HUMANS AT SEA

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Examples of how we use simulators and design simulator exercise to support a high level of training transfer of HF issues - and optimize usability

Situational awareness

Assertiveness

Leadership style

Confirmation bias

Design – usability

The future

Examples of how we use simulators and design simulator exercise to support a high level of training transfer of HF issues - and optimize usability

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The future

Increased training transfer

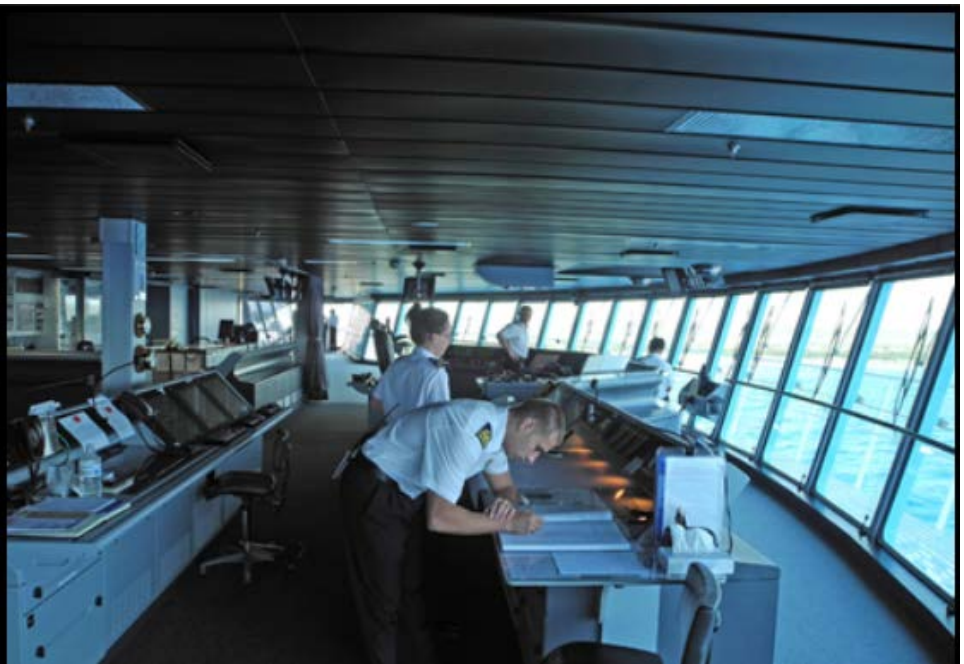
Need for a high degree of realism

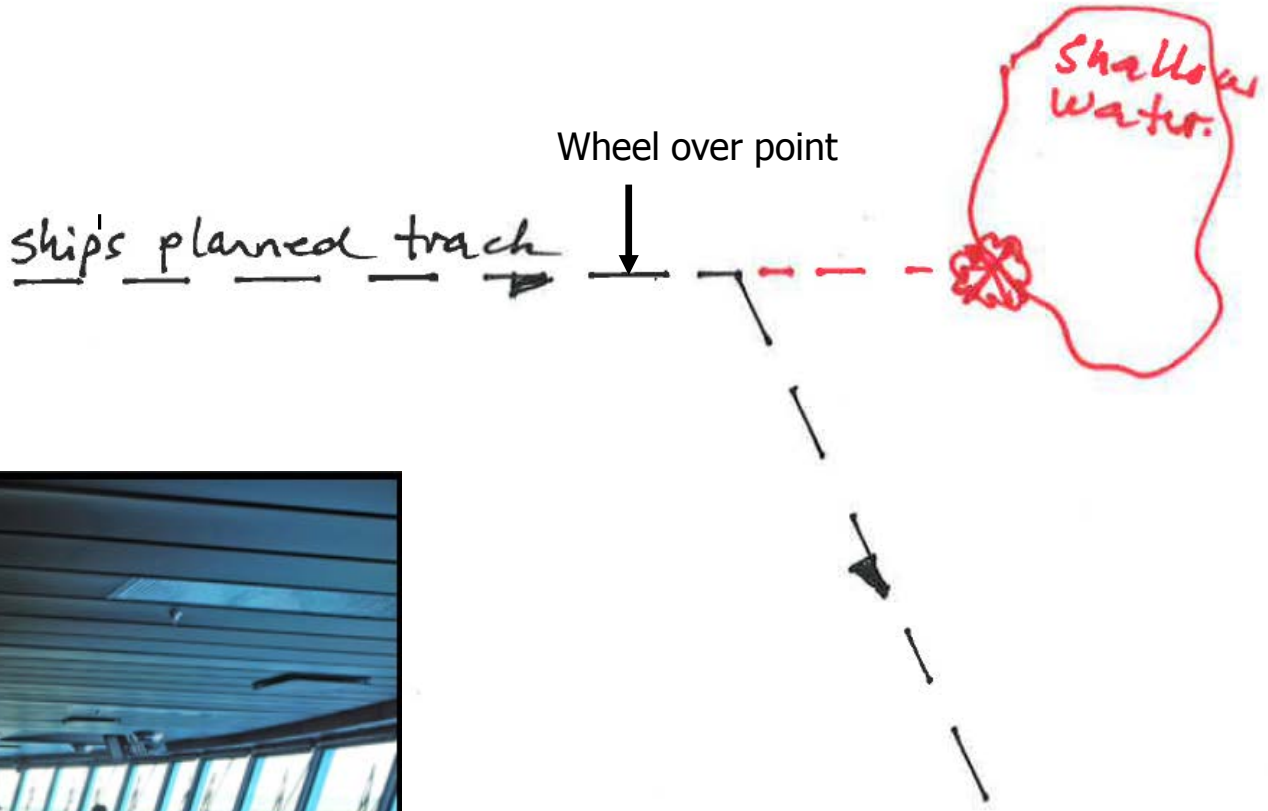
