

Mar 2nd, 8:00 AM - 9:30 AM

Student Learning and Retention Using a Flight Training Device: A Case Study

Adeel Khalid

Embry-Riddle Aeronautical University - Worldwide, khalida1@erau.edu

Follow this and additional works at: <https://commons.erau.edu/ntas>



Part of the [Engineering Education Commons](#), and the [Systems Engineering and Multidisciplinary Design Optimization Commons](#)

Khalid, Adeel, "Student Learning and Retention Using a Flight Training Device: A Case Study" (2020). *National Training Aircraft Symposium (NTAS)*. 3.
<https://commons.erau.edu/ntas/2020/presentations/3>

This Presentation is brought to you for free and open access by the Conferences at Scholarly Commons. It has been accepted for inclusion in National Training Aircraft Symposium (NTAS) by an authorized administrator of Scholarly Commons. For more information, please contact commons@erau.edu.

Student Learning and Retention Using Flight Training Device: A Case Study

ADEEL KHALID, PH.D.

Problem Definition

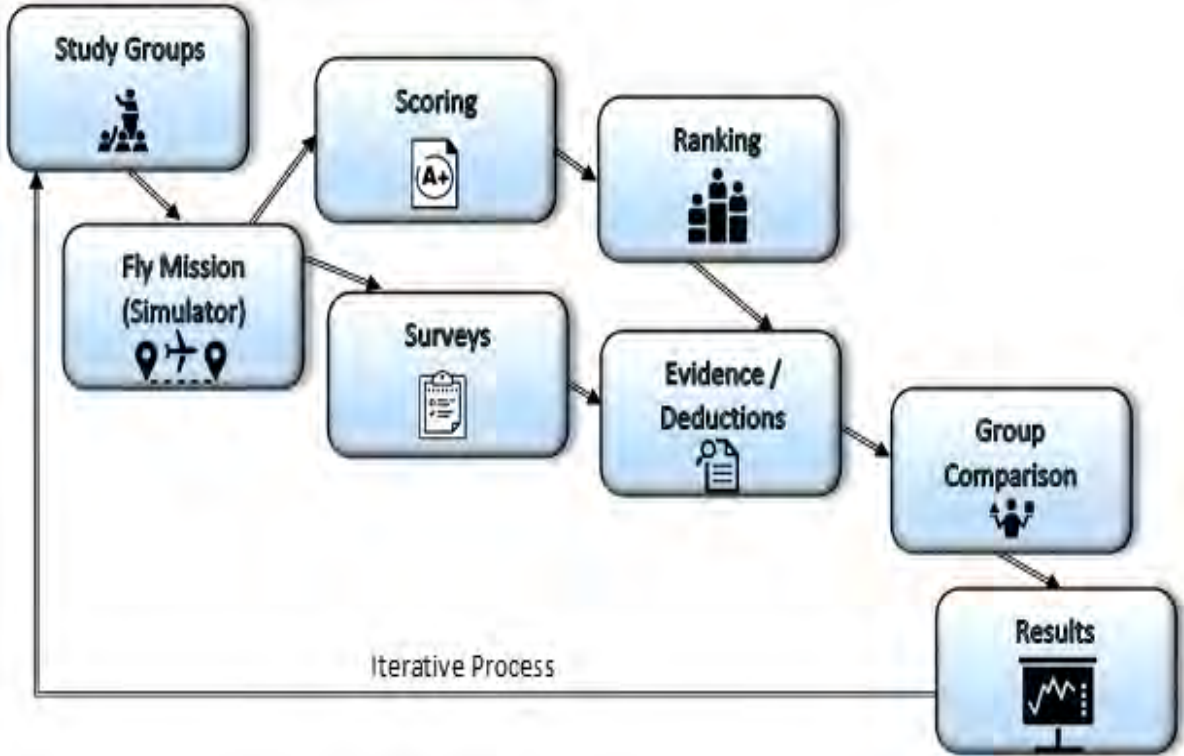
How do students learn and retain information?



