

## Towards an evidence base for the effectiveness of Individual Training and Education modernization in the Canadian Armed Forces

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*Cette présentation est en anglais uniquement. Une traduction française peut être fournie sur demande.*

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### The challenges facing training in the CAF

- Top-down:
  - Instructor attrition/burn-out/resources
  - Pressure to train/learn outside of classroom
  - Efficiency (cost, time)
- Bottom-up:
  - “millennial” culture (wired, collaborative)
  - Consumer technology pull
- Cross-cutting: a changing world
  - Challenge of dealing with “complex” “uncertain” “play well with others” world → metacognition

## Some solutions to these problems

### ■ Top-down

- Technologies to support instructors (distance/distributed learning, knowledge management tools, decision aids)
  - Mostly proven technologies, but how can they be best adapted to the CAF context?
  - Knowledge management & representation still a field in development
- Technologies to support learning outside of classroom (intelligent tutoring systems, e-learning, mobile learning, simulation & VR, embedded trainers)
  - Neuro-adaptive systems are still an immature technology
  - Design of embedded training systems is challenging
  - Unclear how well learners can regulate own learning outside of classroom, or how to support them
  - Evidence for effectiveness of these technologies still lacking

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## Some solutions (cont'd)

### ■ Bottom-up

- New teaching models (flipped classroom/collaborative or peer-to-peer learning)
  - Are becoming more widely accepted in civilian world
  - Evidence for effectiveness unclear
  - Unclear how to apply to CAF context
- Mobile & ubiquitous internet as support to new teaching models & outside-of-classroom delivery (see Top-down challenges)
  - Anecdotal & survey evidence for usefulness of these technologies is positive
  - Experimental evidence for effectiveness still lacking
  - Application in CAF context unclear

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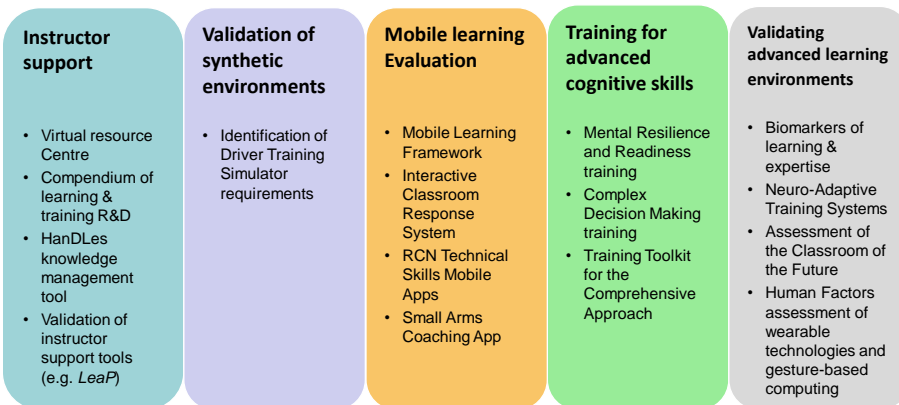
## Some solutions (cont'd)

### ■ Cognitive challenge

- Various: strategic uncertainty, complex/ill-formed problem space, mental flexibility, “comprehensive approach”
- Unifying thread: metacognitive skills
- Training interventions for metacognition still under-developed, lack evidence
- Metacognition & other complex cognitive skills still not that well understood
- The application domains (e.g., strategic decision making) are often themselves “messy,” poorly defined & inherently difficult to represent to learners

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## DRDC Research on Individual Training & Education (IT&E): Themes



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## Research methods

- Reviews of literature & knowledge integration
- SME interviews & work/task analyses
- Conceptual model building
- Human-in-the-loop experimentation
  - Training effectiveness
  - Transfer of training
  - Reverse transfer of training
  - Knowledge & skill retention studies

## Virtual Resource Centre



- Objectives: Support CAF instructor development with user-friendly web-based, searchable/tailorable resources providing a knowledge base of validated learning & training practices and decision support tools.

- One-stop shop for CAF instructors needing resources
- Vehicle for making results of DND research learning & training more accessible to instructors & trainers
- Deliverables:
  - Knowledge management tools for efficient, intuitive search of instructional material repositories, and matching learning objectives to instructional materials.
  - Compendium of individual learning & training (first round of content generation done by Mar 2015, further content generated from findings of rest of IT&E portfolio as projects progress)

## Identification of Driver Training Simulator Requirements



- Objectives: To scientifically study a number of simulator and simulation technologies for suitability to driver training in order to provide evidence for a business case for driver training simulator acquisition.
- Partnership with University of Ontario Institute of Technology (UOIT) Automotive Centre of Excellence (ACE) Lab, via a DND-NSERC collaboration (in progress)
- Human experimentation to determine effects of specific simulator technologies on learning
- Deliverables: Recommendations on visual display requirements for driver training; recommendations on motion base requirements for driver training (reports)

