

Government – Human Performance Assessment



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

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

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

Biography

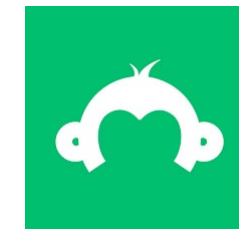
Emily Edwards is a civilian human performance assessment professional for the DoD. Her goal is to learn about how industry and the DoD is conducting human performance assessment so she can apply state of the art methods to her role.

Interest Level

Workshops
Special Events
Tutorials
Technical Papers



Common Tools



Government – Human Performance Assessment

Title	Day	Time	Location	Event Type
Enhancing CBRN Response Readiness Using a Mental Model Matrix	Monday	0830 – 1000	320F	Tutorial
How the Brain Creates Reality; Enhancing the Reality Experience with Large Area Haptic Feedback		1245 – 1415	320G	Tutorial
Black Swan: The Singularity Paradox		1415 – 1545	330ABCD	Special Event
EDUCATION: Context-Sensitive Attribute and Competency Assessment	Tuesday	1400 – 1530	330EF	Paper
Method to Assess Barriers to Implementing Training Technologies		1600 – 1630	320A	Paper
HPAE: Understanding the Effects of Mixed Reality Head-Mounted Displays on Cognitive Workload		1700 – 1730	330EF	Paper
Automated Event-Based Competency Analysis: Detecting Evidence from Training Data	Wednesday	0930 – 1000	320E	Paper
Data Collection, Reduction and Analysis Initiative for Integrating U.S. Army Data Plan into Warfighter Qualifications		1030 – 1100	320C	Paper
Development and Evaluation of Biosensing Apparel for Monitoring Fighter Pilot Physiological Episodes		1100 – 1130	320E	Paper
Studying Team Effectiveness via Dialogue Analysis		1130 – 1200	320C	Paper
ECIT: Human-AI Common Ground for Training and Operations		1600 – 1630	320F	Paper
SIMULATION: Social Simulator Madness: Simulating Social Behavior in Dynamic Environments		1630 – 1700	320F	Paper
Army Science Board Human Machine Interface Study Panel		1030 – 1200	320H	Special Event
Exhibit Hall Experience (Simulation based training, Human-Machine Interaction, & Data analytics)	Thursday	1200 – 1300	Exhibit Hall	
Army Live Training		1330 – 1500	320H	Special Event
Human Centered Design for Learning-Performance Integration	Friday	0800 – 1200	331B	PDW