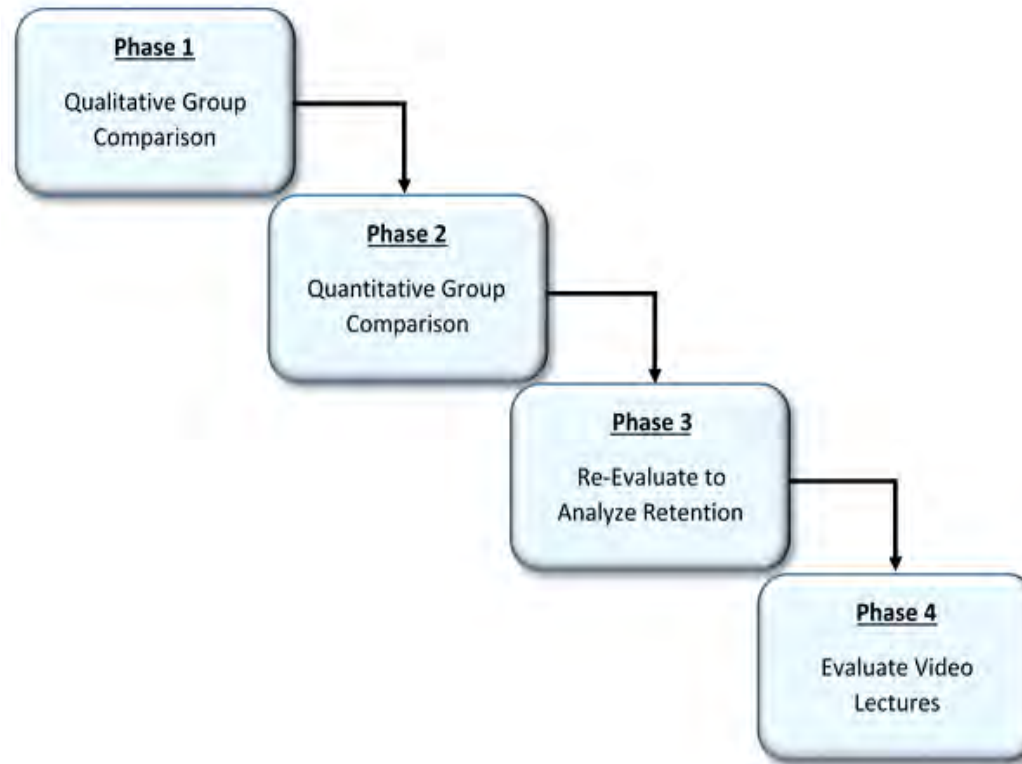
Group Distribution



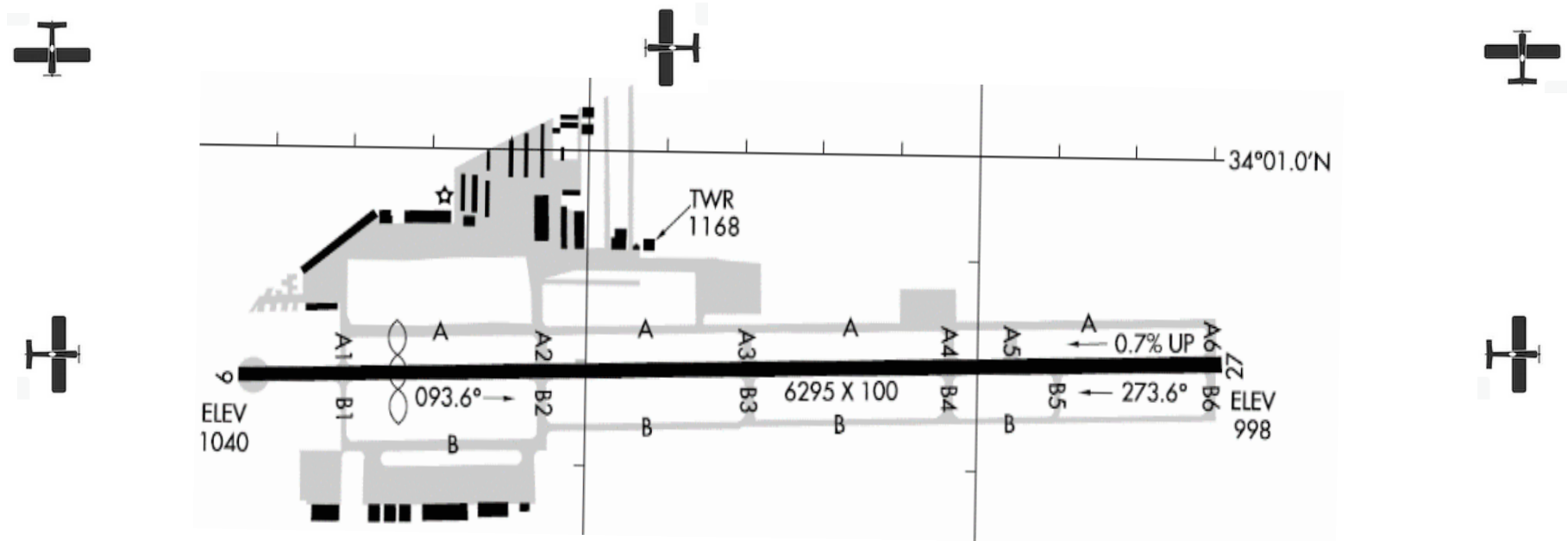
Research Methodology



Phases of Research Study



Standard Traffic Pattern



Evaluation Rubric - Quantitative

No.	Task	Maximum Points	Points Earned
1	Advance the throttle smoothly and start roll out	5	
2	Stay center lined (on runway) using rudder pedals during takeoff	5	
3	Fly upwind at runway heading	5	
4	Keep wings leveled	5	
5	Climb up to 500ft AGL	5	
6	Turn 90 degree left crosswind while climbing	5	
7	Fly for approximately 15 second while holding heading	5	
8	Turn 90 degree left downwind – maintain heading	5	
9	Climb up to and maintain 1000ft AGL (+/- 100ft)	5	
10	Fly for approximately 1 minute	5	
11	Reduce throttle and decrease airspeed (75-85kts)	5	
12	Deploy first set of flaps	5	
13	Start descent	5	
14	Turn 90 degree left base	5	
15	Deploy second set of flaps	5	
16	Turn 90 degree left final	5	
17	Deploy third set of flaps	5	
18	Descend while maintaining airspeed (65-75kts)	5	
19	Land on the runway	5	
20	Apply brakes and come to a full stop - stay on the runway centerline	5	
	Total	100	

Post Flight Questions - Qualitative

No.	Question	Score
1	Flying the aircraft simulator and completing the mission was a simple task	
2	I feel that given the information, I was able to complete the mission really well	
3	Taking part in the flight training simulation piqued my interest in aerospace	
4	I found this to be a challenging and exciting experience	
5	I want to fly this mission again to improve my skills	
	Total	

Qualitative Results

“...very enjoyable experience. Would definitely be extremely overwhelming for an absolute beginner”

Qualitative Results

“The info given was straightforward, and should’ve been easy to follow, but for someone such as myself, who has never flown a plane nor participated in a simulation, it was difficult to pull off successfully. However, it was very interesting, and I would like to try and sharpen my skills through my college career”

Qualitative Results

“Real fun. Learned more about aircraft controls than I ever would have learned”

