

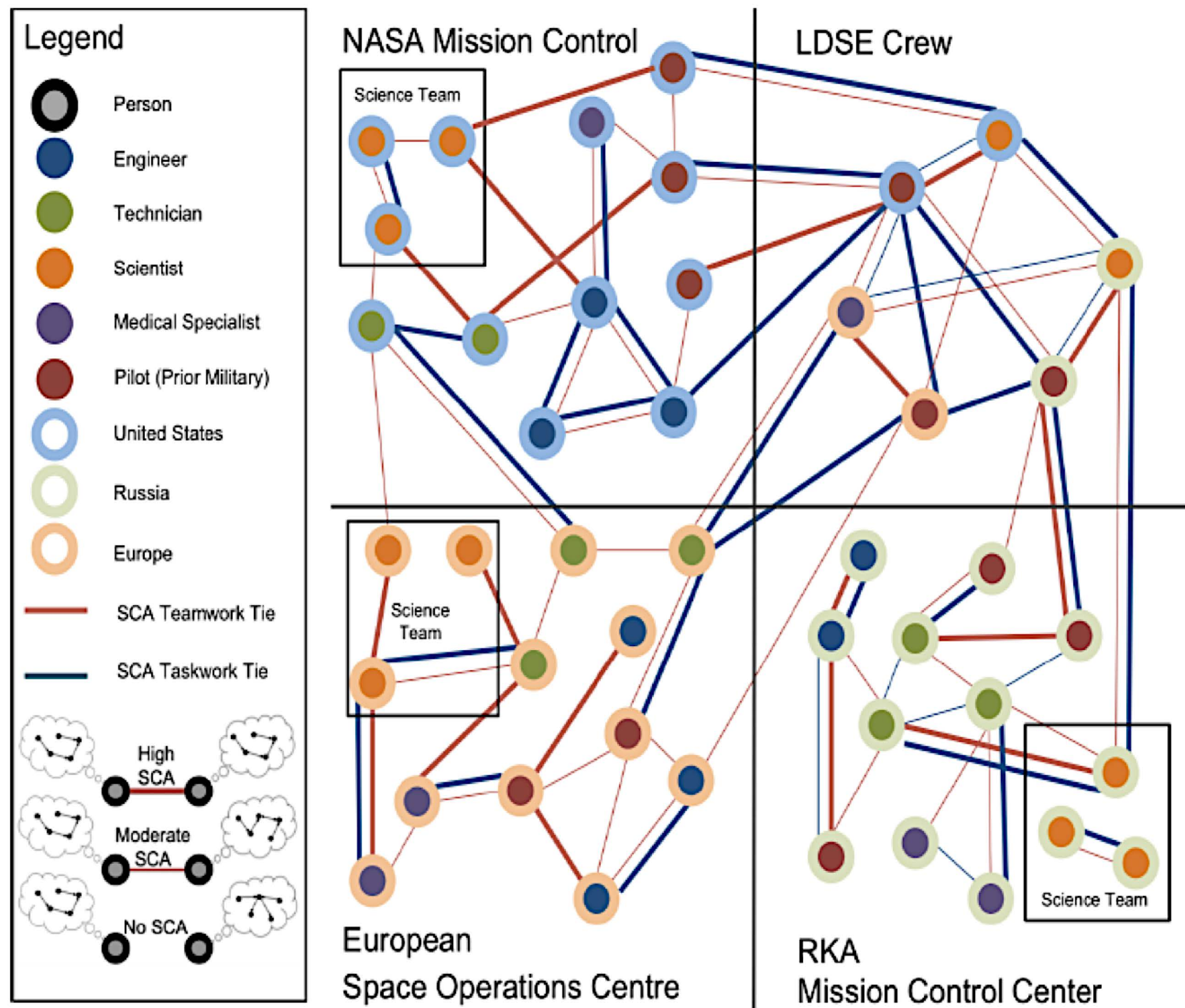
The Impact of Social Connectedness, Communication Delay, and Sleep Deprivation on Cognitive Network Similarity in Analog Teams

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Introduction

Shared cognition is a *core* team process competency

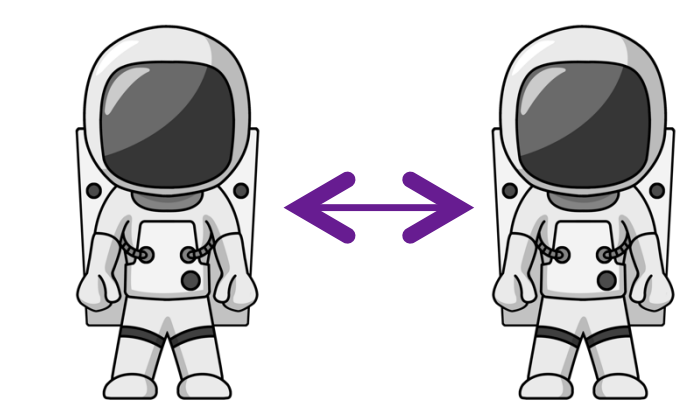
(NASA Human Research Program: Behavioral Health and Performance, 2011).



