



Dedicated to innovation in aerospace

**Using blended learning to make AR work in maintenance
error reduction**

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KipperWilliams

EITHER I'M DEAD OR MY
APPLE WATCH HAS STOPPED









Four Human Risks

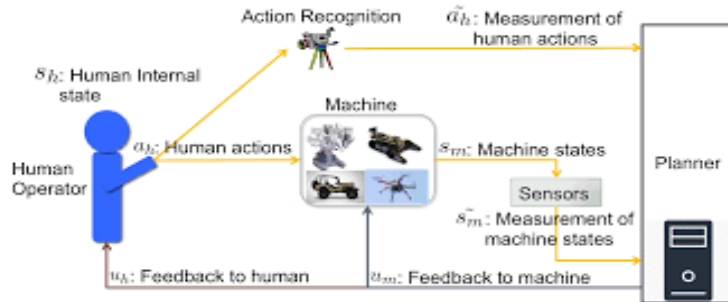
Complacency

Automation bias

Skill decay

Skill atrophy

Mitigation strategies



Automation design



Training

Requirements mitigation by training



- Work with automated system
- Problem based training
- Performance without automation
- Experience non accuracy
- Recurrent training



Starting point

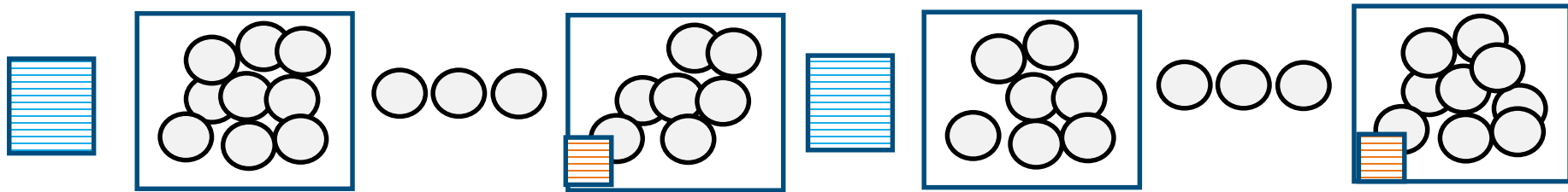
Training needs

Training concept

Training design

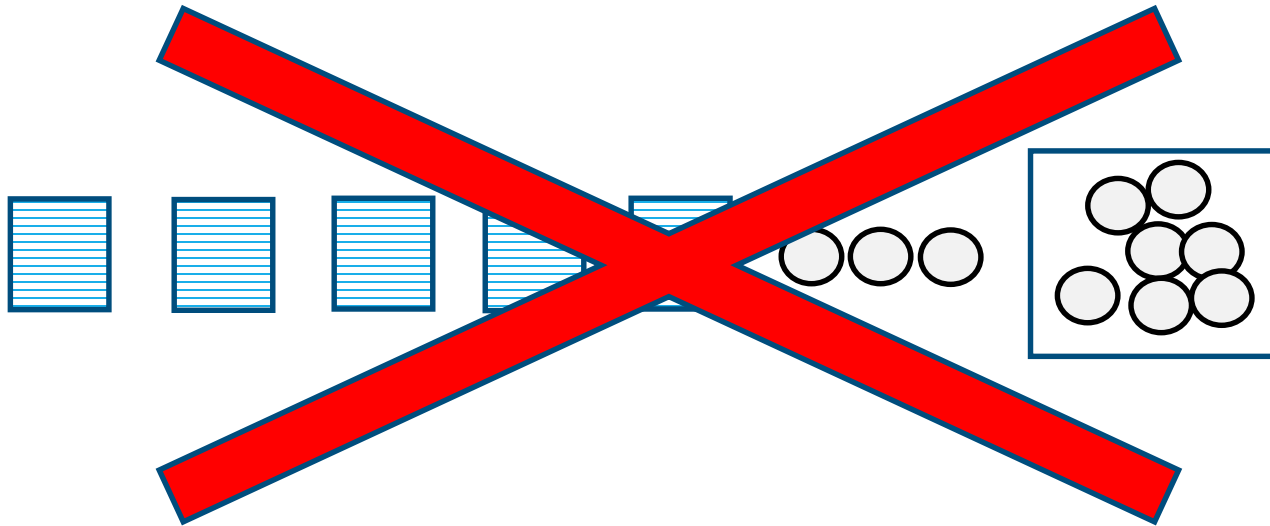
Training media

Training design



Supporting & JIT theory

Training design





Training media selection

Cool technology!
Promises!



