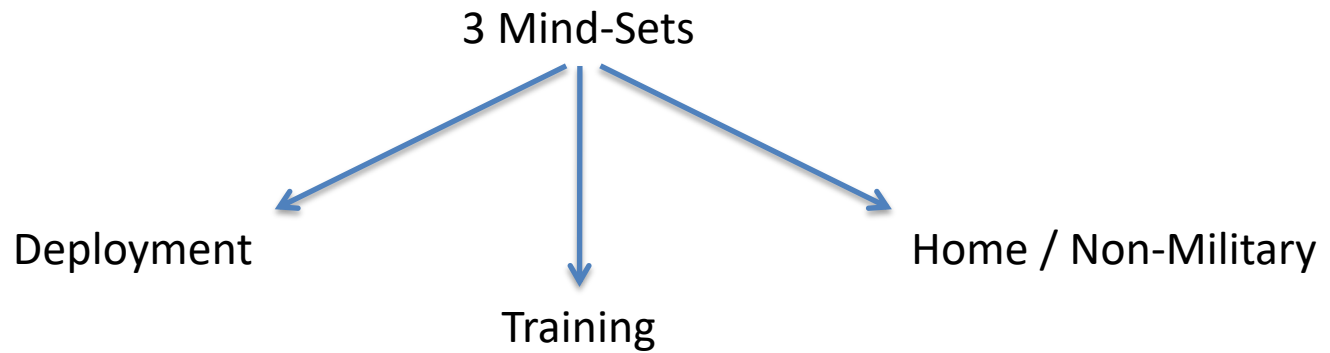


TAIS Assessment Baseline

Option for periodic / on-demand re-test

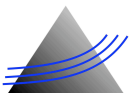


Scoring

Reports Generated

Validation

Application



Predominantly
Interpersonal
Sub-Scales

Controlled
Task Performance
Validation

Individual
Meeting
Validation
Checklist with
Threshold for
Re-Test Indication

Individual Report
AIS-Like
Post Validation (PES)

TAIS Assessment Individual Validation

“Split Personality”
Individual Sociogram
cf Nideffer Team Report

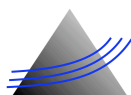
Manual (PES)
& Individual “Homework”
Self-Directed Learning & Validation

Individual
Prediction
Exercise
List of Scenarios

Scenario Based
Style
Validation
Required Scenarios

CO / Trainer
Style Validation

Family / Partner
Style Validation



Line Up on 0-100% scores by Sub-Scale
Group Tolerance Awareness Raising (PES)

Sources of Friction
Prediction

Predominantly
Interpersonal
Sub-Scales

Crew
“Sociogram”
By
SubScale
Workshop

Controlled
Task Performance
Validation/
Awareness Raising

Crew Report
AIS/Nideffer-Like
Post Validation (PES)

TAIS Assessment Crew Validation/ Feedback / Briefing

“Split Personality”
Crew Sociogram
Non-Military Personality
of Nideffer Team Report

Training / Deployment Personality

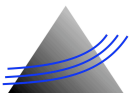
Manual (PES)
& Crew Workshop
Facilitator-Directed Learning & Validation

Group
Prediction
Exercise
List of Scenarios

Scenario Based
Style
Validation
Required Scenarios

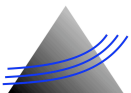
CO / Trainer
Style Validation

Family / Partner
Style Validation



Additions for proposal

- TAIS Profile Sample
- Sample list of questions
- Sample team report (Nideffer V2.0)
- Sample individual Report (AIS, current)
- TAIS Interpretation Manual / Sample
- TAIS Team Report / Sample (PES)
- Scenario lists



Scenario Based
Style
Validation
Required Scenarios

Individual
Meeting
Validation
Checklist with
Threshold for
Re-Test Indication

Individual
Prediction
Exercise
List of Scenarios

“Split Personality”
Individual Sociogram
cf Nideffer Team Report

TAIS Assessment Attentional Style Validation

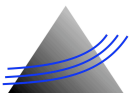
Individual Report
AIS-Like
Post Validation (PES)