What impact will long-distance space exploration (LDSE) have on shared cognition?

There are *three elements* that impact shared cognition, and set LDSE teams apart from teams on Earth:

1. **Social Connectedness** (Hinds & Weisband, 2003; Campton, 2001; Moreland & Myaskovsky, 2000)



H1: Individuals who are on the same functional team will be more likely to share cognitive similarity ties (H1a) and those who are physically separated will be less likely to share those ties (H1b).

2. **Communication Delay** (Hollingshead, 1998; Lewis, 2004; Palazzolo et al., 2006; Wegner, 1987)

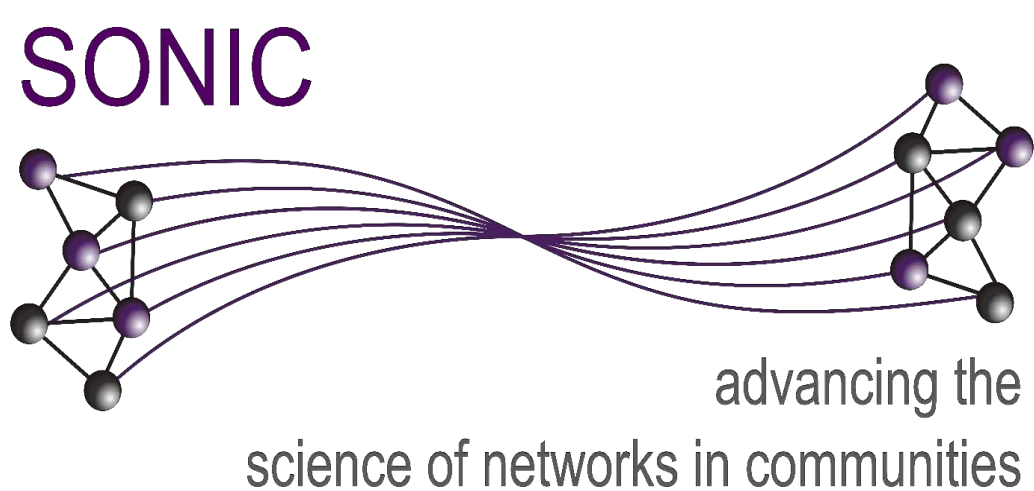


H2: Individuals under communication delay will be less likely to share cognitive similarity ties with other members in the multiteam system (MTS).

3. **Sleep Deprivation** (Barnes, 2012; Barnes & Hollenbeck, 2009; Mullins, Cortina, Drake, & Dalal, 2014)



H3: Individuals who are sleep deprived will be less likely to share cognitive similarity ties with other members in the MTS.



