

NSRP Crosscut Panel Meeting

Viking Hotel
Newport, RI

June 8, 2005

June 9, 2005

Wednesday, June 8

- 7:30 – 8:00 Continental Breakfast in meeting room
8:00 – 8:15 Welcome and preview of day's agenda
8:15 – 8:45 Travel to SENESCO
8:45 – 9:45 SENESCO tour
9:45 - 10:00 Travel to Electric Boat Quonset
10:00 - 12:00 Electric Boat Quonset Tour
(Limited to U.S. citizens ONLY. See special instructions when registering for meeting.)
12:00 – 12:30 Travel back to Newport
12:30 – 1:15 Lunch at hotel
- 1:15 – 2:00 **Intelligent and Adaptive Tutoring Systems**
Dr. Beverly Woolf, University of Massachusetts
This presentation will describe intelligent tutoring systems that reason about a trainee's ability and learning needs and then customize problems, hints and help for each individual. A variety of tutors will be described to provide a view of the possibilities.
- 2:00 – 2:45 **Distance Learning: The State of the Art**
Ed Klonoski, Connecticut Distance Learning Consortium
The CTDLIC works with a variety of organizations that are rapidly converting their training into distance learning. Klonoski will discuss the process by which professional development providers are re-purposing their stand up training for web-based delivery. In the presentation he will share what this online training looks like and preview the trends and tools emerging in the online training industry.
- 2:45 – 3:00 Break
- 3:00 – 3:45 **Game-Based Learning**
Dan Bowdler, Sonalysts Inc.
Sonalysts has produced several highly successful commercial games that also have been used as tools for military training. This presentation will describe some of Sonalysts' ongoing efforts in game-based learning, and will discuss the future of game-based learning.
- 3:45 – 5:30 **Panel Business Meeting**
3:45 - 4:00 Overview and review of previous minutes
Don Bewley, Crosscut Panel Chair
4:00 – 4:30 Future Meetings; Locations & topics for 2006
All meeting attendees
4:30 – 5:30 Continued Meeting with cash bar/hors d'oeuvres
4:30 – 5:00 NSRP Update; Major Initiative Team Report
Jon Luksetich, Crosscut Major Initiative Team Leader
5:00 – 5:30 '05 – '06 Crosscut Panel and NSRP Research Announcement project ideas
All meeting attendees

Dinner on own in Newport

Thursday, June 9

7:30 – 8:00 Continental Breakfast in meeting room

8:00 – 8:15 Welcome and preview of day's agenda

8:15 – 9:00 **Trades Training Modernization**

Dr. Richard Boutwell, Northrop Grumman Newport News

Northrop Grumman Newport News has developed an approach to modernize its trades training and has implemented phase one of its program. Dr. Boutwell will describe the approach and the role of instructional technology in the program.

9:00 – 9:45

Virtual Reality for Welder Training

Ken Fast & Allan Cote, Electric Boat Corporation

Welder training is a significant recurring expense for everyone in the shipbuilding and ship repair industry. In order to reduce the cost and improve the effectiveness of welder training a unique Virtual Reality system has been built to simulate gas metal arc welding (GMAW). The development of this system and the results from initial prototype use will be discussed.

9:45 – 10:00 Break

10:00 – 10:45 **Crossing the Chasm: Technology to Bridge the Skill Standards Gap Between Principles and Achievable ROI**

Marny Peabody & Hank Riehl, SkillView Technologies Inc.

This presentation will describe how other industries display and manage their skill standards inventories to achieve gap analysis of individual employees, groups and firms, and the enterprise as a whole. This presentation will show how skill standard management can achieve return on investment (ROI).

10:45 – 11:30

2005 Update – Industry Use of Training Technologies

Carol Davis, Crosscut Major Initiative Team Leader (Retired)

In 1999, a small survey was conducted in the U.S. shipbuilding and ship repair industry to examine the current and anticipated future use of instructional technologies in shipyards. An update to the survey has recently been completed and the results will be reported.

Lunch on own