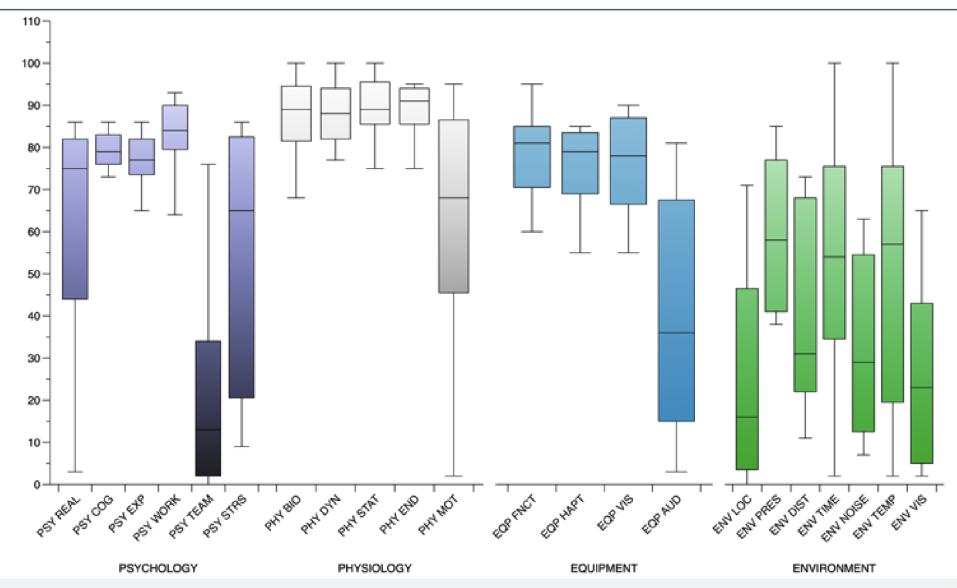


Physical Fidelity			
Biomechanical: The degree to which the simulation resembles the real task.	ange of movements seen in the		
No Resemblance	Complete Resemblance		
Dynamic Load: The degree to which the movements within the simu (active movement of muscles) seen in the real task.	lation resemble the dynamic load		
No Resemblance	Complete Resemblance		
Static Load: The degree to which the movements within the simulati (holding muscle groups tight) seen in the real task.	on resemble the static load		
No Resemblance	Complete Resemblance		
Physical Endurance: The degree to which the movements within the simulation resemble the physical endurance requirements of the real task.			
No Resemblance	Complete Resemblance		
Motion Cues: The degree to which the motion cues represented within the simulation resemble the motion cues of the real task.			
No Resemblance	Complete Resemblance		

#### **SIMULATION FIDELITY**

Global Ratings of the simulation





#### **FINDINGS**

#### In a classroom



- 1. Generally high ratings of fidelity overall
  - a) Psychology, physiology and equipment average high
  - b) Low ratings in particular for team and motion cues from equipment
- 2. Moderate to low ratings on environment measures
  - a) In a classroom
  - Environmental conditions controlled as part of experiment, assessment done in control condition
- 3. Low ratings on physical and equipment dimensions for the cognitive tasks

#### **SUMMARY**



- 1. Independent assessment by human factors researcher using half-day workshop
- 2. Nine subject matter experts from a number of fields
- 3. The ASH simulation has high level of fidelity, particularly in elements where high fidelity is important
- 4. Provides agencies and researchers surety about the design and the results

#### **AIM #1: RELIABILITY OF PHYSICAL CIRCUIT**



## OBJECTIVE: Measure consistency of physical performance during 'ASH' physical task circuit

#### Specifically, consistency:

- Across a single day
- Between consecutive days
- Between consecutive weeks

Nine participants so far – more testing December 2012 – March 2013 (n = 30)

#### **PROJECT OBJECTIVES**



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#### **PROGRESS**



<u>Aim #1:</u> Data collected, analysed, write-up commenced;

Data collection ongoing, write-up 2013

Aim #2: Behind schedule

Aim #3: Engaging well with industry but can't really progress without Aim #2

#### **AIM #2: ASH ON PHYSICAL & MENTAL PERFORMANCE**



#### **Original Plan:** n = 25 (each) in eight conditions:

#### Control:

12-h day 8-h sleep 18 - 22° C No CO

#### Awake:

12-h day 4-h sleep 18 - 22° C No CO

#### **Smoky:**

12-h day 8-h sleep 18 - 22° C 15 ppm CO

#### Hot:

12-h day 8-h sleep 33° C No CO

## Awake & Smoky:

12-h day 4-h sleep

18 - 22° C

15 ppm CO

#### Awake & Hot:

12-h day 4-h sleep 33° C No CO

#### **Smoky & Hot:**

12-h day 8-h sleep 33° C 15 ppm CO

## Awake, Smoky & Hot:

12-h day 4-h sleep 33° C 15 ppm CO



Control: n = 9

Awake: n = 8

Hot: n = 2

No participants in any other conditions

#### SO WHAT'S GOING WRONG?



### **Recruiting participants**

Five firefighters

One room

3 × 12-hour day shifts

Physical & Mental Work tasks

Health & Sleep measures

#### RECRUITMENT STRATEGY



## **Awareness Raising:**

- National presentations
   (Conference, RAF, OH&S Group);
- Agency Presentations
   (FESA, TFS, CFS, NTPFES);
- General Media
   (WA, Vic Radio, ACT print)



#### TURNING IT AROUND...



### **Direct communications**

- Fire agency media
   (internal magazines, communications);
- 'Top Down' (Chief Officer 'endorsements');
- 'Bottom Up' (Volunteer Associations, Brigade Meetings)

#### TURNING IT AROUND...



## **Time efficiencies**

Victoria & SA testing sites first choice

Australia-wide testing
 'Block' testing three weeks with 20 participants

Agency 'champions' required

#### TURNING IT AROUND...



## **Additional Time**

October 2012-March 2013: Direct Communications

March 2013 to October 2013: Testing

Formal request for additional time (to September 2014) in draft form