

LEARNING EFFECT?

TRAINING TEAMWORK?

## LEARNING GAMES

SIMULATIONS?

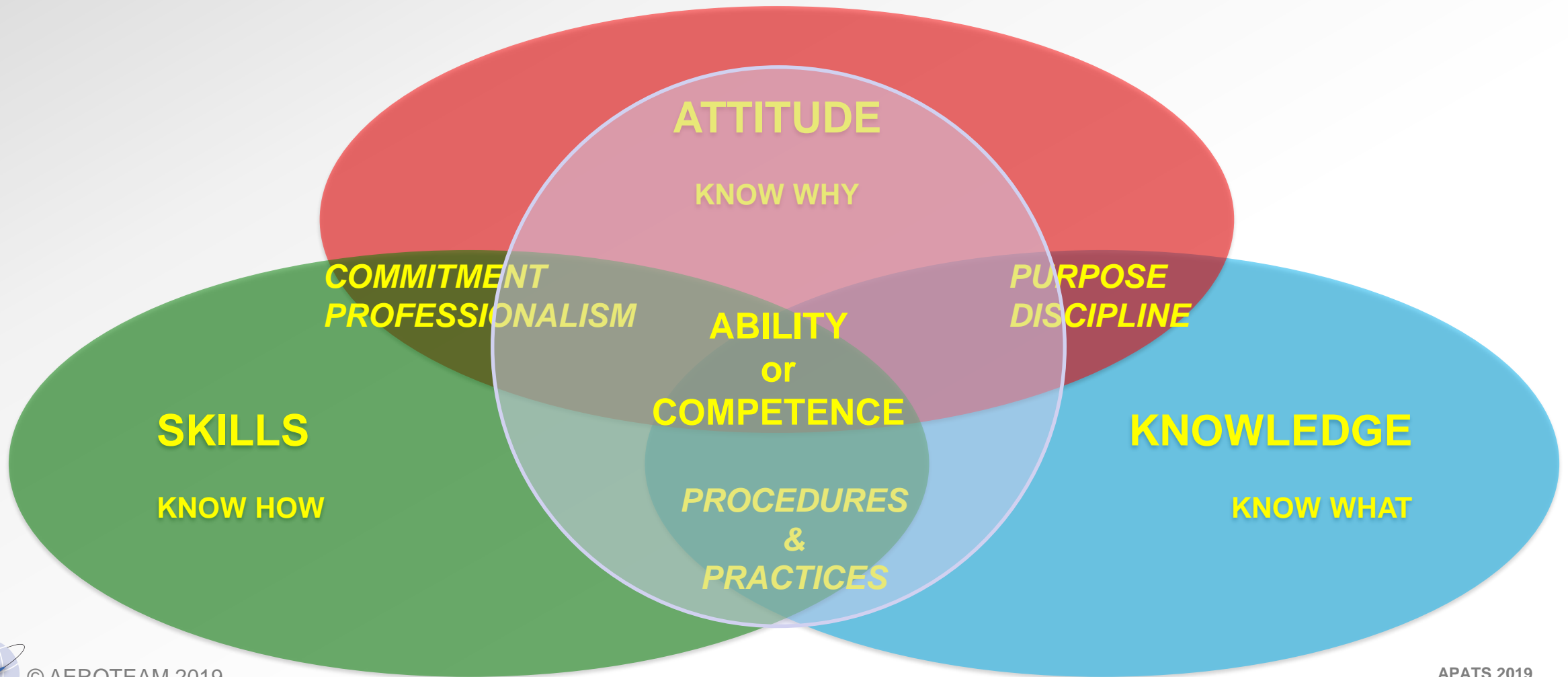
NOTECHS?