Controlled
Task Performance
Validation
Simulators, Games

Manual (PES)
& Individual “Homework”
Self-Directed Learning & Validation



Links to BioFeedback System
Scoring / Baseline Assessment



Drills / Tests of

Endurance
Directional Control
Shifting Flexibility
Weakness Challenges

Confirmation of

Attentional Strength
Attentional Weakness
Likely 1st Level Flexibility Loss Under Pressure

Review of 3
“personas” in relation
To 1st 6 Scales

TAIS Assessment Concentration System “Diagnosis”

Review of Individual
Vision Profiles
(Sports Vision)
Acuity, Peripheral Map,
Size of Visual Field
(capability vs awareness)

NeuroSky Systems

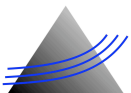
Apps/Games
As Indicator
Of Skills Set

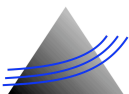
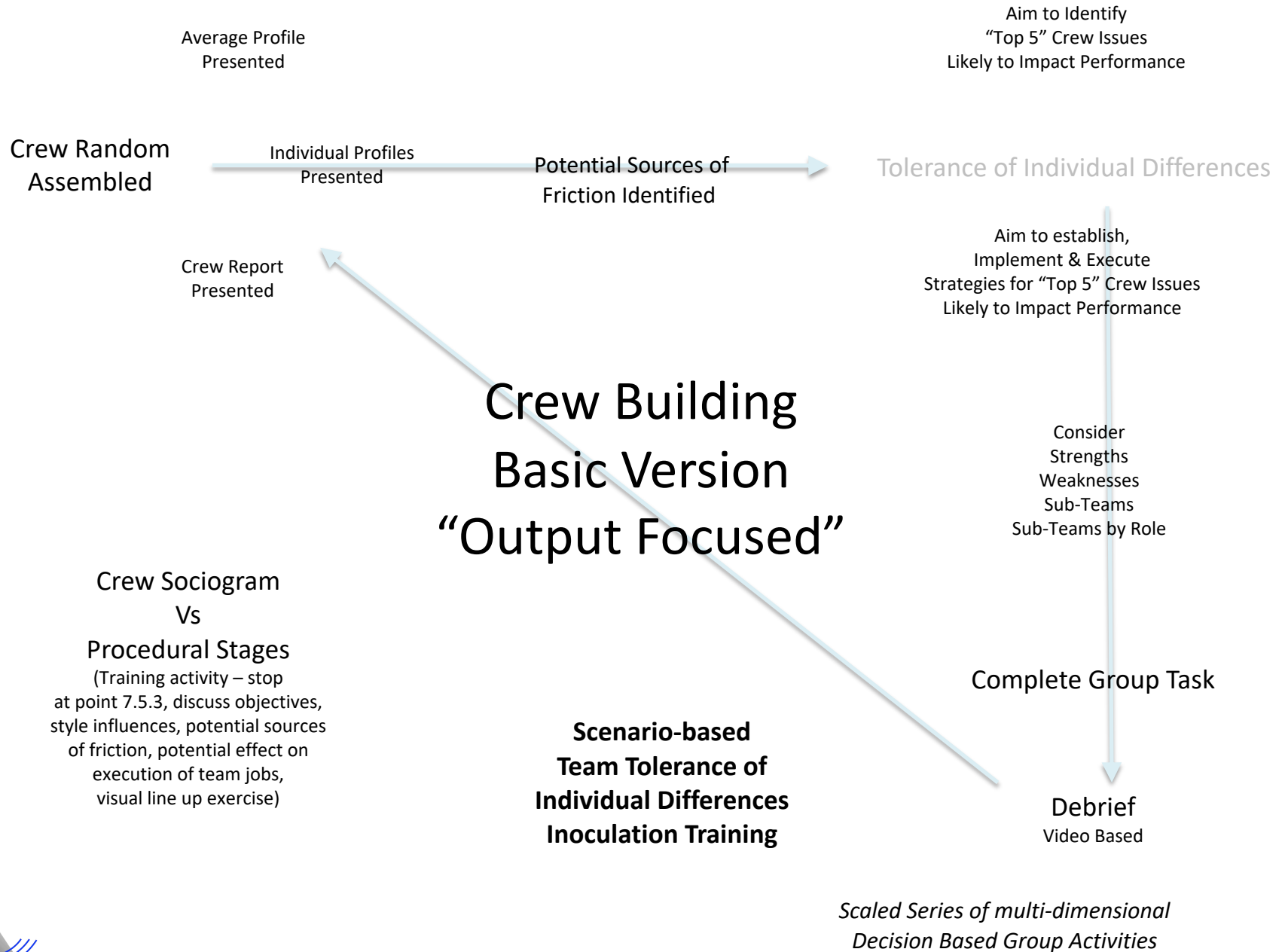
Standardised Skills Test