Training media user requirements?

Training requirements

- Cooperation
- Coaching
- Performance Monitoring
- Adaptivity
- Complexity Factors
- Instructor Operating requirements

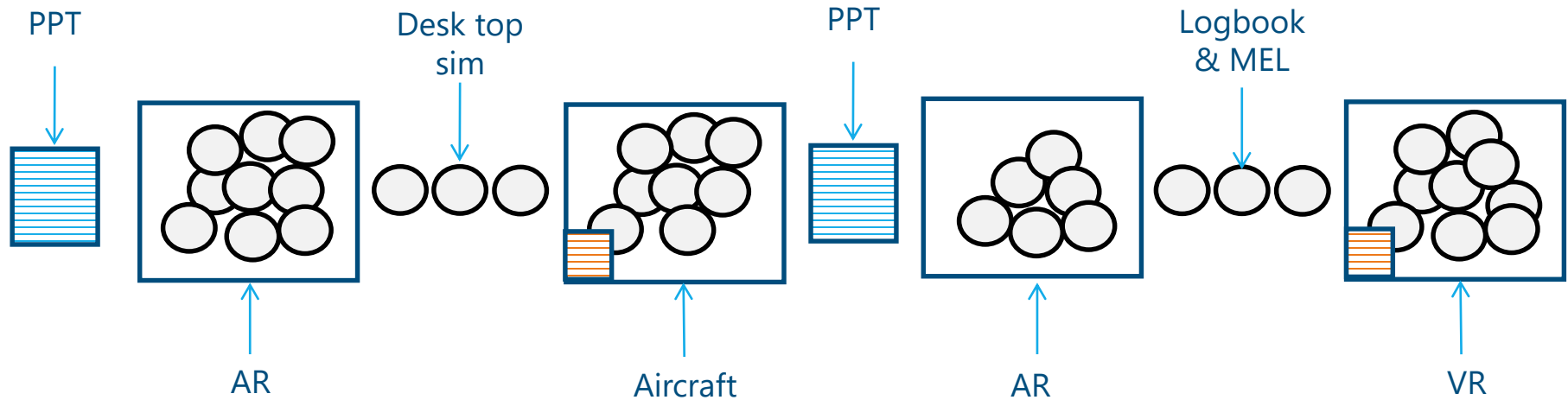
Technical requirements

- Aircraft, system and cockpit physics
- Aircraft, System and cockpit behaviour
- Tools
- Environment