**INTRODUCING GAMIFICATION  
INTO THE MAINTENANCE ENVIRONMENT  
BY**

**SØREN SEINDAL AGNER  
AEROTEAM TRAINING SOLUTIONS**

## ABILITY

SYNERGY OF YOUR ATTITUDE, KNOWLEDGE AND  
SKILLS



## NOTECHS Categories

**TEAMWORK**

**LEADERSHIP &  
MANAGERIAL  
SKILLS**

***SOCIAL SKILLS***



**SITUATIONAL  
AWARENESS**

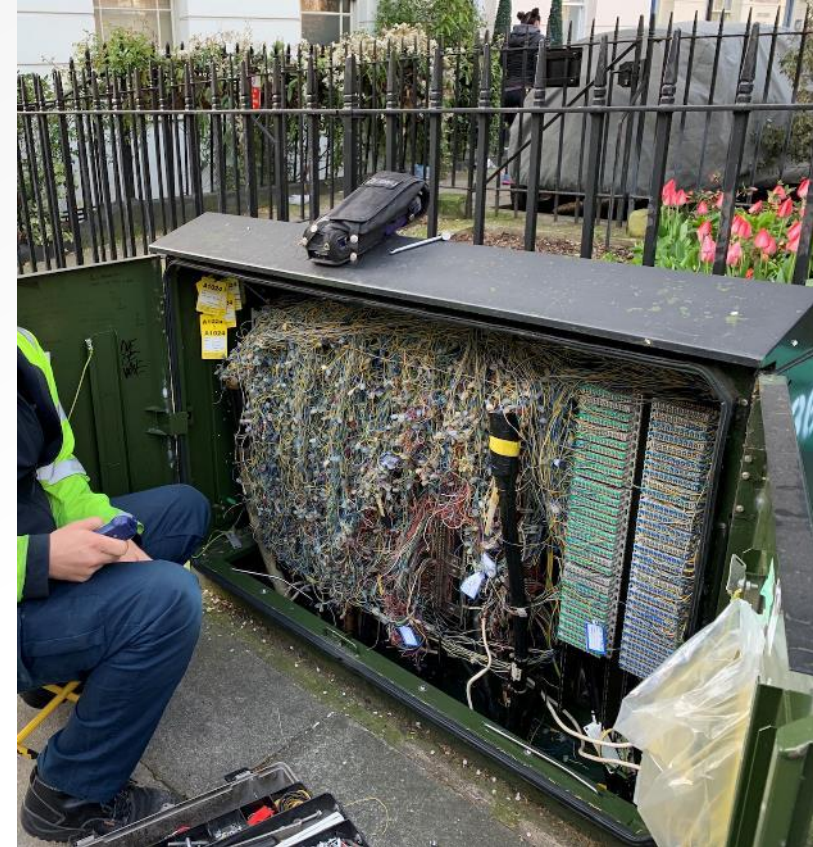
**DECISION MAKING  
SKILLS**

***COGNITIVE SKILLS***



## SIMULATION

- ✈ Learning games are Simulations
- ✈ Learning by Doing or
  - ✈ Learning by Simulation
- ✈ Simulation creates a situation where ideas, decisions, or actions can be tried out
- ✈ Consequences are visible
- ✈ No actual risk