Individual component scores
Compilation / combination scores
Weighted Test Scores
Comparative vs Group Norms

Report

Skills & Training Indicated
Graphic
Selecting from SubSet of Training Drills





Aim to Identify
“Top 5”
Crew Issues
Likely to Impact
Performance

Aim to prioritise
“Top 5”
Crew Issues
Likely to Impact
Performance

Aim to establish,
Implement & Execute
Strategies for
“Top 5”
Crew Issues
Likely to Impact
Performance

Crew Building Speed Version “Time Challenged”

Crew Strengths
(Individual) vs Jobs

Crew Strengths
(Team) vs Jobs

Crew Weaknesses
(Individual) vs Jobs

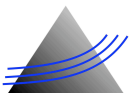
Crew Weaknesses
(Team) vs Jobs

Crew Clash Potentials
vs Jobs

**Scenario-based
Team Tolerance of
Individual Differences
Inoculation Training**

Form
Review Profiles
Develop Strategy
Execute
Debrief

*Scaled Series of multi-dimensional
Decision Based Group Activities*



Debriefs
Focus on
Predicted
Conflicts
Successful
Strategies

Develop Training
Resources from
PB Efforts from
Crews Handling
Situation Well

Know Thyself

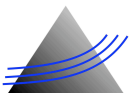
Use Templates for Observations

Tolerance & Adaptability Become Theme Goals for Program

Develop Training
Templates
For Observation
& Strategy Formulation

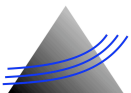
Aim to produce
Transferable
Individual skills

Aim to produce
Team Operational
Standards & Procedures



Links to
Goals for
Rapid Form & Deploy

Storming, Norming,
Forming in Overload



Thought Technology Assessment Baseline

Option for periodic / on-demand re-test
Aliter – equipment as part of Psych Gym

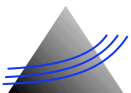
Introduced as Personal Profile
Establishment
“Stress Profile”
Psychophysiology Component