Qualitative Results

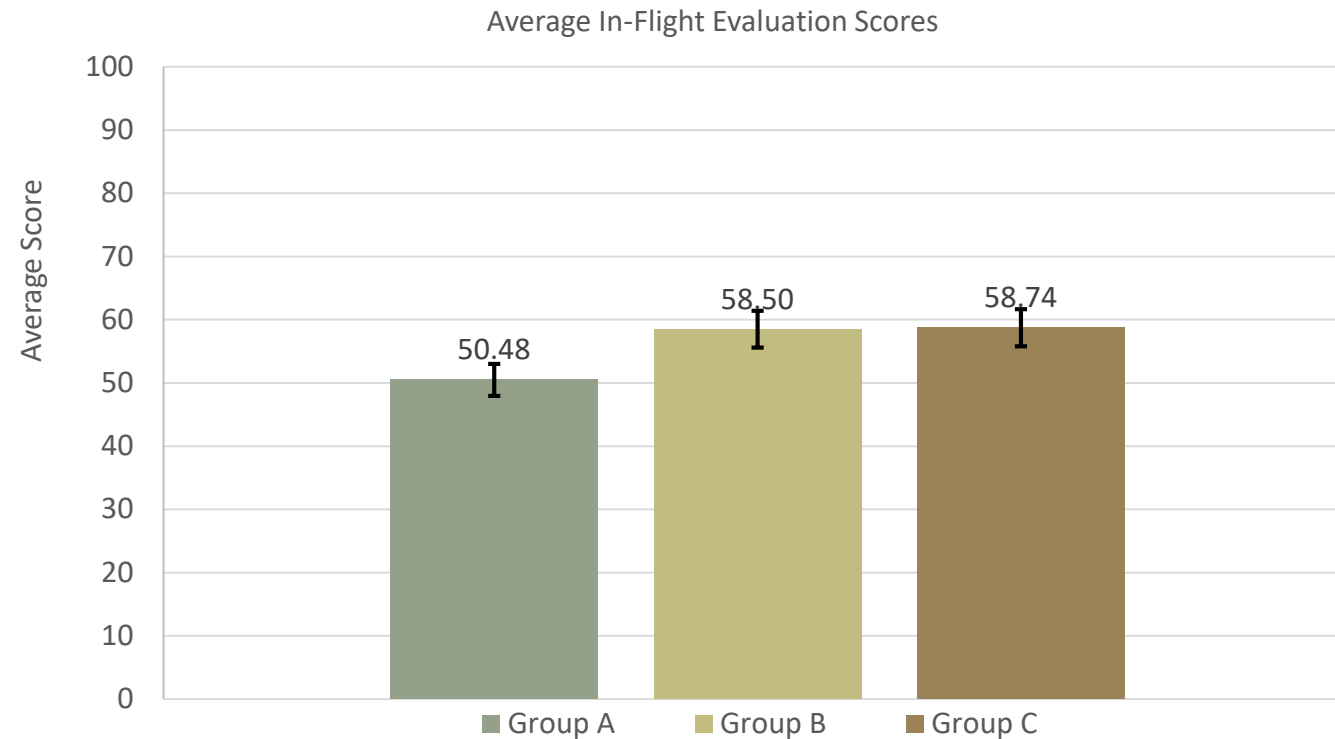
“This was my first time flying and it was the most exciting thing I have experienced this semester and it was difficult but very fun at the same time”

Qualitative Results

“The instructor explained all of the steps well, however once I was in flight, I started panicking and I struggled a few times to start. Once I started, I used what I had just learned to complete at least 50% of the steps”

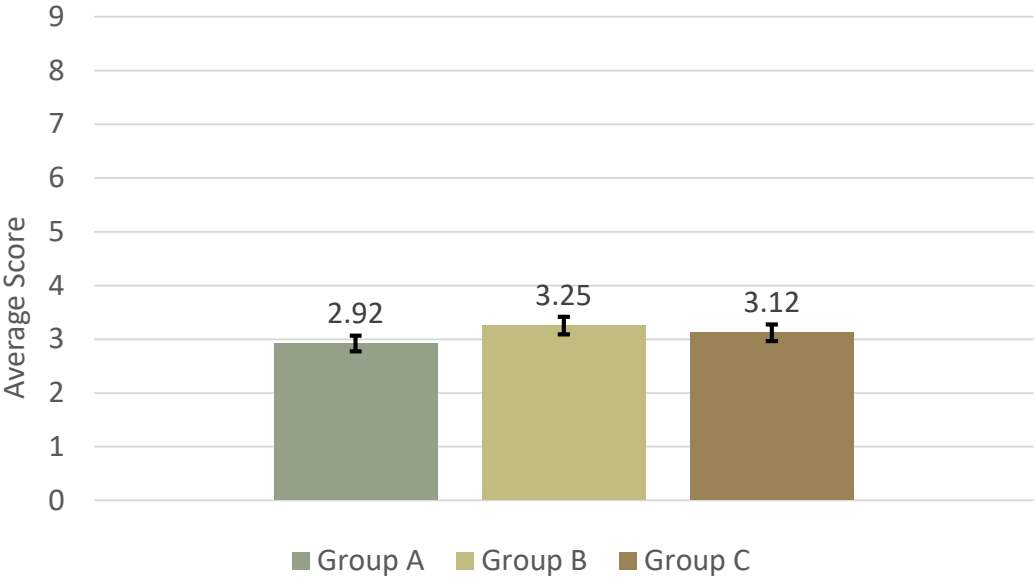
“My heart was racing”

