

# GOVERNMENT – HUMAN PERFORMANCE ASSESSMENT



Experienced

Methodical

Trainer

## Motivation to Attend

1. Learn about state of the art human performance assessment methods
2. Meet with experts and practitioners in the space to share ideas
3. Identify emerging trends and how they may impact future practices in the discipline

- Experience: 5-10 yrs
- Role: Technical
- Direct Reports: 1-5

“I want to learn about what state of the art human performance assessment methods so I can apply them to my role.”

## Biography

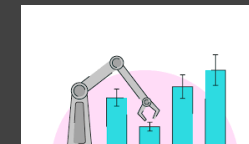
Emily Edwards is a civilian human performance assessment professional for the DoD. Her goal is to learn about how industry and the DoD is conducting human performance assessment so she can apply state of the art methods to her role.

## Interest Level

Workshops  
Special Events  
Tutorials  
Technical Papers



## Common Tools



# GOVERNMENT – HUMAN PERFORMANCE ASSESSMENT

Title	Day	Time	Location	Event Type
Machine Learning and the Benefits of Applying it to XR Training Systems	Monday	0830-1000	W306AB	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	W306AB	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	W307B	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	W307B	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	W306AB	Special Event
Cognitive Augmentation for Military Applications from NATO NIAG SG-278 Perspective		1030-1200	W306AB	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