Situational awareness

"What do we mean with " Situtation Awareness?"

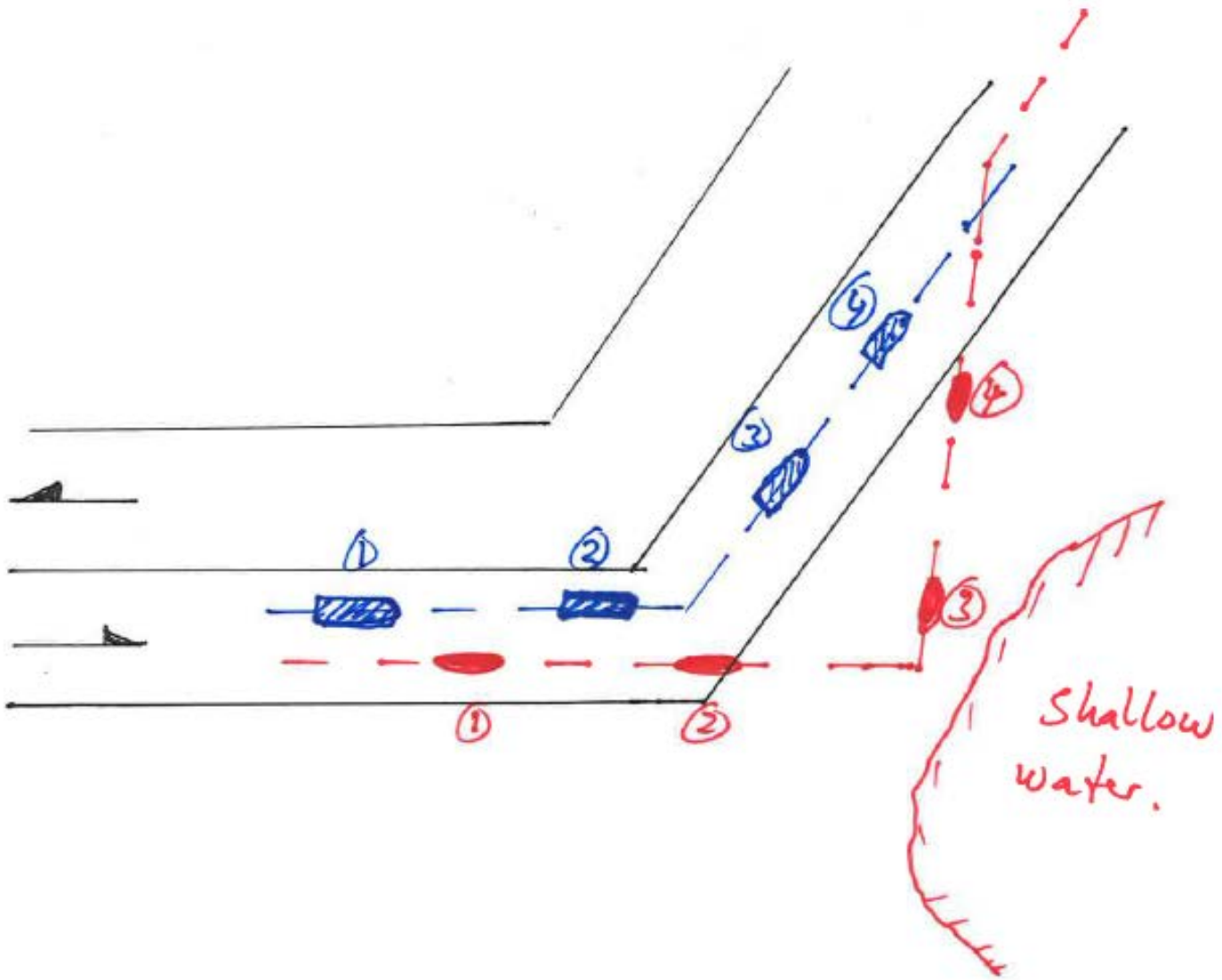
"Where is the sailing ship?"

Assertiveness





Confirmation bias – example from Singapore Strait



Design issues: Incoherent spatial layout: VHF ex.

Location of VHF Phone

Place of work of the officer, who will be using it (by the ARPA & by the engine telegraphs)

Increased training transfer

Psychological profile
Psychometric tests
Individual learning goals

Integration of eye-tracking in debriefings

During simulation exercises - Monitor psychological response and adapt level of difficulty

VR based simulation exercises using eye-tracking