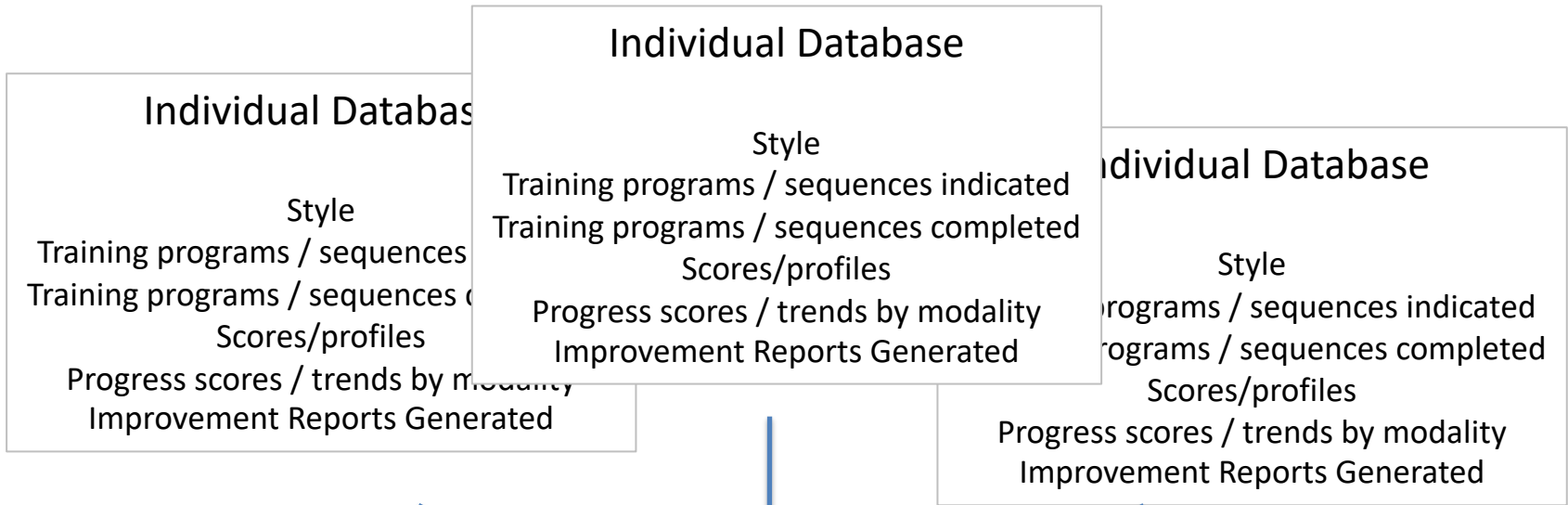
Baseline Assessment
30mins / individual
“Response Style”
Dominant Modality (HR, EMG, GSR, Resp)
“Weakest” Modality

Profile
Database
Validation Discussions During Assessment

Post- Assessment Interview
Cross Validation with TAIS Attentional Profile(s)
(BET/OET, BIT/OIT, NAR/RED)

3/yr Follow Up Testing





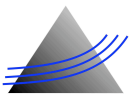
Program Database Capability

Crew Formation "Style"

Training programs / sequences indicated
 Training programs / sequences completed
 Scores/profiles
 Progress scores / trends by modality
 Improvement Reports Generated

*Interesting Concept
 Sum of
 Individual styles/capabilities*

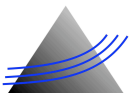
*Potential implications
 Of group of
 Similar modality responders
 Vs range*



TT BioFeedback training
Strengthen dominant areas / skills
Develop controls in weakness areas

Include Pressure Increase Conditions
2ball worst ball
Time pressure
Threshold tightening
Rule 10F – change goal posts along the way

Psych Gym
Thought Technology BioFeedback Training Stations
Prescribed Training Programs
Competitive Targets – Ind PBs, Group Ind PBs



Psych Gym

Programmed Training

Performance Reports

Group generated performance targets

Individual databases

Individual “training card” or on-line program

Multi-Station Open Plan Training Room

Small break out rooms

Integrated power/wi-fi

Large screens for projection

Small screens for computer messages, update scores, etc

Combination of RT, BioF/B, NeuroF/B, Perceptual Human Factors Training Equipment

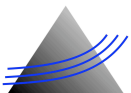
System has capability of forming “virtual crews” for

Compilation exercises / reports

Comparison trials / reports

Trainers following programs, capable of setting up equipment & drills

Trained in equipment maintenance / trouble shooting



Standard Practice Routines
(Sequences)

Cognitive Training Routines
 (“Practiceable” procedures)

NeuroSky-like Devices

Small interactive, valid single/multi-modality devices
PB's
Individual database of performance records

