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Future outlook

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Objectives



BODEGA project will investigate and model Human Factors in border control to provide innovative socio-technical solutions for enhancing border guards' performance of critical tasks, support border management decision-making, and optimize travellers' border crossing experience.

BODEGA will develop a PROPER toolbox which integrates the solutions for easy adoption of the BODEGA's results by stakeholders in border control.





















Human Factors

"The scientific discipline concerned with the understanding of the interactions among humans and other elements of the system and the profession that applies theory, principles, data, and methods to design in order to optimize human well-being and overall system performance"

https://www.iea.cc

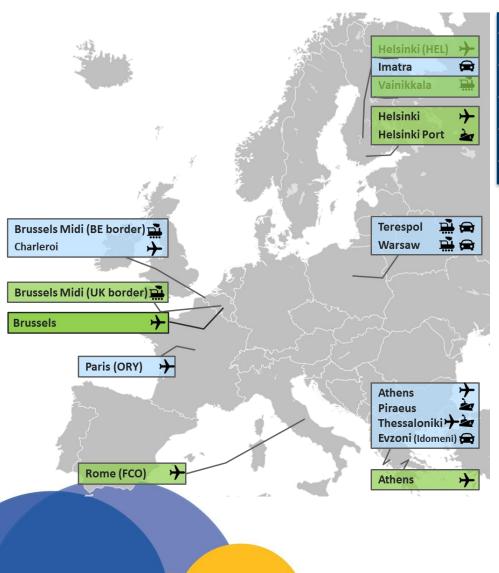


Ergonomics helps harmonize things that interact with people in terms of people's needs, abilities and limitations.



Field studies





- 7 Countries
- 4 Border types
- 14 BCPs
- ~100 Interviews and/or observations
- Traveller interviews and observations

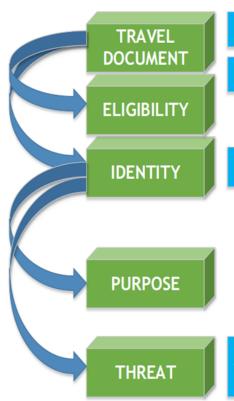


A Decision-making challenge

BORDER CHECKS Art. 8 SBC (Regulation 2016/399)

Persons with the right of freedom of movement (EU/ EEA/CH)

Third Country Nationals



Verify VALIDITY of travel doc

Verify AUTHENTICITY of travel doc

Verify IDENTITY on the basis of the travel doc

Verify VALIDITY of travel doc (including visa/residence permits)

Verify AUTHENTICITY of travel doc (including visa/residence permits)

Verify ELIGIBILITY (examination of entry/exit stamps)

Verify IDENTITY on the basis of the travel doc

Verify point of departure and destination (supporting documents)

> Verify PURPOSE of stay (supporting documents)

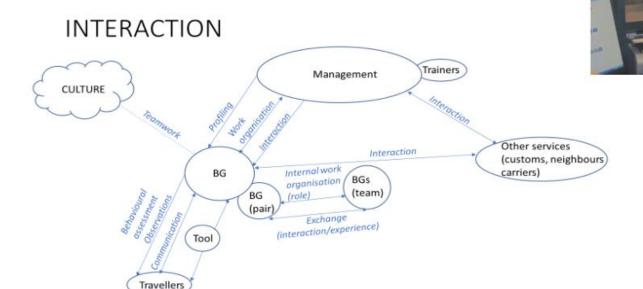
Verify possession of sufficient means of subsistence

Verify person is **NOT A THREAT** to internal security, public policy, intl relations, public health (KNOWN)

Verify person is **NOT LIKELY TO JEOPARDIZE** internal security, public policy, intl relations, public health (KNOWN + UNKNOWN)

Model of organisation: Interaction

In manual check



Main results

- Team work
- Direct interaction with travellers and documents
- Tools (scanner/datadase check) integrated in the activity
- Tight interaction with management

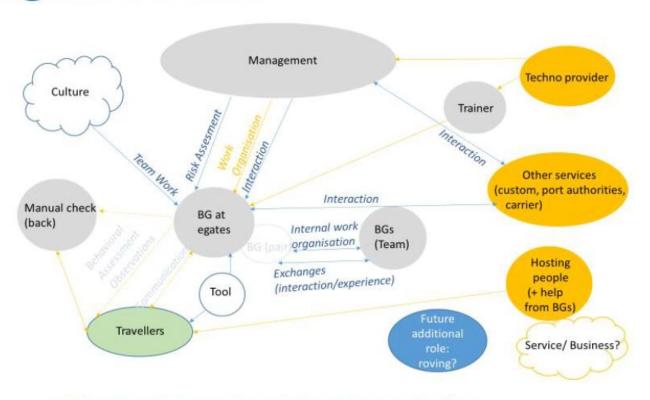




Model of organisation

With eGates





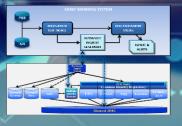
Main changes on the model of organisation:

- New stakeholders in the organisation
- No direct contact with travellers (only remote vision) and documents
- Team work/work in pair
- Interaction/co-habitation with other stakeholders
- Impact on management (techno provider)

Part of a broader mega trend Digitalisation with automated processes and self-service