# MAYDAY

HUMAN FACTOR  
TRAINING CONCEPT



## TRAINING



TECHNICAL SKILLS  
FLYING SKILLS  
Non-technical Skills



NON-TECHNICAL SKILLS  
COMPETENCE and ABILITY



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**SKILLS**

TECHNICAL SKILLS  
FLYING SKILLS  
Non-technical Skills

**ATTITUDE**

NON-TECHNICAL SKILLS  
COMPETENCE and ABILITY

**TRAINING**

**ABILITY /  
COMPETENCE**

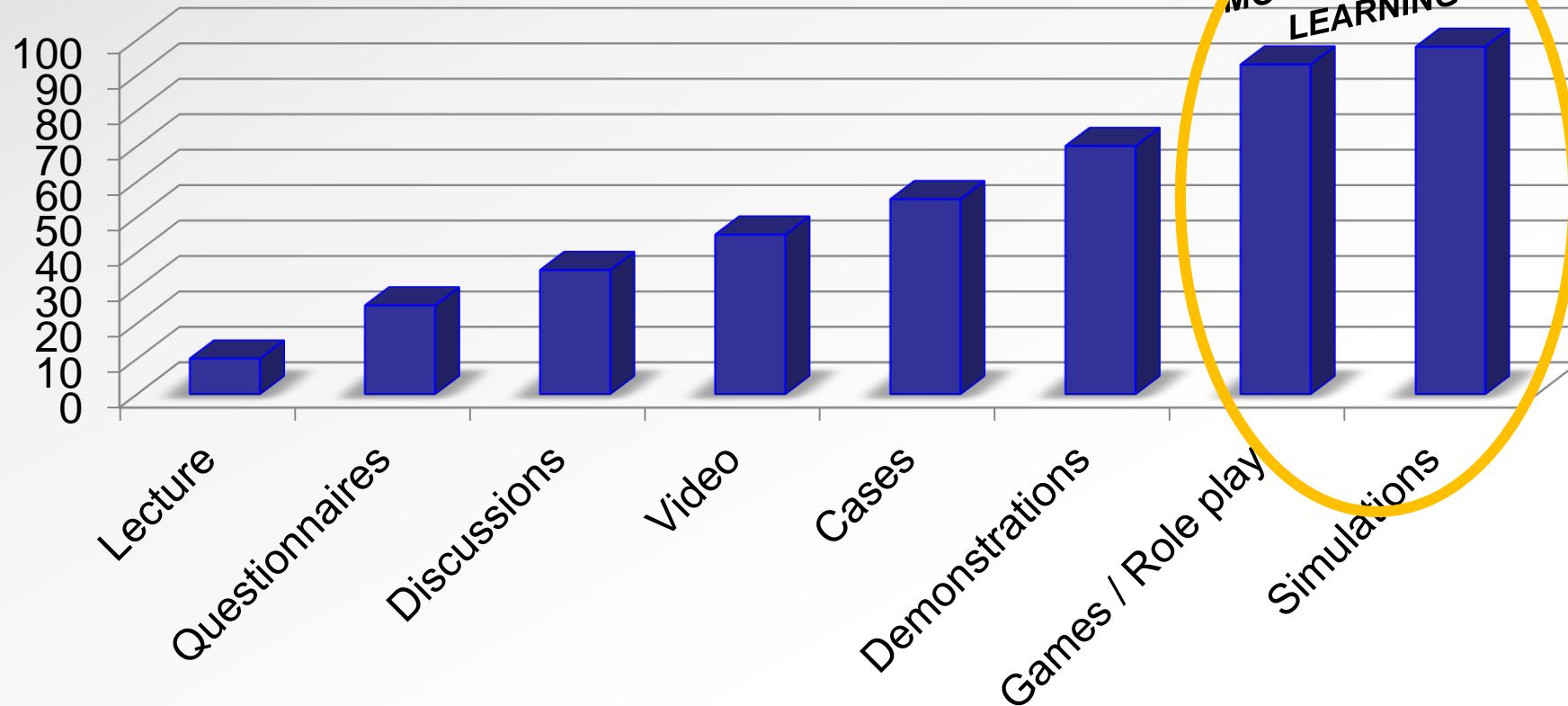
## EFFECTIVE LEARNING METHODOLOGIES

LEARNING  
EFFECT

LEARNING EFFECT

MOST EFFECTIVE  
LEARNING

LEARNING EFFECT



PASSIVE

STUDENT INVOLVEMENT

ACTIVE





# MAYDAY

HUMAN FACTOR  
TRAINING CONCEPT

## LEARNING GAMES ANALOGUE OR DIGITAL

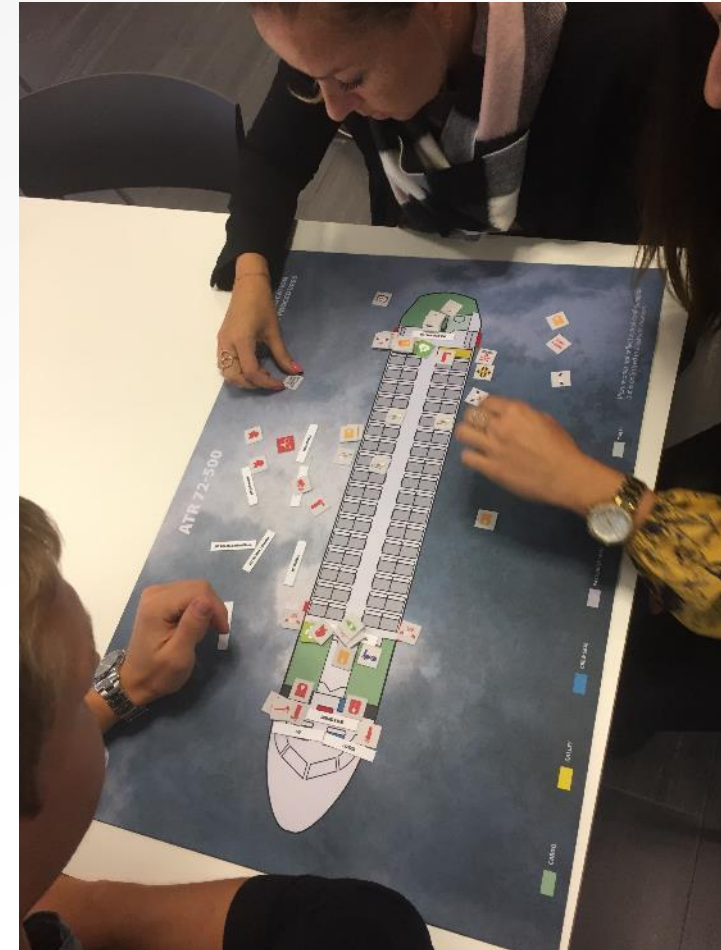


***FOCUSPOINT: Learning – Not entertainment***



## SOCIAL LEARNING

- ✈ Safe to be challenged
- ✈ It is OK to make mistakes
- ✈ Mistakes can be evaluated
- ✈ Individual learning → in a dynamic social environment
- ✈ Assessment of Non-Technical Skills (observable behaviours)



## STAFF SELECTION



**CERTIFYING  
STAFF**

**BO, 47**

Bo has spent many years working for different companies on line stations at airports abroad. His basic work philosophy is: "If it flew in, it can fly out". He is always the one handing over jobs to the new shift.



**CERTIFYING  
STAFF**

**CHARLOTTE, 38**

Charlotte has been with the company since she was an apprentice. She is loyal and ambitious and rarely makes any mistakes. She recently divorced and is now a single mom.



## TASKS

5

## THE PASSENGER SEAT

You are asked to contact a captain who has reported a problem with a cabin seat reclining mechanism. A repair normally takes 25 minutes. The aircraft has been boarded at full capacity. No spare aircraft are available.

This is only a job for certifying staff

## Option A

You replace the actuator straight away while the passengers wait in the aisle.

