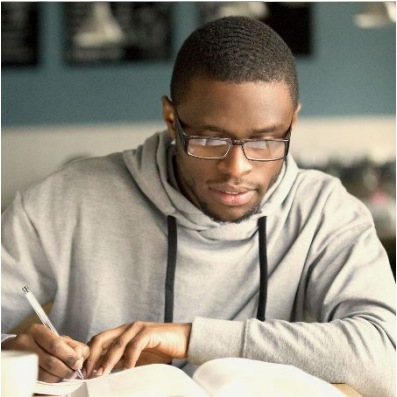


Academia – Psychology Graduate Student



- Experience: 0-2 yrs
- Role: Student
- Direct Reports: 0

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.

Curious

Emerging

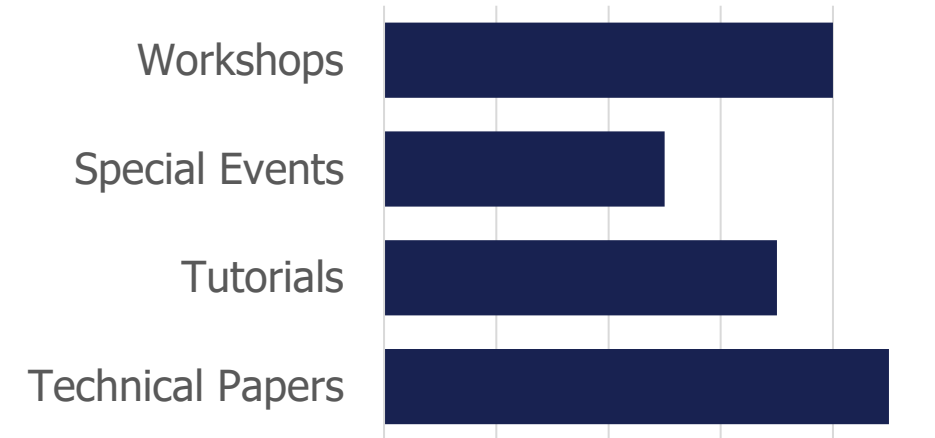
Technical

Motivation to Attend

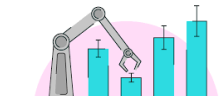
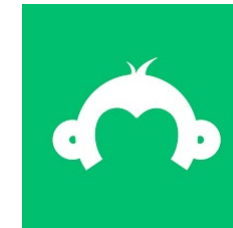
1. Learn about how to effectively use modeling and simulation technology in the DoD to train the warfighter
2. Learn about the broad range of technologies used by the DoD and industry
3. Understand future career paths for psychology students in the DoD or in industry

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

Interest Level



Common Tools



Academia – Psychology Graduate Student

Title	Day	Time	Location	Event Type
A Practitioner’s Guide to Human-Machine Teaming Research	Monday	0830 – 1000	330GH	Tutorial
How the Brain Creates Reality; Enhancing the Reality Experience with Large Area Haptic Feedback		1245 – 1415	320G	Tutorial
Exhibit Hall Tour (Training Simulators & Serious Games Showcase)	Tuesday	1200 – 1400	Exhibit Hall	
COMBAT-711: A Tool for Integrating Human Factors into Wargames		1400 – 1430	320B	Paper
Behavior Envelopes for Defining Performance Metrics in Complex Scenarios		1500 – 1530	320B	Paper
Systematic Approach to Upskilling Learning Professionals for the Development of Modernized Training		1700 – 1730	320C	Paper
B-52 Pilots in Focus: Human Factors in Virtual Reality Research	Wednesday	0830 – 0900	320C	Paper
Exhibit Hall Tour (Training Simulators & Serious Games Showcase)		1000 – 1200	Exhibit Hall	
Enhancing Military Planning Through Virtual Reality: A Study on Spatial Skills and Map Interpretation		1400 – 1430	320D	Paper
Towards a Cognitive Framework for Assessing Students and Adapting Interventions in Extended Reality (XR)		1430 – 1500	320D	Paper
A Human Digital Twin Architecture for Knowledge-based Interactions and Context-Aware Conversations		1600 – 1630	320E	Paper
Mapping Trust in AI: Right Tool, Right Task	Thursday	0830 – 1000	320E	Paper
A Machine-readable Narratological Approach to the Design of Human Performance Descriptions for Synthetic Training Environments		0900 – 0930	320F	Paper
Behavior-based Performance Optimization In Emerging Training Environments		1400 – 1430	320A	Paper
Human Centered Design for Learning-Performance Integration	Friday	0800 – 1200	331B	PDW