Task to tool

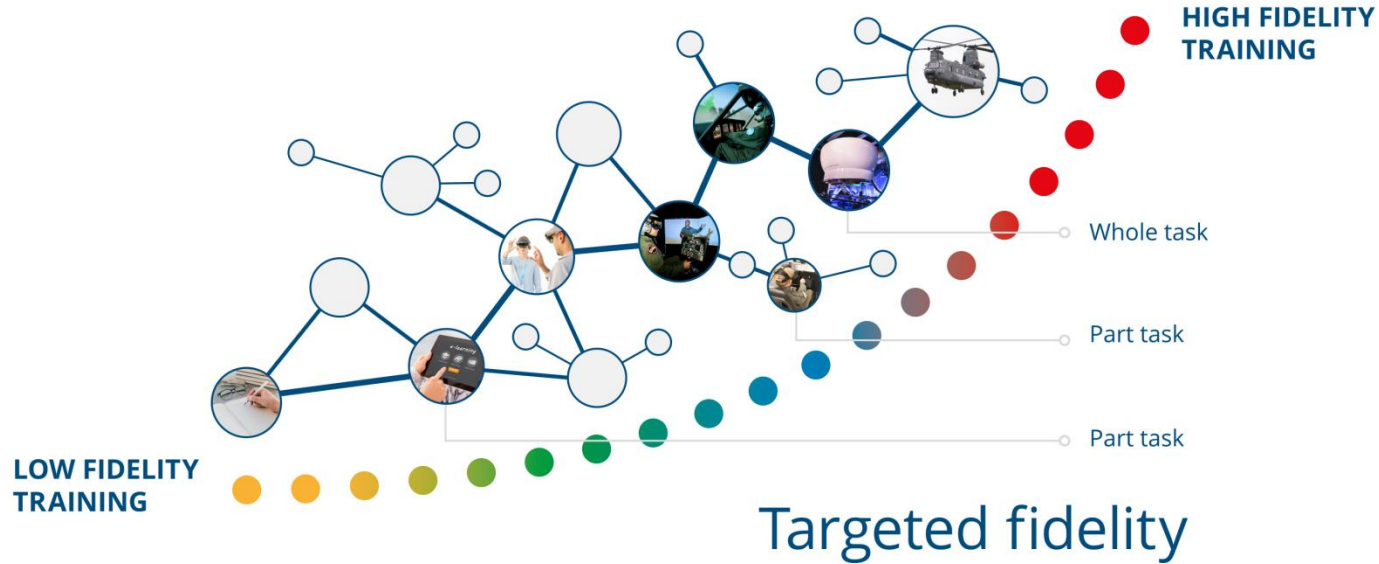
Training media



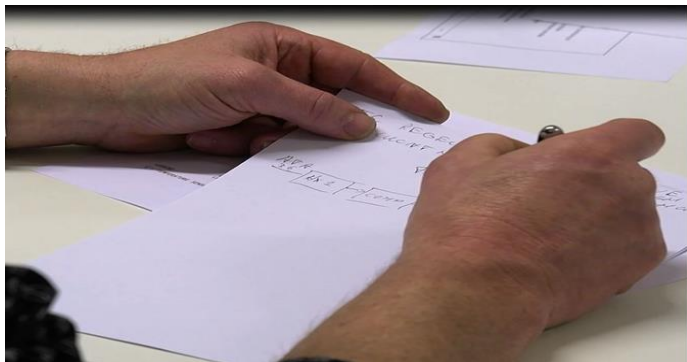
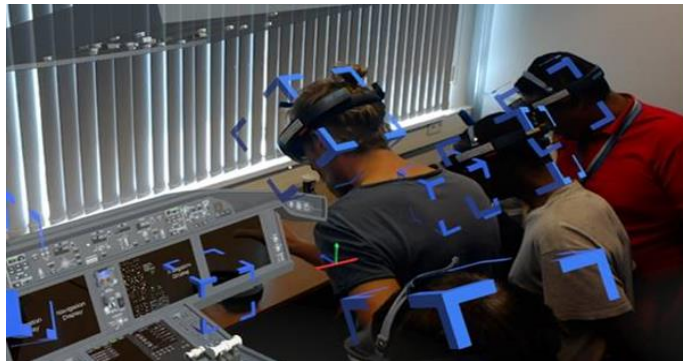
Final selection