## Training Toolkit for the Comprehensive Approach



- Objectives: Develop & evaluate the effectiveness of a range of training tools, including paper tools & mobile apps, in support of training CAF members for the Comprehensive Approach to Operations (i.e., Whole-of-Government missions).
- Leverages previous multi-year projects on whole-of-government operations & comprehensive approach for the Canadian Army
- Deliverables:
  - Skill development tools (scenario-based)
  - Performance support tools (Acronym App, guides to OGD and Military planning processes)
  - Virtual Resources (example: lessons learned resources, lists of relevant courses)
  - Adaptation of Comprehensive Approach tools developed by the Netherlands.
  - Evidence for effectiveness or lack thereof and recommendations for employment (report)

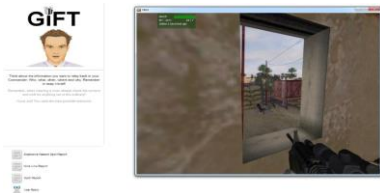
## Mental Resilience and Readiness Training Apps



- Objectives: As a part of the Road to Mental Readiness, mobile applications are being investigated for their potential to providing CAF members with additional training for mental resiliency and self-regulation support.

- In support of CAF Surgeon General initiatives
- Partnership with Mental Health Commission of Canada
- Deliverables:
  - Mobile training apps (new or adapted to CAF) for: Goal Setting, Visualization, Self Talk, Attention Control, Memory skills & fluid intelligence.
  - Training effectiveness evidence & recommendations for employment of apps (report)

## Neuro-Adaptive Training Systems Development



- Objectives: Enhance the delivery of computer-based training (including distance learning, simulation, intelligent tutoring systems) with system that adapts delivery to learner's progress and skill level based on behavioural measures and biomarkers of learning.

- Leveraging open-source framework called Generalized Framework for Intelligent Tutors (GIFT; created for US DoD)
- Deliverables:
  - Analysis of requirements and concept of employment (report).
  - Prototype system (software, some computer & sensor hardware).
  - Recommendations & guidelines for employment in CAF instruction (report).

## Assessment of Classroom of the Future (CoF) environment



- Objectives: validate a collaborative and distributed classroom using multiple interconnected, high-resolution computer displays, mobile devices, alternative input modalities such as touch- and gesture-based input, and high-bandwidth interconnectivity to enhance course delivery in CAF classrooms

### ■ Deliverables:

- CoF proof of concept (hardware and software)
- Validation and Recommendations on requirements (Technical report)
- Evaluation of specific instructional interventions suited to the CoF environment (e.g., interactive visual animations of objects or situations that are manipulatable by touch)

## OnliNe Government Advance R&D Environment (ONGARDE)

### ■ Objectives

- To provide a common secure online R&D environment for Federal Security Sector
- To conduct research, development, and evaluation activities
- To support of IT&E and CAF Campus Learning Portal
- To enable information-sharing of projects, lessons learned and best practices
- To promote collaboration and engagement between S&T/ODG with CAF (doing more with less)



## CAF Mobile App Store (CAFMAS)

- CAFMAS uses mobile devices to address S&T requirements within IT&E CAF Campus Engine
- Secure deployment of mobile apps independent of iTunes and Google Play to iOS and Android devices (the only known platform in GOC/NATO to do this)
- Supports 'Bring Your Own Device' (BYOD) strategy to reduce the cost of Mobile Learning
- CAFMAS is linked to ONGARDE and supports modern learning methodologies and technologies
- IT&E related S&T results will be produced as Apps on CAFMAS



## Some R&D challenges particular to the CAF

- Sensitive nature of some skills, missions, operators
  - Can lead to knowledge gaps in terms of determining competencies, interventions
- Human experimentation requires participants
  - Must often, but not always, be military
  - Who are often busy
  - Even when willing & able, data collection must generally not disrupt ops
- Assessment & measurement always challenging
  - Observations in the target environment often impossible
  - Some competencies are complex & hard to measure (e.g., resilience)
  - Assessing effectiveness of learning & training takes TIME – many people, many courses, much follow-up → rarely possible



## Reaching out

- DRDC can do some of the required research on its own, but we can't do it all
- We need to learn from academics & educators
- We need to understand what organizations with similar mandates or pressures (police, first responders) are doing in this regard
- We can't do it on our own, but we can also contribute to the efforts of others
- Avenues for collaboration between DND & police forces include DRDC CSS & Military Police units

**Thank you!**

**Any questions?**

**For further info after the conference, please contact:**

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