

ANNEX O

GROUP TRIALS REPORT TEMPLATE

For

(Insert Simulator name here).

Prepared For:

U.S. Army Signal Center & Ft. Gordon

Prepared By:

(Insert name here), Group Trials Site Leader & Training Developer.

On:

(Insert “As Of” Date of the Report here)

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1. References.

- a. TRADOC Regulation 350-70 (Systems Approach to Training Management, Processes, and Products) dated 09 MAR 99.
- b. TRADOC Pamphlet 350-70-2 (Training Multimedia Courseware Development Guide) dated 26 JUN 03.
- c. TRADOC Pamphlet 350-70-10 (Systems Approach to Training Course and Courseware Validation) dated 29 MAR 04.
- d. DRAFT U.S. Army Signal Center & Ft. Gordon Simulator Development Standard Operating Procedure (SOP) dated 13 SEP 07.

2. Overview.

a. Group Trials Date & Location. On **(Insert group trial dates here)** in **(Insert room number & building location here)** a Government Test Control Group conducted the Group Trials of the **(Insert Simulator name here)**. This Group Trial was completed in **(Insert # of working days)** working days.

b. Target Audience & Volunteers. The target audience for the **(Insert Simulator name here)** are Soldiers from the following Military Occupational Specialty [MOS(s)]: **(Insert the Target Audience identified in the Simulator Lesson Manager here)**. There were **(Insert # of Volunteers available here)** x **[Insert MOS(s) or Student Status (Hold-Under or Hold Over Students) here]** Soldiers from **(Insert Class Number or Unit Name Here)** that participated in the Group Trials.

c. Validation Method. The sequential validation method, using a 70% criticality factor was employed because there were less than 30 participants. The Volunteers were required to score 100% on the Validate Lessons. These Validate Lessons were scored as either “GO” or “NO-GO”.

d. Results. There were **(Insert # of Validate Lessons)** Validate Lessons of which **(Insert # of Validate Lessons that failed here)** Validate Lessons failed. *[If any lesson (s) failed to validate then use this sentence... Other than these **(Insert # of Validate Lessons that failed here)** Validate Lessons the **(Insert Simulator name here)** validated. *If all the lessons did validate then use this sentence... The **(Insert Simulator name here)** validated.]**

e. Follow Up. *[Use this sentence after any failed Validate Lessons have been fixed by the contractor... On **(Insert date it was confirmed that the lessons were fixed)** the Test Control Group Middle Manager, Site Leader and Subject Matter Expert confirmed that all the problems with these **(Insert # of Validate Lessons that failed here)** Validate Lessons were corrected. As such these lessons are now validated]. *[This “Follow Up” section of the Group Trials Plan should not be included by the Site Leader (Project Training Developer) in the initial Group Trials Report. This would be something that the Middle Manager (SIM Branch Project Leader) would add later after the Project Training Developer and Subject Matter Expert have had a chance to confirm that the problems with lessons that did not validate have been corrected by the contractor].**

3. Data Collection Tools & Results. Data was gathered, analyzed and reported using the following data collection tools.

a. Volunteer Background Questionnaires. The Test Control Group gathered background information through use of a Volunteer Background Questionnaire that was administered to each Volunteer at the beginning of the Group Trial. Using this questionnaire ensured that each Volunteer was a member of the target audience or that they possessed the critical characteristics of the target audience. Appendix A provides a rollup (%) of the detailed data taken from the Volunteer Background Questionnaire.

b. Simulator Summary Questionnaires. Volunteer opinions of the Simulator were gathered at the end of the Group Trial through the use of the Simulator Summary Questionnaire. Volunteers rated the extent to which they agreed with a series of statements about each lesson using the following five-point scale:

1. Strongly disagree
2. Agree
3. No Opinion
4. Disagree
5. Strongly agree

Appendix B provides a rollup (%) of the detailed data taken from the Simulator Summary Questionnaire.

c. Subject Matter Expert (SME)/Training Developer (TD) Review Sheet. This document was used by the Site Leader to consolidate all of the Volunteer technical problems identified on their Technical Problem Logs. See Appendix C for the complete list of the technical problems encountered during the Group Trials.

d. Daily After Action Review (AAR) Log. The Site Leader used this log during the morning AAR sessions to capture Volunteer comments about the Simulator lessons. See Appendix D for a summary of these daily comments.

e. Group Trial Lesson Rollup. This EXCELL spreadsheet was used by the Test Control Group to track the status of the Volunteer completion of the lessons and their subsequent scores (“GO” or “NO-GO”). See Appendix E for a listing of the Simulator lessons and the student scores.

