A Usability Comparison for Scenario Development Task
Presented by Crystal Maraj, M.S.

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Partnership III Building, Room 233

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Presentation Overview

Simulation scenario developers create scenarios within a virtual environment (VE). In the military domain, the scenario development process evolves dynamically at times due to operational tempo, requiring the design or redesign of scenarios using VE software tools. The purpose of this experiment was to understand scenario development tradeoffs between two commercial simulation software platforms. Typical scenario development focuses on the “end user” to assess platform capability and functionality. However, this research initiative focused on the scenario developer as the “user” to assess the usability of each platform and estimate quantitative Operation and Maintenance (O&M) cost savings.

Speaker Biography

Crystal Maraj is a Graduate Research Assistant at the Applied Cognition and Training in Virtual Environments (ACTIVE) Lab since summer 2010. She has attained her Bachelor’s degree in Psychology and Master’s degree in Modeling and Simulation (M&S) from the University of Central Florida. Previous research and work experience focused on improving pilot training for the operation of automated aircrafts under the Federal Aviation Administration (FAA). Concurrently, she also worked and gained experience in the Mental Health field. Currently, Ms. Maraj is attaining her PhD in the Human Systems track within the M&S program. Her research interests center on Virtual Environments for training, specifically the design of technical attributes including improvement in trainee performance and training system utility.