Quantitative Results – Average Flight Scores

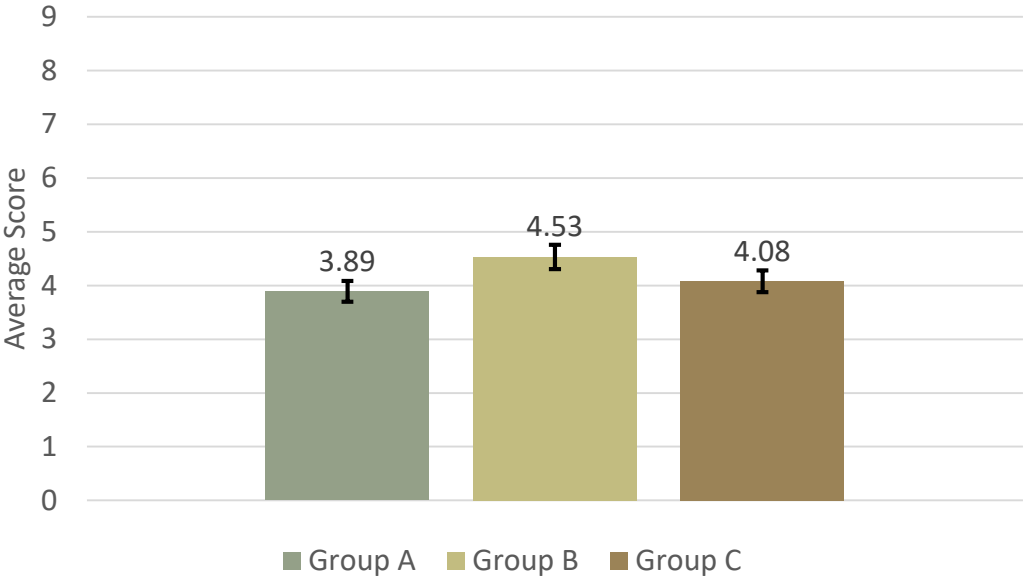


Quantitative Results – Survey Results

Q#1: Flying the Aircraft and Completing the Mission was a Simple Task

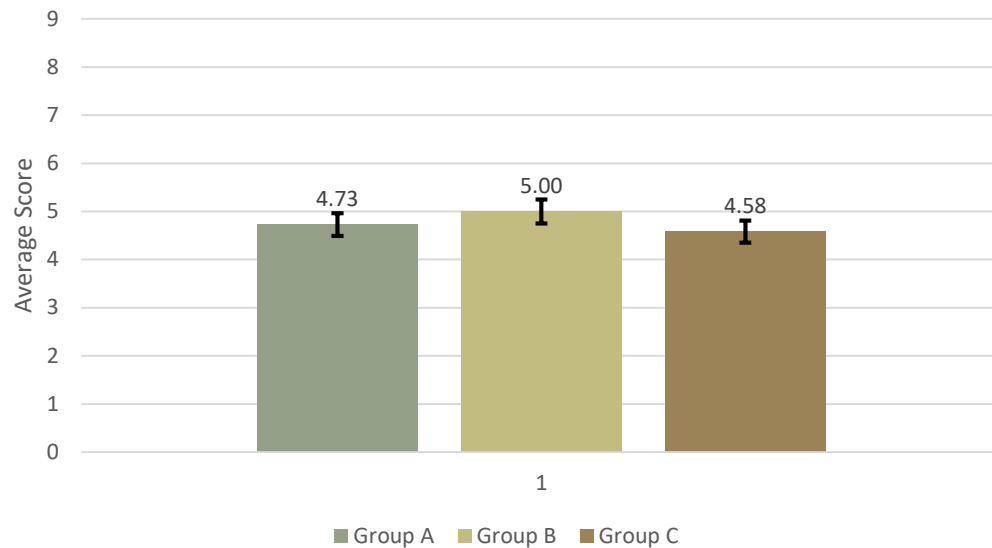


Q#2: I Feel that Given the Information, I was Able to Complete the Mission Really Well