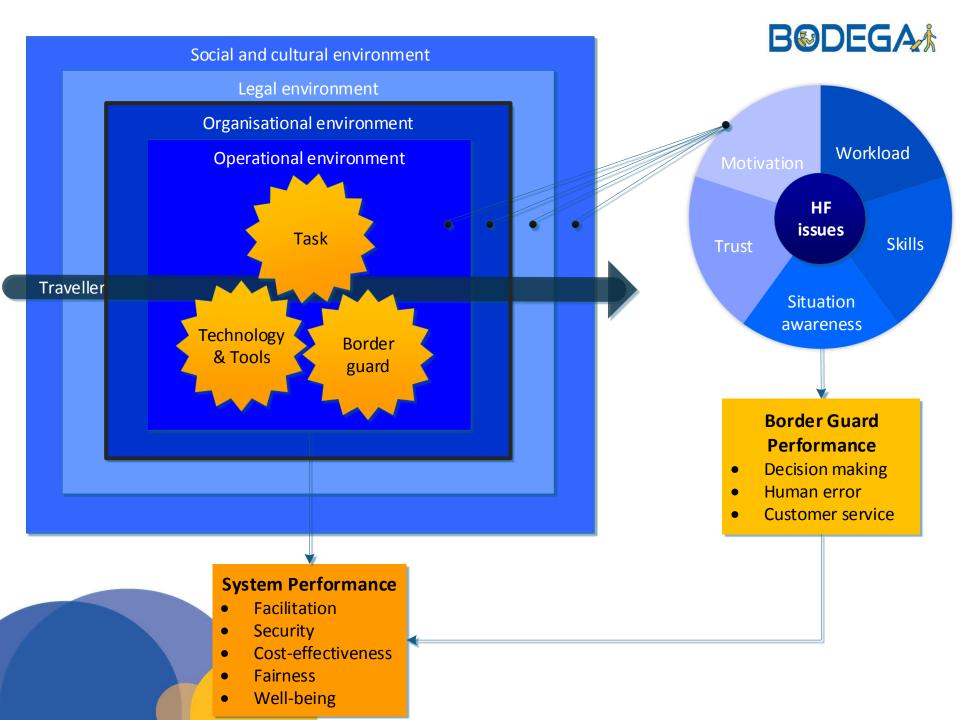








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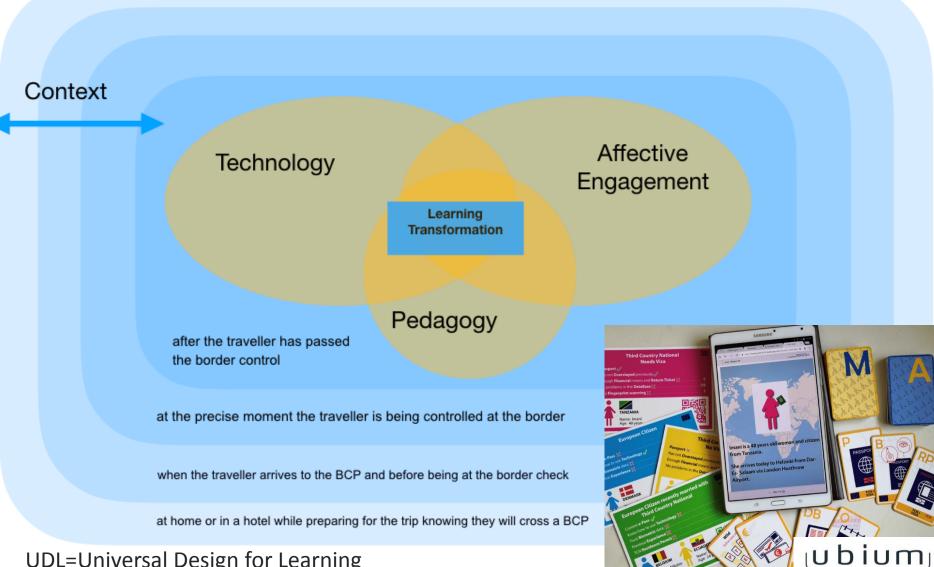
Optimised performance: the process and technology development and implementation fully support the first line work and decision-making

- Change management
- Indicators development
- Control Processes
- Tools and equipment
- Resources, skills
- Decision support tools
- Traveller process and guidance
- Privacy and fundamental rights

- Intelligent analysis
- Situational awareness
- Risk and threat analysis
- Innovative interactions between technology and Human
- Ergonomics



BODEGA Traveller UDL Framework



UDL=Universal Design for Learning



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BODEGA in Brief

About Toolbox

PROPER Toolbox Resources

Glossary

References

Contact us



TOOLS

BODEGA DSS

Decision-Support System (P) declards managers to assess the potential impact of improving different human factors in a Border Crossing Point.

BodeGame

Simulation type education game running in web-browser. BodeGame was created in this project as proposal for using games in the education of border guards.

PASS

PASS is a hybrid card game about border crossing. You can challenge your friends into a card game anywhere you want or test your knowledge about border crossing with the digital online stories.

Identity Verification with Fingerprints

In the Border Control Process, fingerprints are being used to perform identity verification (i.e. inspect travellers' identity), based on fingerprintes stored on electronic travel document or databases (i.e. the Visa Information System), and thus allows for precise and fast identification of travelers.

HMI Design for Mobile Border Control Solutions

In the Border Control Process, a border guard has to perform multiple checks on a traveler. These include identity verification (based on the photos/fingerprints) stored on a travel document, or based on fingerprints stored in a central database like the VIS), background checks (i.e. via accessing policing databases like the SIS or Interpol databases).

Checklist for utilising e-learning in border guard training

RECOMMENDATIONS, GUIDANCE AND OTHER DOCUMENTS

Human factors recommendations

under construction

Technical recommendations on border guard equipment

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Thank you!

