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Mixed Reality Aircrew Training Simulator Evaluation

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Acknowledgments

The presenters acknowledge Vertex Solutions as the prime contractor and system developer. The views and conclusions contained in this document are those of the authors and should not be interpreted as representing the official policies, either expressed or implied, of U.S. Air Force (USAF), the U.S. Government, or Vertex Solutions, LLC.



Retrofitted



Increase Qualified Training Throughput



USAF goal - 90 helicopter pilots annually



Helicopter-only training pipeline



Increase sim training



Reduce the types of simulators

Multi-Place Mixed Reality (MPMR) Simulator

Co-Pilot

Pilot

Instrument Panel

Center Console

Flight Engineer

Overhead Console

Seat

Stick

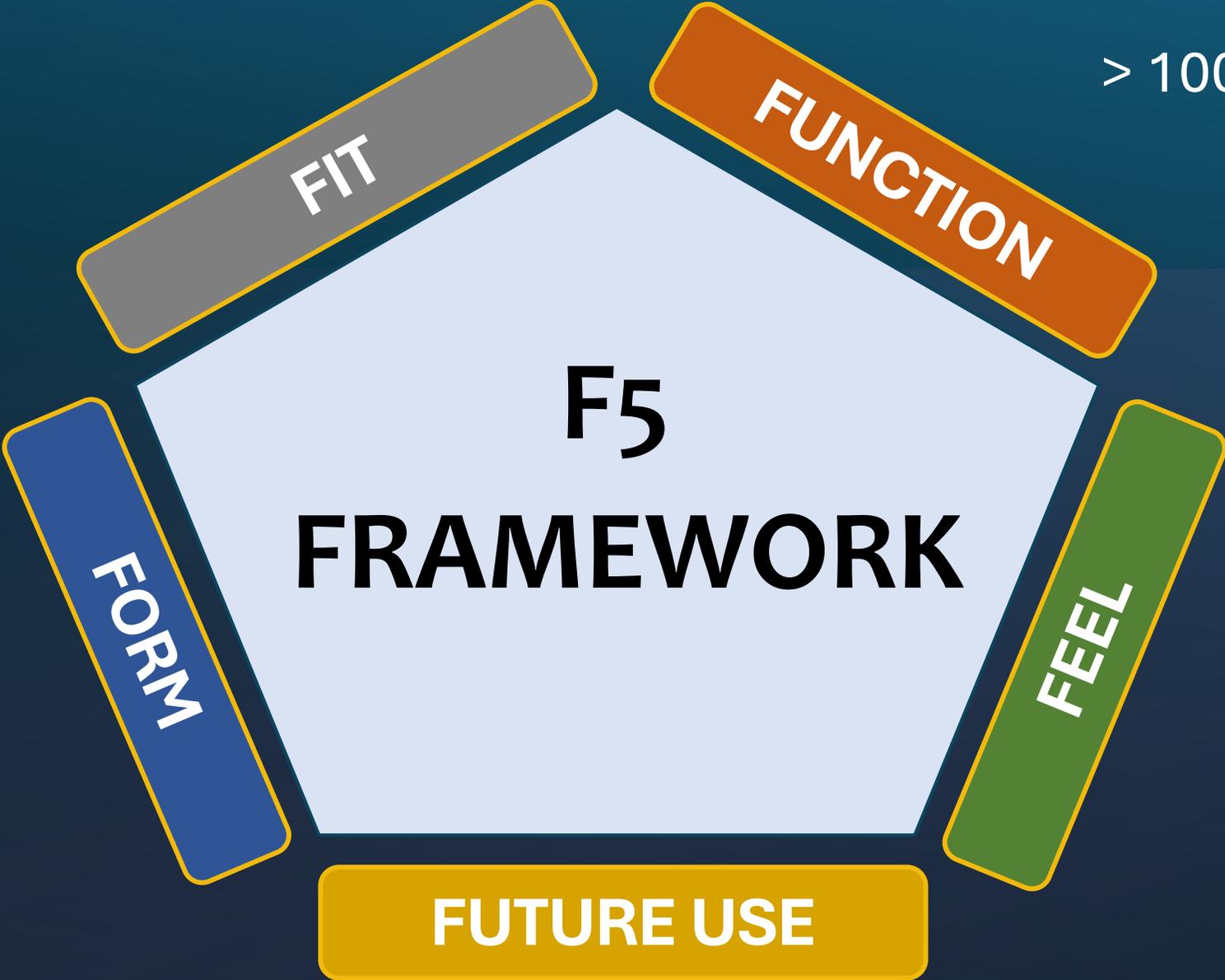
MR HMD

Cyclic

Pedals

RYAN AEROSPACE

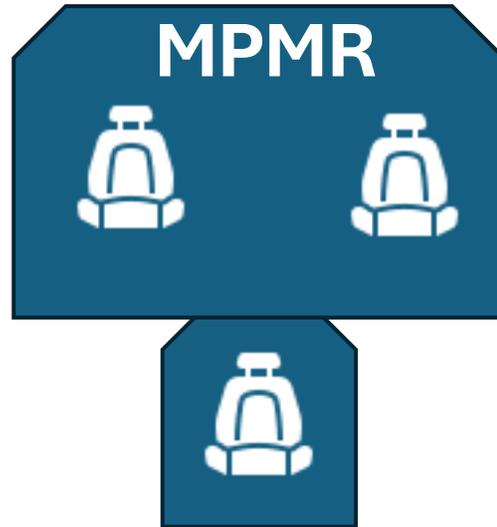
> 100 critical aspects evaluated



Methodology

Co-Pilot

Pilot



Flight Engineer



Instructor
Operator
Station

Flight Crew Measures

- Demographics
- Technology Self-Efficacy
- Simulator Sickness
- Helicopter Simulator Experience

Instructor Measures

- Demographics
- Technology Acceptance
- Instructor Experience

Training Tasks

- Aircraft operations
- Instrument procedures
- Navigation air failures
- Emergency procedure conditions