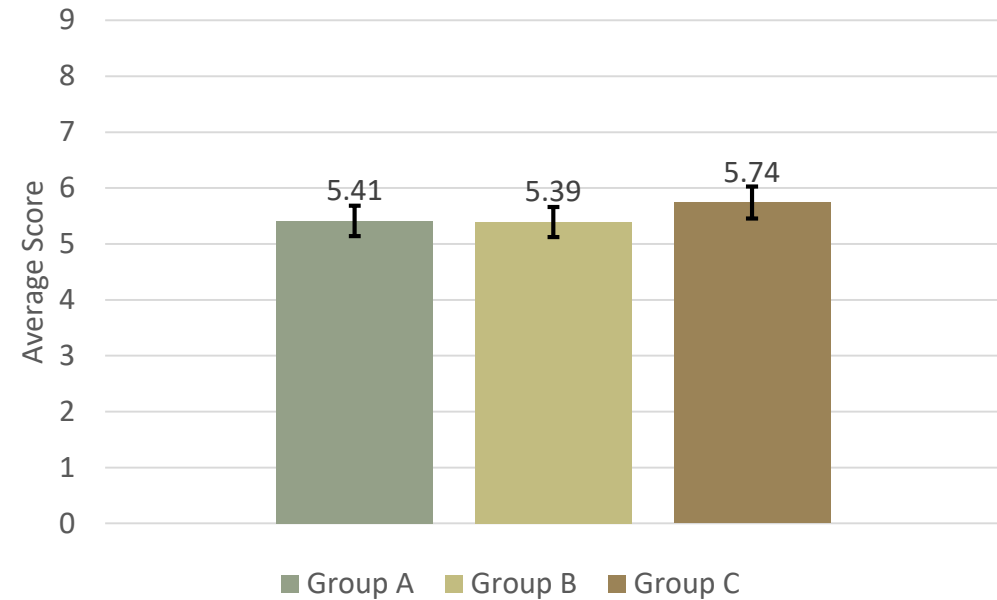


Quantitative Results – Survey Results

Q#3: Taking Part in the Flight Training Simulation
Piqued my Interest in Aerospace