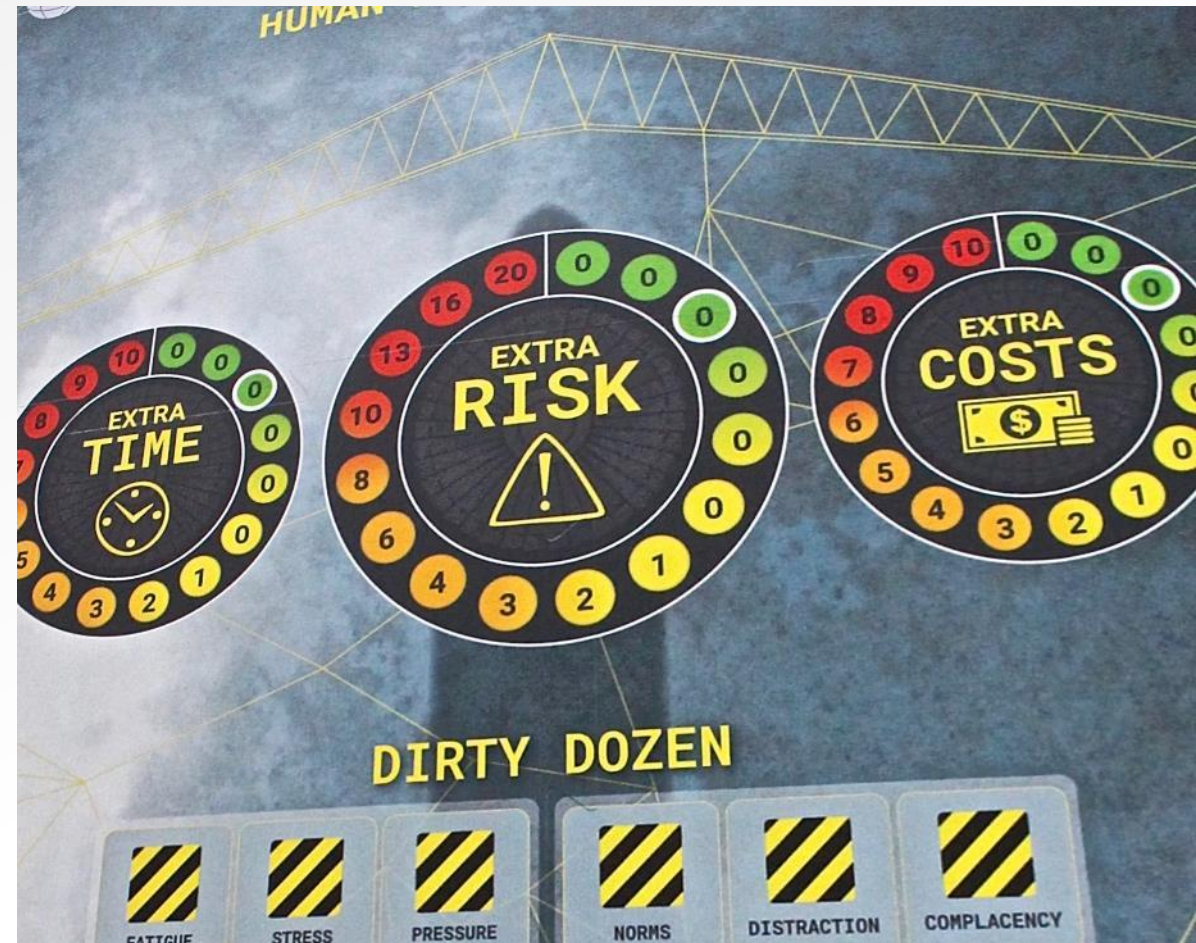
## Option B

You ask the captain to send the passengers back to the terminal while you perform the repair job.

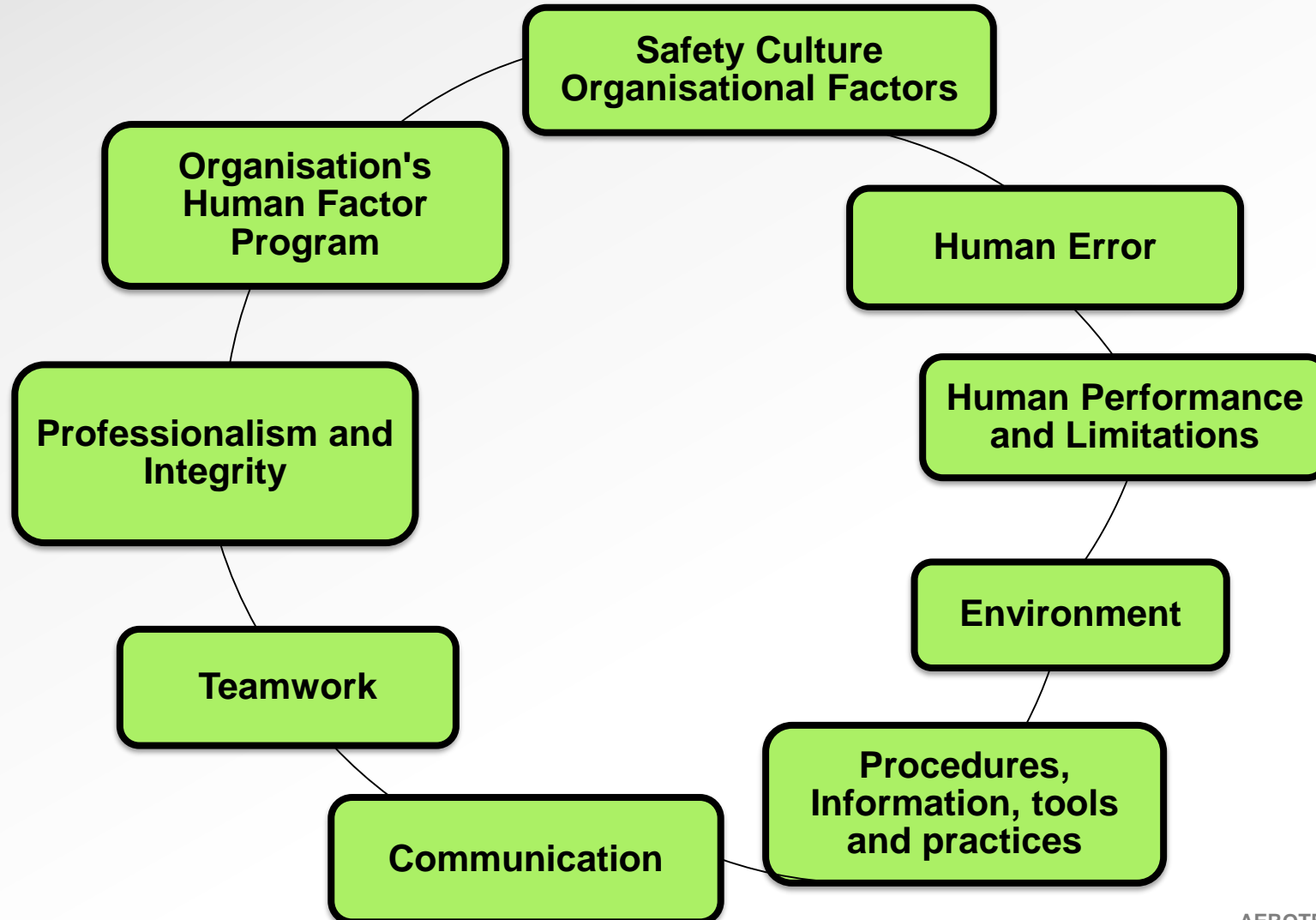
## Option C

You inform the captain that you will defer the defect in accordance with the Minimum Equipment List.