TT Machine based
Assessment/training

Links

NeuroSky / Hexoskin
Mobile mini devices

To be Sourced/Developed

Controller

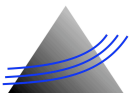
Receive output from each system

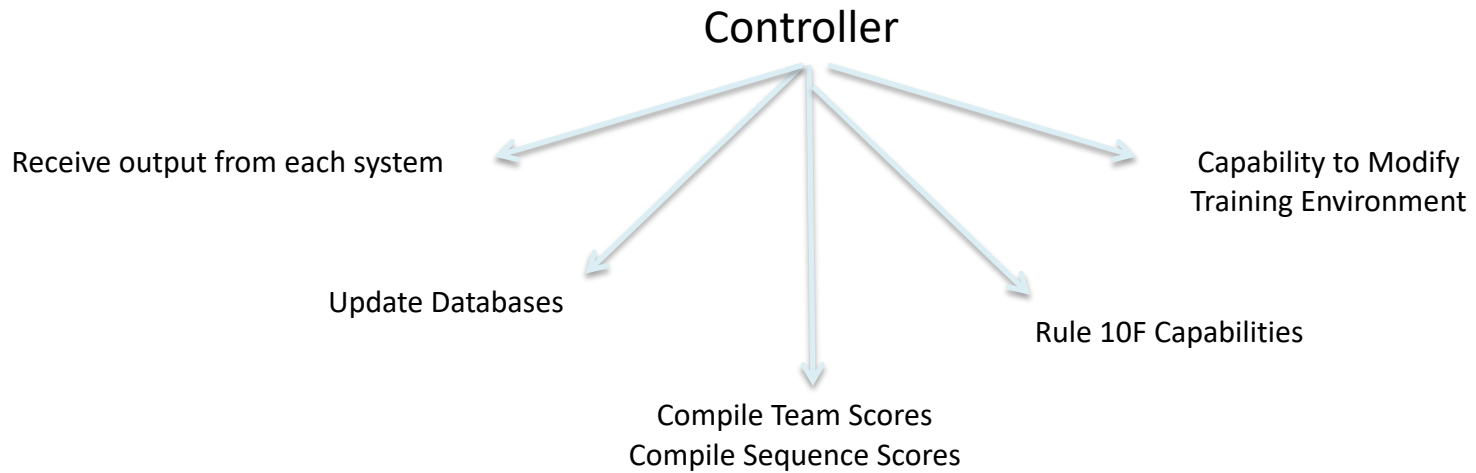
Capability to Modify
Training Environment