Method

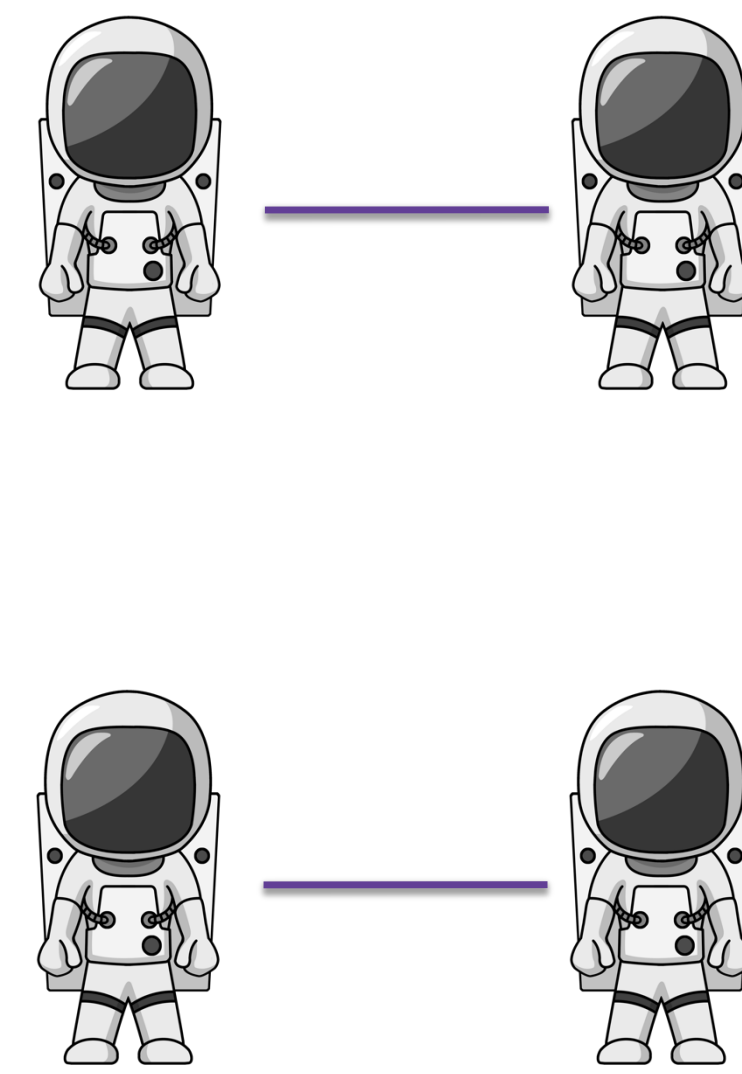
Procedure

- Observed crews in the HERA analog, and “Mars Mission Control” members stationed at Georgia Tech working on Project RED – teams worked together to build a well for sustainable life on Mars in the Argyre Quadrangle
- Sample: 4 4-person HERA crews and 10 8-person mission controls (10 MTSs, 12 members each; $N = 120$ individuals)



Measures

- Cognitive ties:**
 - Task-related cognitive similarity: comparing locations for the well, designing an effective well, minimizing costs to our and other disciplinary teams, sending calculations, and experimenting with different calculations
 - Team-related cognitive similarity: motivating one another, coordinating our work, managing conflict, monitoring our progress, and sharing information
- Social connectedness:**
 - Crew versus mission control
 - Functional specialization (created via task roles)
 - Physical co-presence



Results

Table 1
Predicting shared *task-related* cognitive similarity ties

Predictor variable	Odds ratio Model 1	Odds ratio Model 2
Edges (Control)	.04***	.04***
Balance (Control)	2.64***	2.69**
Popularity (Control)	.16	n/a
HERA vs. MMC team (Control)	.70	.70
Same functional team (H1a)	.32	.84
Separation (H1b)	2.08**	2.36**
Communication delay (H2)	1.43	1.07
Sleep deprivation (H3)	1.95**	—
Learning effect	—	1.49*

Note. $N = 120$ individuals, $J = 10$, $I = 1,320$. Separation is reverse-coded.
** $p < .01$, *** $p < .001$

Members were 108% less likely to share cognitive ties if they were separated from one another.

Members were 95% more likely to share cognitive ties if they were sleep deprived → learning effect.

Table 2
Predicting shared *team-related* cognitive similarity ties

Predictor variable	Odds ratio
Edges (Control)	0.00***
Balance (Control)	16.44***
Popularity (Control)	73.70
HERA vs. MMC team (Control)	.90
Same functional team (H1a)	.86
Separation (H1b)	1.11
Communication delay (H2)	1.31
Sleep deprivation (H3)	1.11

Note. $N = 120$ individuals, $J = 10$, $I = 1,320$, ** $p < .01$, *** $p < .001$

If Members A and B shared a tie, and B and C shared a tie, A and C were 1,544% more likely to also share a tie.

Discussion

- Physical separation** leads members to have a *less similar understanding of the task*, even among mission control members in the same building.
- Multiteam-work can be learned**; crews were more likely to develop shared cognition with mission control members as they completed the task additional times. This was not driven by familiarity, as there was a new mission control each time the task was completed.
- LDSE factors** have a strong effect on *task-related shared cognition*, but no discernible effect on team-related shared cognition.



Acknowledgements

The material is based upon work supported by NASA under award No. NNX15AM26G. Any opinions, findings, and conclusions or recommendations expressed in this material are those of the authors and do not necessarily reflect the views of the National Aeronautics and Space Administration. We thank our collaborators Jessica Mesmer-Magnus & Jeffrey Johnson for their many ideas & suggestions.

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