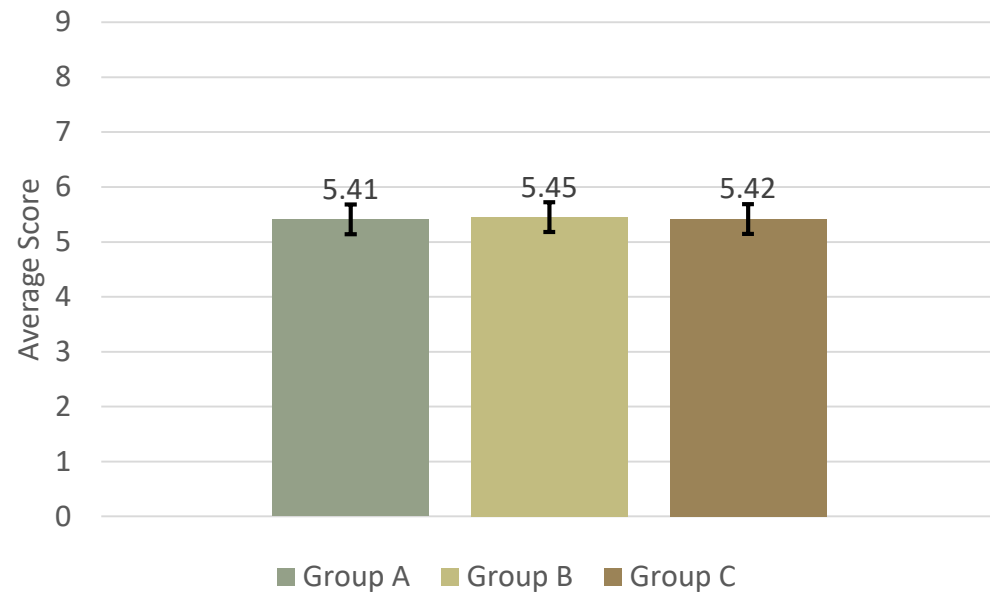


Q#4: I Found this to be a Challenging and Exciting Experience

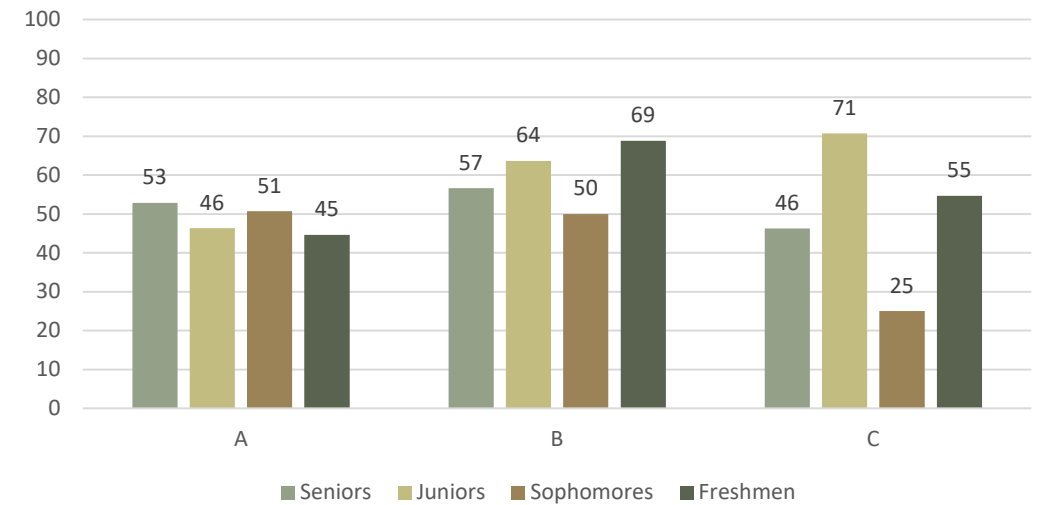