Update Databases

Rule 10F Capabilities

Compile Team Scores
Compile Sequence Scores

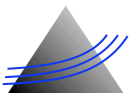


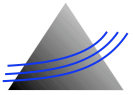
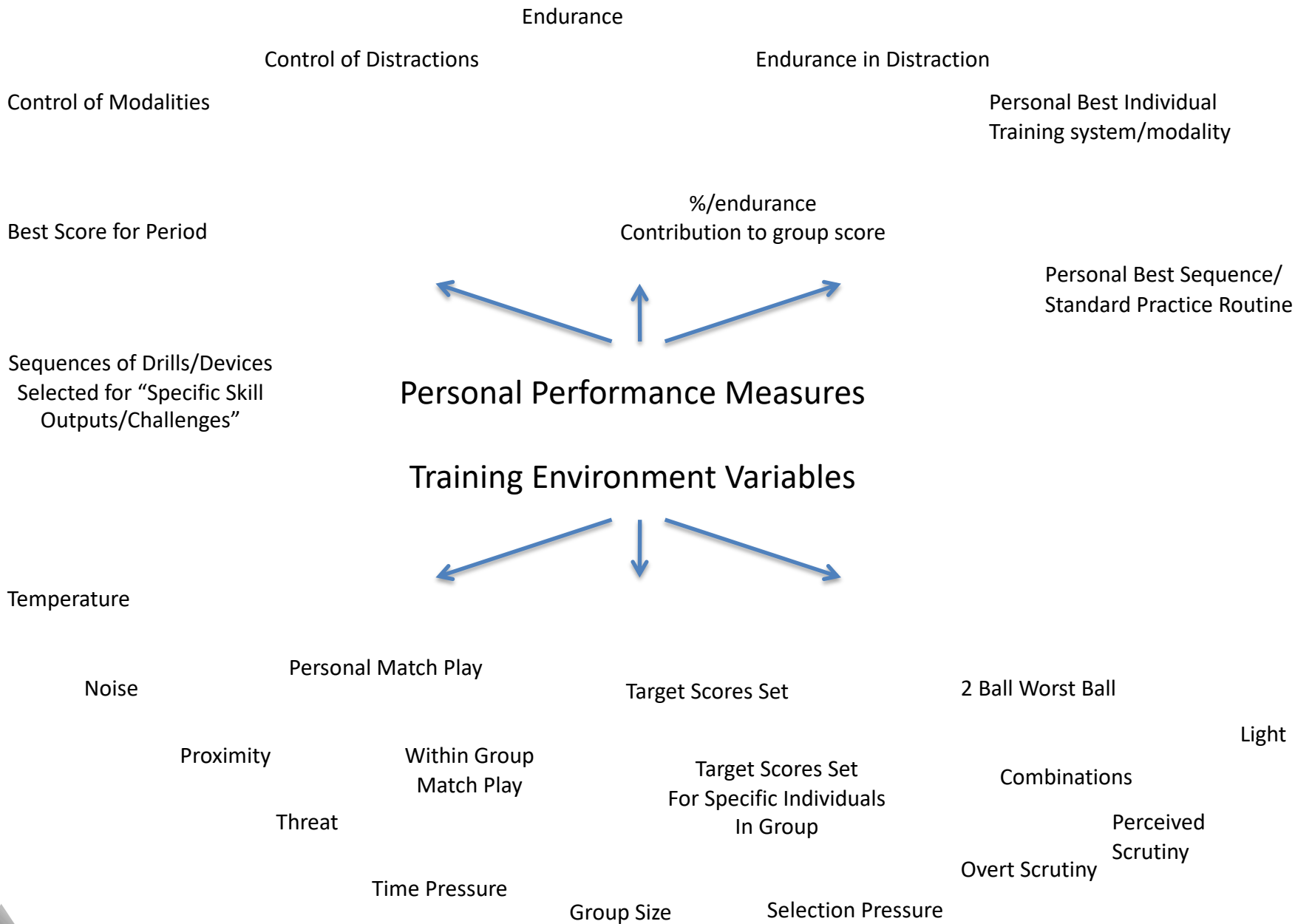


Controller with
 Additive function
 Threshold function
 Timer function
 Competitive capability
(race you to X)
 Cooperative capability
(our scores together = 3x)