Air Crew Training Participants



Instructors

Sample Size

N = 16

Flight Hours

~ 2400 hours

XR Training Experience

~ 8 times



Instructors in Training

N = 2

~1600 hours

~5 times



Students

N = 2

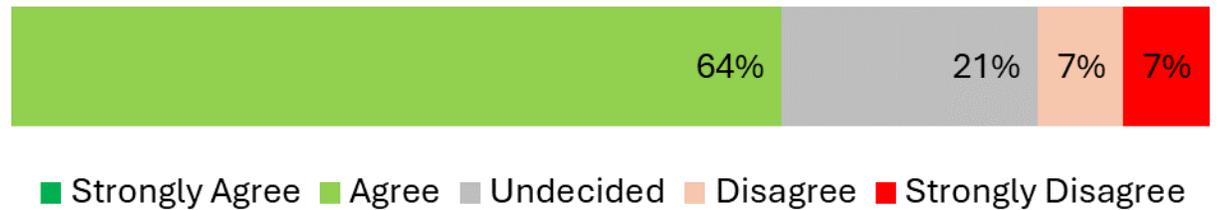
~145 hours

~15 times

Crew Resource Management - Training

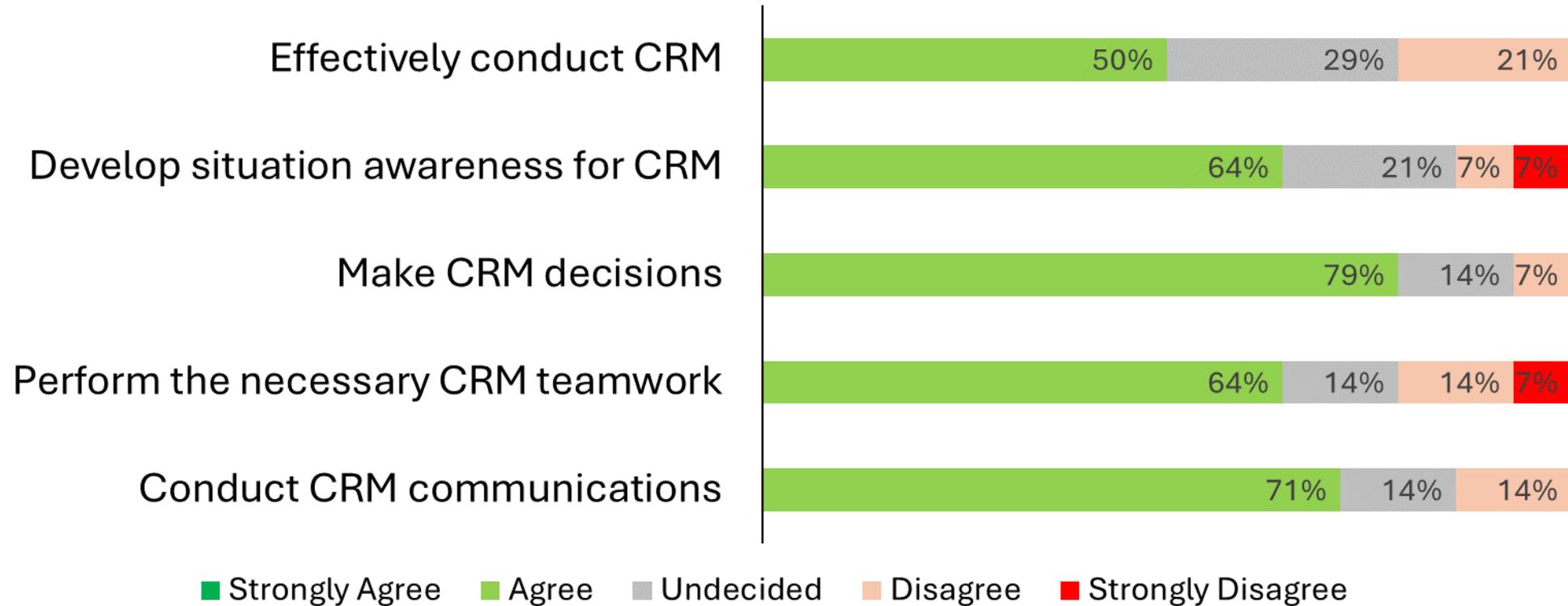
- Communication Skills
- Situation Awareness
- Decision-Making
- Checklist and Procedures
- Emergency Procedures
- Teamwork & Conflict Resolution
- Stress Management
- Resource Management