Quantitative Results – Survey Results

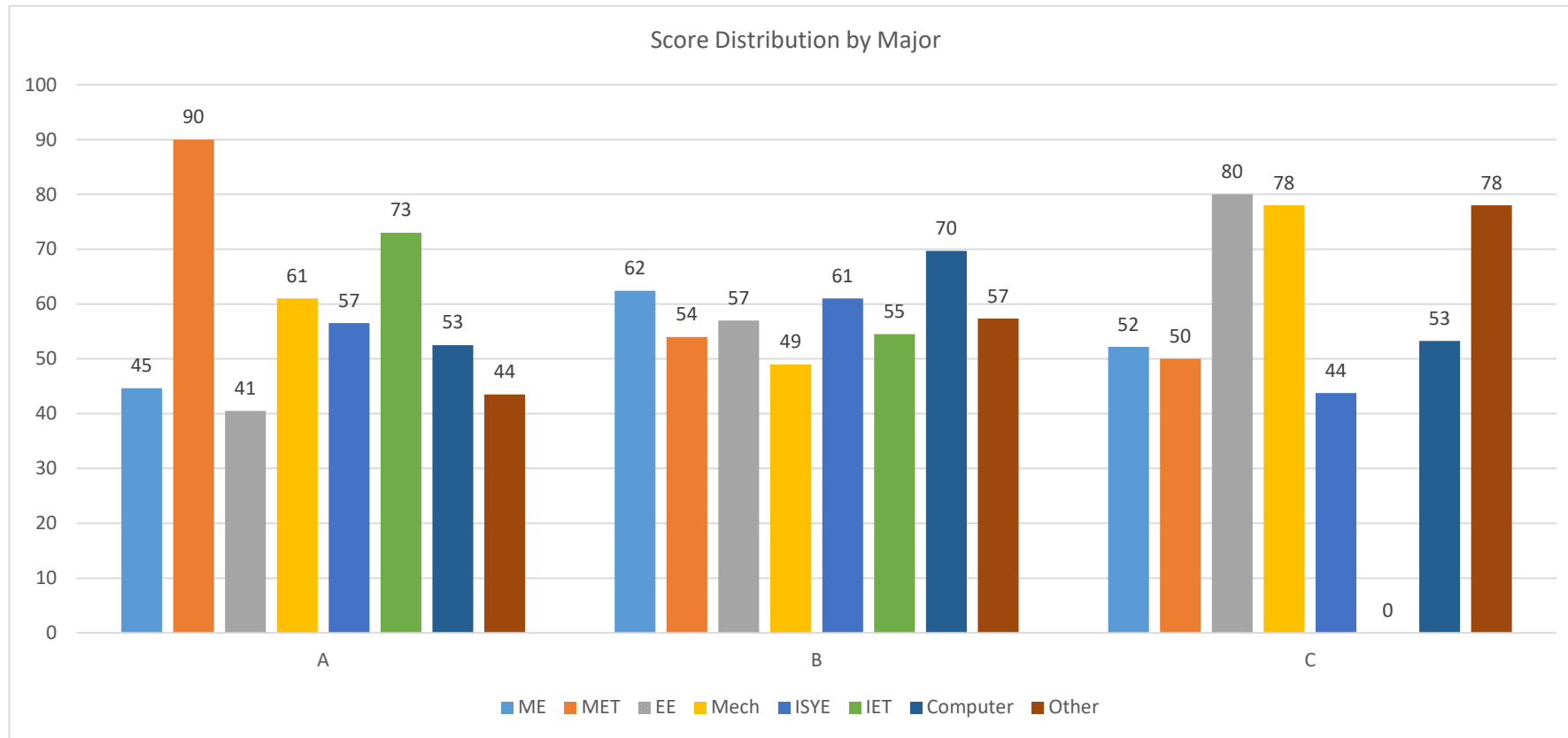
Q#5: I Want to Fly this Mission Again to Improve My Skills