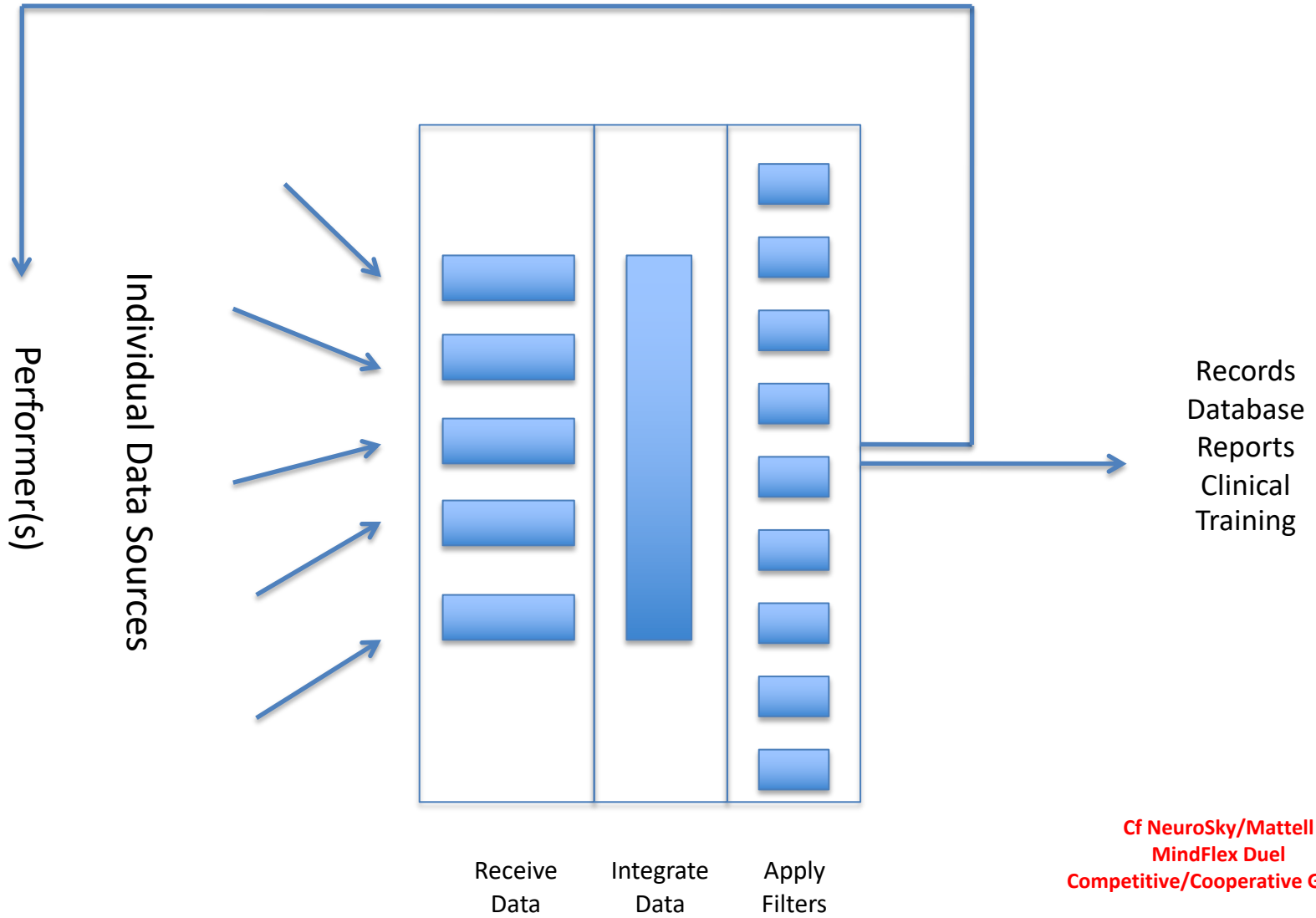
**Crew wearing
 same device(s)
 Frequencies different**

Controller with
 “Curve Ball” capacity
 Provision for false feedback
 Capability of system shut-down
 One individual drops out
 Balance of crew need to step up to recover team score
Performers can all be distracted
 by same/variable specifically targeted
 Audio/visual/cognitive distractions

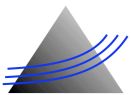




Provide Alternate/Additional Feedback



Cf NeuroSky/Mattel
MindFlex Duel
Competitive/Cooperative Games



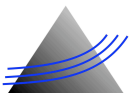
Combination TAIS / Psycho-Phys Training Protocol – Team Building in the 2020s

Crew Formed
TAIS Profile Check Protocol
Tolerance Inoculation Protocol
Individual Style Prediction Protocol
Team Task Identified
Devices Identified, Target/Task Strategy Selected
Planning/Strategy Establishment Period
Devices On, Sessions Presented as Reps
with Debrief Re-Plan Cycles

SportsCode Style
Video Review as
Post-Event D/B

Competitive
Cooperative
Serial
Parallel
Small Crews within Larger Crew

Individual vs Crew
Debrief / Feedback / Recording



12 member crew

8/12 working on modality target
does not exceed crew threshold

*Multiple devices worn
by team
Additive individual scores
must break through
threshold to create
Team Score*

12 working at high levels on modality target
By additive process in Controller
exceeds crew threshold
Team score now in endurance test mode

Measures

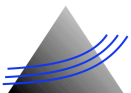
Basic Team work

Endurance of key modality control

Endurance with distractions

Individual / crew bounceback after distractions

Combo TAIS / Neuro control scores



Questions about

Temporal proximity to physical deployment

Temporal proximity to training activity / crew challenge

Efficacy of protocol to improved crew performance
on different task variables

Applicability to range of deployment situations