## DILEMMA








## Human Factor Compliance GM1 145.A.30(e)





- Introduction of Learning Games into crew training will:
  - ✈️ Enhanced learning effect by active participation
  - ✈️ Enhance the Non-technical Skills of the crew
  - ✈️ Visible Observable Behaviours
  - ✈️ Define problem areas for future training (EBT)
  - ✈️ Enhance Instructor's Competence in Assessment

- Introduction of Learning Games into crew training will:
  -  Connect classroom training to real world operation
  -  Enhance learning effect and motivation by active participation
  -  Define problem areas for future training (EBT)
  -  Enhance the Non-technical Skills
  -  Enhance Instructor Assessment Skills



 Learning games has to be:

**Realistic** – a simulation of reality







**Simple** – simple presentation of complex problems

**Precise** – clear and precise learning objective

**Well designed** – focus on the *learning*, not technology

**Measureable** for the learning effect.

## Benefits of Introducing Learning Games into Crew Training


-  Increase the Learning Effect of CRM Training
-  Enhancement of Simulator Training
-  Enhancement of Crew Competencies
-  Assessment of Non-Technical Skills
-  Observation of Behaviours
-  Cost Effective Training





## WHO WAS THIS GUY?

### **Søren Seindal Agner, AEROTEAM**

 Tour Guide, Cabin Crew, Operations

 Pilot

 Danish Air Transport (Short 7)

 Scandinavian Airlines (MD 80)

 Ground Instructor – ATPL

 CRM Trainer / Examiner / Human Factors

 Multi Crew Course Instructor (MCCI)

 Training Manager EASA Part 147

 Member of The Danish Flight Safety Council since 2010

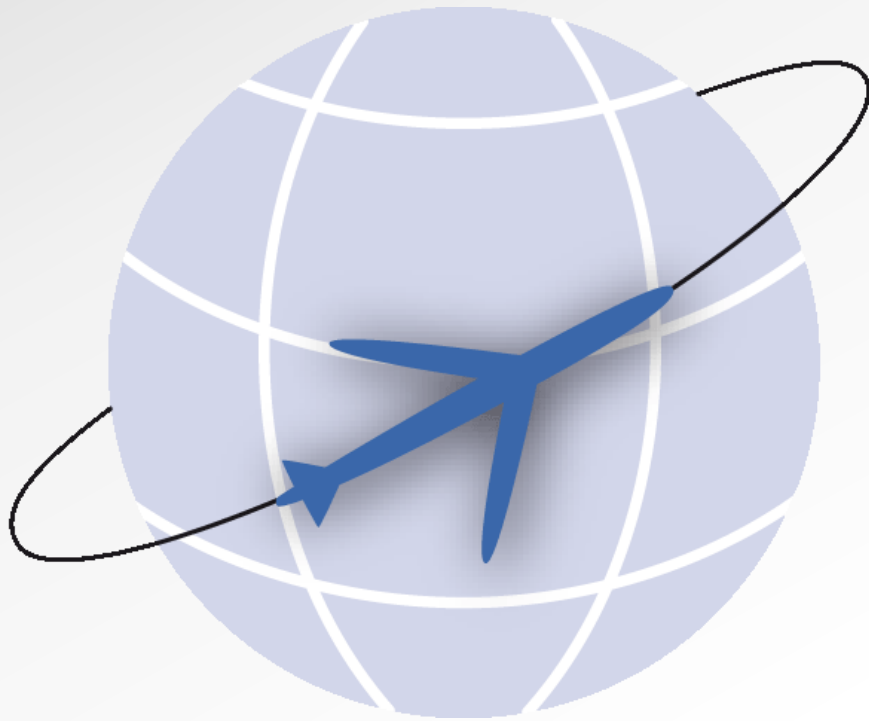
 Human Factors in Civil Aviation



**MAYDAY**

HUMAN FACTOR  
TRAINING CONCEPT

THANK YOU FOR  
YOUR ATTENTION!



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...if everything seems under control, you're not going fast enough...