Score Distribution by Year in College



Score Distribution by Majors



Quantitative Results – t-test

	<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>
Mean	50.48	58.50	58.74	70.30
Variance	364.07	335.28	451.93	144.73
Observations	32	34	31	36
		<i>B vs. A</i>	<i>C vs. B</i>	<i>D vs. C</i>
df		63	60	46
t Stat		1.739	0.048	2.681
P(T<=t) one-tail		0.043	0.480	-0.005
t Critical one-tail		1.669	1.670	1.678
P(T<=t) two-tail		0.086	0.961	0.010
t Critical two-tail		1.998	2.000	2.012

Conclusions

- Students learn in different ways
- They want to try again and again to perform better (if it is fun and challenging)
- Repeating information in different modes re-enforces the material
- Students are more likely to retain information if they read + observe + do

References

1. Shankar, Praveen, et al. "A novel software framework for teaching aircraft dynamics and control." *Computer Applications in Engineering Education* 23.1 (2015): 63-71.
2. Duch, Barbara J., Susan E. Groh, and Deborah E. Allen. *The power of problem-based learning: a practical "how to" for teaching undergraduate courses in any discipline*. Stylus Publishing, LLC., 2001.
3. McConnell, David A., David N. Steer, and Kathie D. Owens. "Assessment and active learning strategies for introductory geology courses." *Journal of Geoscience Education* 51.2 (2003): 205-216.
4. Prince, Michael. "Does active learning work? A review of the research." *Journal of engineering education* 93.3 (2004): 223-231.
5. Silberman, Mel. *Active Learning: 101 Strategies To Teach Any Subject*. Prentice-Hall, PO Box 11071, Des Moines, IA 50336-1071, 1996.
6. Elite. (2016). *Elite IGate Series Simulator I*. Retrieved 6 December, 2016, from <http://flyelite.com/igate-seriessimulator/>.
7. Hays, Robert T., et al. "Flight simulator training effectiveness: A meta-analysis." (1992): 63. APA.
8. Huet, Michaël, et al. "Self-controlled concurrent feedback facilitates the learning of the final approach phase in a fixed-base flight simulator." *Human factors* 51.6 (2009): 858-871.
9. Huet, Michaël, et al. "The education of attention as explanation of variability of practice effects: Learning the final approach phase in a flight simulator." *Journal of experimental psychology: human perception and performance* 37.6 (2011): 1841.
10. Aji, Chadia Affane, and M. Javed Khan. "Virtual to reality: Teaching mathematics and aerospace concepts to undergraduates using unmanned aerial systems and flight simulation software." *Journal of College Teaching & Learning (Online)* 12.3 (2015): 177.
11. Hulme, Kevin, et al. "Experiential learning in vehicle dynamics education via motion simulation and interactive gaming." *International Journal of Computer Games Technology* 2009 (2009): 2.
12. Ali, Syed Firasat, et al. "Development and Assessment of a Novel Training Package for Basic Maneuvering Tasks on a Flight Simulator Using Self Instruction Methods and Above Real Time Training (ARTT)." (2007).
13. Precision Flight Controls, CRX Promotion AATD, (last accessed on 10/30/17), <https://flypfc.com/crx-promotion-aatd/>