

Training Platform for Proof of future Dispatcher Tools (ID: 11098 )

Q1.2 - The psychological pressure can affect the decision process of an operator, how can these conditions be replicated on a simulator?

First of all, a realistic control room environment should be assured for a “home-feeling” atmosphere for the trainees. This atmosphere is taken seriously by the dispatchers:

- Trainee places allowing normal shift staffing with dedicated tasks for each dispatcher.
- Sufficient number of screens and one telephones per trainee.
- Dispatcher training simulator able to continuously change measurement and state-estimator values (all generic) like in reality.

In frame of dispatcher training there are different ways to increase the psychological pressure:

- In preparation: Developing a continuously escalating storyline for the training session: Normal operation → Limit violations → Faults/malfunctions → Multiple faults
- Before the start of the training: Short introduction with clear role allocation, but without further details on the course of the training session.
- During the training session: Assuring a pure telephone communications with other control rooms, i.e. no direct communication. Observing the trainees and taken measures via the trainer screens and being prepared for activation of additional faults/malfunctions when the stress level should drop.

Also causing psychological pressure: Overstrain due to highly complex situations:

- Our paper presents a methodology to extend the features of a dispatcher training simulator (DTS) by a model-based decision support tool to handle in total 315 decentralized flexibility assets (see figure below).
- The trainee needs to make optimal use of all flexibilities to solve grid congestions in 2030 grid which puts the trainee under big pressure choice wise and time wise.
- The trainee will recognize the value of a respective optimization algorithm based support tool.

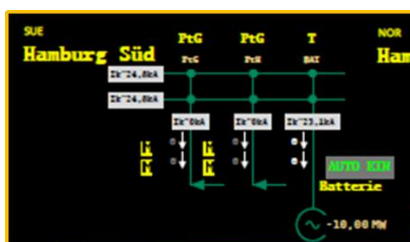


Fig. shows an extract of decentral flexibilities connected via distribution level to the

