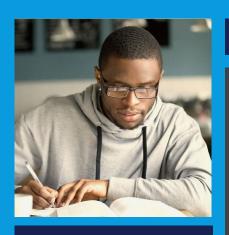
ACADEMIA – PSYCHOLOGY GRADUATE STUDENT



• Experience: 0-2 yrs

• Role: Student

• Direct Reports: o

Curious

Emerging

Technical

Motivation to Attend

- 1. Learn about how to effectively use modeling and simulation technology in the DoD to train the warfighter
- 2. Learn about the broad range of technologies used by the DoD and industry
- 3. Understand future career paths for psychology students in the DoD or in industry

"I want to learn how the DoD and industry evaluate warfighters as they train."

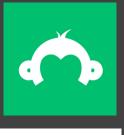
Biography

Kevin Engle is a graduate student majoring in psychology. He's specializing in designing effective training curriculums. Kevin is interested in learning about opportunities to apply his skillset to DoD and industry after graduation.



Common Tools









ACADEMIA – PSYCHOLOGY GRADUATE STUDENT

Title	Day	Time	Location	Event Type
Practical Guide to Learning Engineering	Monday	0830-1000	W307A	Tutorial
Creating a Data Strategy and Learning Analytics		1245-1415	W307D	Tutorial
Human-Centered Successes and Challenges in AR/VR Development and Implementation	Tuesday	1400-1530	W ₃ o6AB	Special Event
Using Biometrics to Evaluate the Efficacy of Virtual Reality Learning Environments Through the Detection of Awe		1600-1630	W307B	Paper
A Review of Research Discussing Analysis of EEG Data During Training and Skill Transfer for Skills Learned in Virtual Reality		1630-1700	W ₃ 07B	Paper
Towards Robust Estimation of Cognitive Workload from Wearable Physiological Sensors	Wednesday	0830-0900	W308C	Paper
Learning to Learn: The Trials and Tribulations of CBE Implementation in Technical Training		0930-1000	W ₃ 07B	Paper
A Framework for Performance Assessment Across Multiple Training Scenarios Using Hierarchical Bayesian Competency Models		1100-1130	W308C	Paper
Assessing Information Maneuver Performance and Effectiveness		1400-1430	W308C	Paper
The Integration of Learning Engineering into Simulation-Based Experience Design		1430-1500	W308C	Paper
Considerations for Adapting Training Technologies for Manned-Unmanned Teaming Operations		1530-1600	W308B	Paper
Wargaming to Warfighting – Training for the Right Fight Across the Learning Continuum	Thursday	0830-1000	W ₃ o6AB	Special Event
Navy Training Programs Vision – Program Brief		1030-12000	W ₃ o ₅ AB	Special Event
Learning and Emotional Outcomes in an Immersive Omnidirectional Pilot Study		1400-1430	W308B	Paper
Disrupt, Design, Deploy: A Human-Centered Approach to Learning and Development	Friday	0800-1200	W308D	Workshop