I would choose to use the MPMR for CRM training

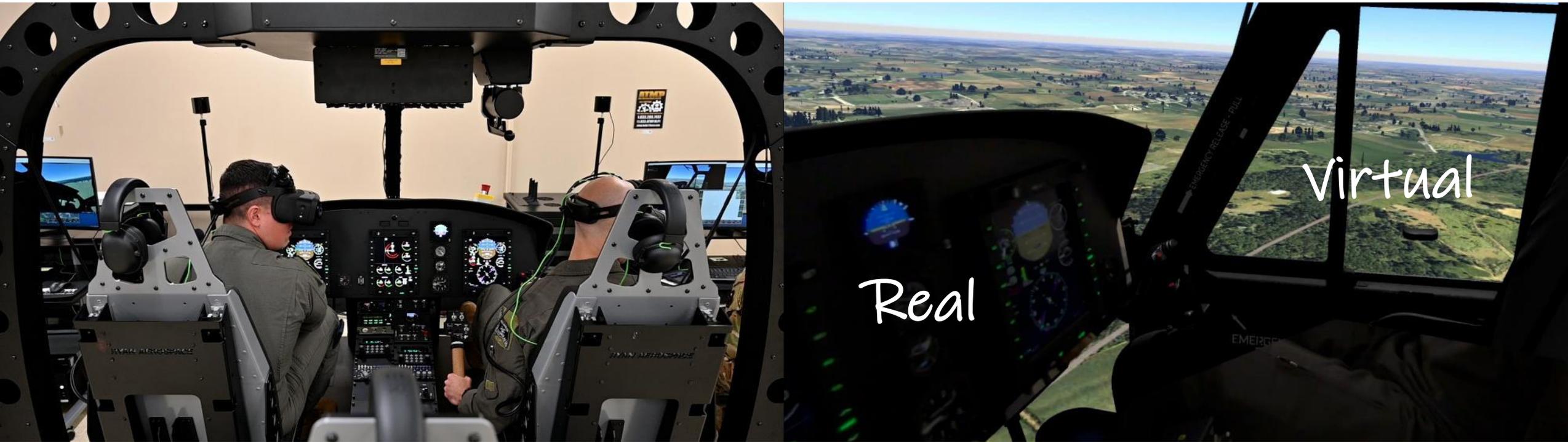


Crew Resource Management - Training

I was able to...



Mixed Environment Integration



I would choose to use this **MR HMD** for rotary aircraft training



■ Strongly Agree ■ Agree ■ Undecided ■ Disagree ■ Strongly Disagree

Mixed Environment Integration



Real
Digital
Kneeboard

Feedback

- Difficult to see across full instrument panel
- Angle of view altered digital overlays
- Challenge transitioning from near to far focus

Recommendations

- Turn off foveated rendering
- Expand personal masking window
- Improve rendering to quickly read instruments and consoles

Physical Controls and Interaction View



Feedback

- Mismatch between pilot input to aircraft response
- Physical component locations

Recommendations

- Adjust physical location of all controls relative to each other
- Ensure menu navigation and icons match real aircraft
- Calibration of pilot input to aircraft response

Flight Engineer



Pro

- Creates more opportunities for flight engineers CRM training

Con

- Highest sim sickness ratings

Recommendation

- Evaluate impact of location and role in sim
- Ensure MR masking allows full view of pilots

Perceived Effectiveness

Aircraft Operations

1. Before Starting Engine Checklist - 80%
2. Starting Engine Checklist – 70%
3. Hover/Taxi Checklist – 91%
4. Before Takeoff Checklist – 80%
5. Landing Checklist – 100%
6. Engine Shutdown Checklist – 57%

Instrument Procedures

1. Instrument Cockpit Check – 51%
2. Instrument Takeoff – 71%
3. Instrument Enroute Procedures – 100%
4. Precision Approach Procedures – 77%
5. Non-precision Approach Procedures – 60%
6. Missed Approach – 75%

Emergency Procedures

1. Engine Malfunction – Partial autorotation – 42%
2. Hung Start – 100%
3. Droop Compensator Failure – 50%
4. Engine Failure – 33%
5. Engine Overspeed – Nf Governor Malfunction – 80%
6. Engine Overspeed – Fuel Control Malfunction – 66%
7. Engine Underspeed – 100%
8. Engine Oil Pressure Low – 100%
9. Engine Fuel Pump Malfunction – 100%
10. Fuel Boost Pump Failure – 100%
11. Transmission Oil – Low Pressure - 100%
12. Rotor Brake Warning Light – 100%
13. Hydraulic Power Failure – 17%
14. Partial Power Loss – 50%
15. Loss of Tail Rotor Effectiveness - 66%
16. Fixed Pitch Failures – Hovering - 33%
17. Inlet Guide Vane Actuator Failure – 60%

~70 – 100 % Agreement

Implement user-centered design

Usability/User Experience evaluations are necessary

XR can facilitate full crew training

Avoid “The aircraft doesn’t fly like this” statements





QIC

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Connected

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