

TASK # SPTT002. EXPLORING THE USE OF GAMIFICATION IN TRAINING

PROJECT AT-A-GLANCE

- UNIVERSITY: Auburn University
- PRINCIPAL INVESTIGATOR: Dr. JoEllen M. Sefton, ATC
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- INDUSTRY PARTNER: Army Gaming Studio

RELEVANCE TO TECHNICAL TRAINING AND HUMAN PERFORMANCE

- This project will provide initial training, and improve knowledge, operational skills, and learning engagement in an environment of high diversity and turn over as well as rapidly changing requirements.

STATEMENT OF WORK

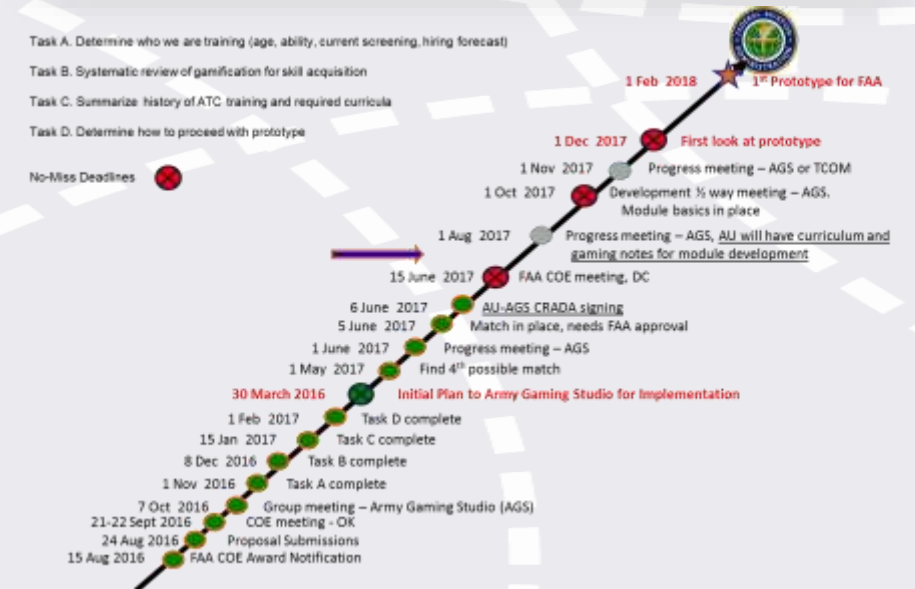
Phase I

- Determine current use of gamification, GBL and VR, including use of virtual environments, task trainers and simulators. Provide suggested approaches on a way ahead based on the data gathered
- Develop a prototype of a simulated work environment to demonstrate the feasibility of adding gamification/GBL and/or VR to a common training task. (A modular design will be implemented, allowing for future additional training modules and upgrades.)
- Complete an initial assessment of training efficacy and employee feedback comparing the current training mechanism with the prototype

Phase II

- A simulated training environment system will be developed (on-site high resolution simulator with sound, VR), off-site modules for training updates, on-line and device (smart-phone, tablet) modules that allow for training/skill improvement at any location Please include bulleted phrases that describe the overall scope of the research task. This shouldn't be that different from year to year.

Motion Capture Creation of Game Activity



Publications, Presentations & Awards

- Publications:
- Presentations:
- Awards: