The topics discussed during the clinic

https://hait.cs.lth.se/_media/cognitive_offload.jpeg

https://hait.cs.lth.se/_media/emergence.jpeg

https://hait.cs.lth.se/ media/hybrid cognitive systems.jpeg

https://hait.cs.lth.se/_media/implementation_methods_for_industry.jpeg

https://hait.cs.lth.se/_media/individualized_ai.jpeg

https://hait.cs.lth.se/_media/shared_workload.jpeg

https://hait.cs.lth.se/_media/silent_failures.jpeg

https://hait.cs.lth.se/ media/trust and transparency.jpeg

Eight topics were suggested and discussed in the workshop (in no particular order):

- Cognitive offload
- Emergence
- Hybrid cognitive systems
- Implementation methods for industry
- Individualised AI
- Shared workload
- Silent failures
- Trust and transparency

The following paragraphs try to summarise the most important aspects that can be distilled from the notes. Passages, phrases, concepts, or simple words that have been filled through educated guessing by the editor (Elin), are marked in brackets [...]. Terms that are taken directly from the notes are set in *italics*.

Topics or terms that received markers are coded in colour as follows: 1 marker 2 markers 3 markers 4 markers

Cognitive offload

Aspects mentioned and marked as important in this discussion were *Team Resource Management* (TRM) as well as the idea of *providing / enhancing cues* for a *mental picture*, [to give operators overview], as the aim would be to not loose the *mental picture* of the situation at hand. However, [suggested] *solutions may confuse* [solutions to providing overview, or solutions to directly solving a problem?]. Other items mentioned in this discussion were *human-centered decision making*, with one particular area *AI focused action planning*. *Dull, dirty and dangerous tasks* link *robots /* machines with operators (example UGV operators), where the issues of generally too *high workload* and handling *other tasks* at the same time come into play.

Hybrid cognitive systems and capabilities

The main question discussed here was whether such systems should be seen / promoted as *tools or teammates*

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