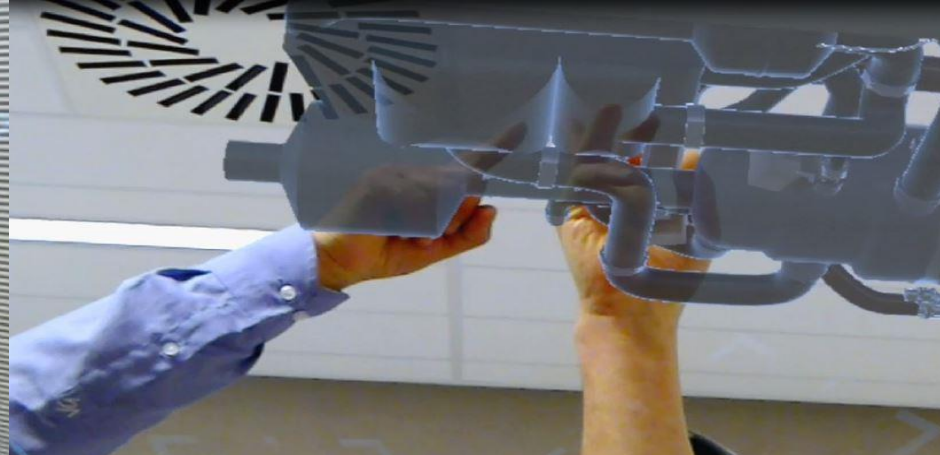


Blended Learning Environment Process



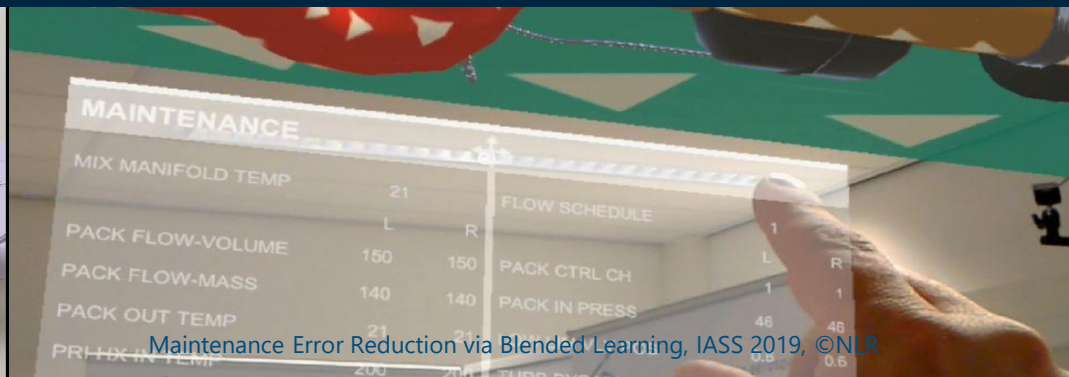
KLM blended learning project





Active problem solving without automation:

- Supports system understanding
- Prevents automation risks



Sharing is key



User requirements:

- Cooperation in problem solving
- Using system description manuals

Teaser



E x p e r i m e n t

Control group

Traditional training	3 experienced mechanics 3 basic training students
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Evaluation	Trainee experience knowledge Impact
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AR group

New training	3 experienced mechanics 3 basic training students
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Evaluation	Trainee experience knowledge Impact
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Compare
Results

Augmented Reality for Maintenance Training



Criteria	Subcriteria	AR	Traditional
System knowledge & comprehension	Active knowledge	83%	50%
	Passive knowledge	80%	73%
	Able to recall 2D (and 3D*) model	66%*	0%
	Confidence to apply knowledge into practice	83%	0% (50% felt to have only basic knowledge)
Impact measurement	Component location	64%	45%
	Explaining airflow	63%	19%
	Explaining function	33%	25%

Trainee feedback

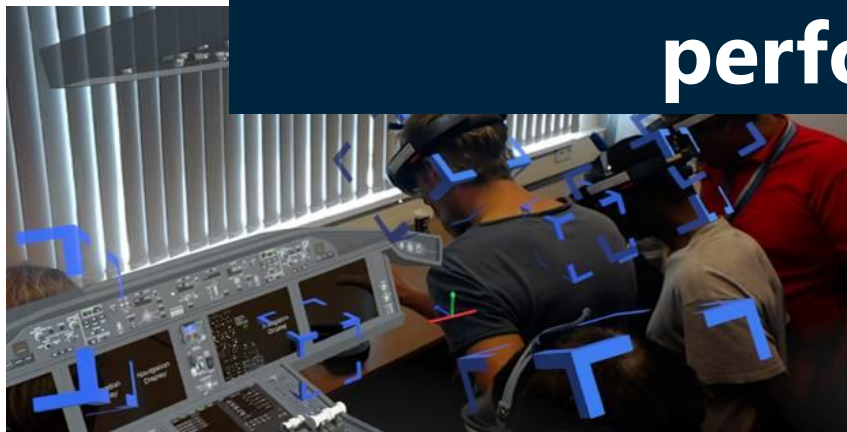
Traditional training	Training with HoloLens
Good instructor skills	Student interaction Student collaboration Variety in training methods Transfer from 2D > 3D > Real
No student interaction Losing attention No supporting tools Passive: sit back & listen Too much information Lack system knowledge Training time too long	Comfort: HoloLens can be exhausting



Next steps



Part 147 Practical task performance



Advantages blended learning

When selected well and properly integrated in the training design:

- Practice without safety issues
- Motivating
- Learning styles
- Accessible
- Formal/ informal

Deep understanding

Faster

Less mistakes

Improved safety





Dedicated to innovation in aerospace

Fully engaged

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Foundations role

1. Assemble an AeroSafety World or website article to highlight the usefulness of a process to select media and build blended learning environments
2. Invite early adopters around the world to share lessons learned in introducing innovative training media

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