4. Findings. Sequential Testing (Using a 70% criticality factor and seen at Appendix E) was used to determine Lesson Validation Pass/Fail. Based on the data collected, the following lessons failed to pass during the Group Trials.

a. Lesson: **(Insert Lesson # & Lesson Title here).**

(1) Reason for Failure: **(Insert the reason for failure here).**

(2) Recommended Corrective Action: **(Insert the detailed recommendation for how to fix the lesson here).**

b. Lesson: (**Insert Lesson # & Lesson Title here**).

(1) Reason for Failure: (**Insert the reason for failure here**).

(2) Recommended Corrective Action: (**Insert the detailed recommendation for how to fix the lesson here**).

5. POC. Point of contact for this report is (**Insert Site Leader name and contact information here**).

APPENDIX A

VOLUNTEER BACKGROUND QUESTIONNAIRE

Date _____	Volunteer # _____	Current MOS _____
Instructions The purpose of this survey is to help the developers of the courseware understand your prior experience and computer skills. There is no right or wrong answers and this information will not be tracked by name.		
Marking Instructions Please print your response legibly or clearly circle the appropriate response where appropriate.		
1. Military Rank _____		
2. Number of years in the military. A. 0-4 B. 5-9 C. 10-12 D. 13-15 E. Other		
3. How many other computer-based instructional courses have you taken? A. None B. 1 to 2 C. 3 to 5 D. 6 or more		
4. How would you rate your level of competence with computers? A. Superior: Able to program. B. Excellent: Able to use most any operating system or application software. C. Good: Able to use at least one operating system (e.g., DOS, Windows) and some software applications (e.g., word processor). D. Fair: Able to use at least one word-processing program without assistance (e.g., WordPerfect, Microsoft Word). E. Poor: Not able to use a word-processing program without help. No experience at all with computers.		
5. I am extremely capable and familiar with playing video games. A. Strongly agree B. Agree C. No opinion D. Disagree E. Strongly disagree		
6. Computer Simulators are an effective way to learn about computer networking technologies. A. Strongly agree B. Agree C. No opinion D. Disagree E. Strongly disagree		

7. I enjoy learning about computer networking technologies by computer-based training.

- A. Strongly agree
- B. Agree
- C. No opinion
- D. Disagree
- E. Strongly disagree

8. I feel confident that I will be able to successfully complete most of the tasks in the Simulation.

- A. Strongly agree
- B. Agree
- C. No opinion
- D. Disagree
- E. Strongly disagree

9. I feel confident that I will be as successful completing the tasks in the Simulator, as I would be in a “real” environment.

- A. Strongly agree
- B. Agree
- C. No opinion
- D. Disagree
- E. Strongly disagree

APPENDIX B

SIMULATOR SUMMARY QUESTIONNAIRE

#	Statement	Strongly Agree	Agree	No Opinion	Disagree	Strongly Disagree
1	The Simulator held my attention.					
2	The Simulator is too difficult.					
3	This type of Simulator is preferable over classroom lecture training.					
4	I felt confident in completing the Practice and Validate Lessons.					
5	I had enough time to complete the Practice & Validate Lessons.					
6	I received sufficient feedback when available (i.e. Hints).					
7	The controls (buttons, switches, cables, etc...) behaved the way I expected them to.					
8	I used the quick-nav element often to navigate through the 3D scene.					
9	I found it intuitive to navigate through the 3D scene.					
10	More audio in the courseware would improve the learning process.					
11	The Check on Learning Questions in the Familiarize lessons were helpful.					
12	There were enough Check on Learning Questions in the Familiarize lessons.					
13	I used the "Lesson Reference Material" without any problems.					
14	The "Lesson Reference Material" contained everything I needed to complete the Practice & Validate lessons.					
15	My overall assessment of the course is:	Excellent	Good	Average	Poor	Terrible
16	What were the best design characteristics (<i>Look, Feel & Functionality</i>) of the Simulator?					
17	Which design characteristics (<i>Look, Feel & Functionality</i>) of the Simulator needed improvement?					

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Additional comments.

APPENDIX C

SME/TD REVIEW SHEET

Simulator: _____ . Lesson: _____ . Lesson Type: _____ .		
Module:		
Reviewer:		
Date Reviewed:		
Discrepancy	#:	<i>Include detailed description & suggested fix if it is a content write-up.</i>
Frame	Step	
Simulator: _____ . Lesson: _____ . Lesson Type: _____ .		
Module:		
Reviewer:		
Date Reviewed:		
Discrepancy	#:	<i>Include detailed description & suggested fix if it is a content write-up.</i>
Frame	Step	
Simulator: _____ . Lesson: _____ . Lesson Type: _____ .		
Module:		
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Frame	Step	

“Under Development”