

Extended Reality in Cabin Safety II

Flight Attendant Training

Presented to: The 10th Triennial International Aircraft
Fire and Cabin Safety Research
Conference

By: Levi Breeding, Doctoral Candidate
(ORCID: 0000-0003-2740-2790)

Date: October 19, 2022



**Federal Aviation
Administration**

This Study

- **I seek to answer three questions:**
 - Does AQP+XR training **increase proficiency** in performing door opening procedures?
 - Does AQP+XR training **reduce** the training **time** required for door operation?
 - Does AQP+XR training **increase** longitudinal information **retention**?



Background

- **U.S. flight attendant training program guidance set by FAA** (Breeding et al., 2021; Operating Requirements: Training Program, 1970)
- **Currently, two approaches: Traditional (Subparts N&O) and Advanced Qualification Program (AQP; FAA 2021)**



Background

- **XR is an umbrella term for augmented reality (AR), mixed reality (MR), and virtual reality (VR) (Çöltekin et al., 2020)**



Historical Perspective of the Airline Industry

- **In 1920's, pilots were responsible for passenger safety and comfort (Kraus, 2008)**
- **Stewardesses were introduced in 1930 (Kraus, 2008)**
- **Stewardesses allowed both pilots to remain on the flight deck (Smithsonian, n.d.)**



The First Stewardess: Ellen Church

- **Petitioned Boeing Air Transport to staff flights with female nurses**
- **Flew a short period for the predecessor of United Airlines**
- **Developed first training program (Smithsonian, n.d.)**



Modern Flight Attendant Training

- **Aircraft familiarization**
- **Security**
- **Safety**
- **Service**
- **Basic Medical**
- **Standard operating procedures**
- **Emergency procedures**
- **Company policies and procedures**



Potential Dangers in Flight Attendant Training

- **Aircraft evacuations**
- **Security events**
- **Opening aircraft doors while pressurized**
- **These alone make it difficult to train to proficiency**



XR Training for Dangerous Conditions



XR training provides a safe environment in which one can train for unsafe situations



Does Simulation Work?

- **Edward Link developed the “Pilot Maker” – later the “Link Trainer”** (De Angelo, 2000)
- **By 1934, airlines and U.S. government realize value, use in pilot certification** (De Angelo, 2000)
- **Simulators now a major component to pilot training**
- **Could be considered an early form of XR crewmember training**



Does XR Training Add Value?

- **As seen in other industries:**
 - XR is better than traditional training (Ke & Xu, 2020; Liou et al., 2017; Macchiarella, 2005; Rolando et al., 2018)
 - Increased motivation to self-practice (Kim et al., 2021)
 - Increased competency (Sattar et al., 2019)
 - Increased longitudinal information retention (Umoren et al., 2021)



The Missing Component



- **Many areas of the flight attendant role remain unexplored (Safi et al., 2019); not least of which is flight attendant training and the potential benefit of XR training**



Purpose

- Understand the effectiveness of XR technology in flight attendant training



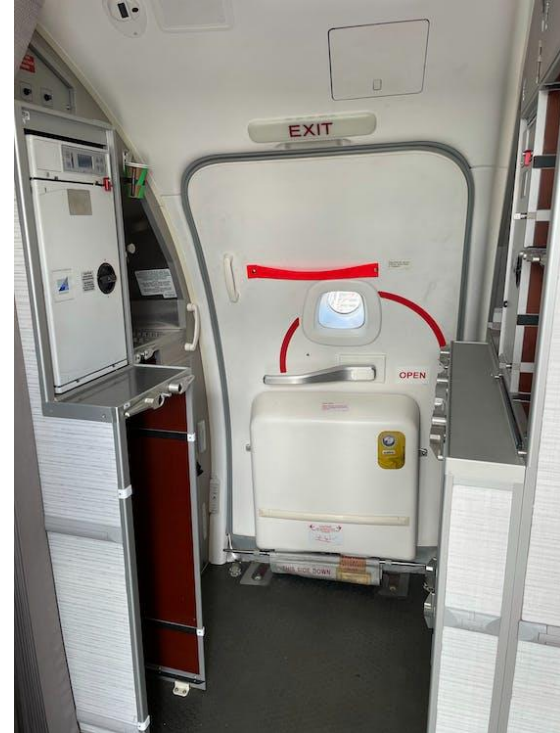
Methodology

- **A U.S. airline will provide training performance and proficiency data from 2018 to present**
- **Flight attendant training will be evaluated in two groups: AQP+XR and AQP alone**
- **Flight attendant training data will indicate subsequent performance and proficiency in Continuing Qualification**



Participants will be:

- De-identified (as well as airline)
- A line flight attendant, no additional experience
- Evaluated on operating the Airbus 321, Boeing 737, 777, and 787 cabin doors in normal and emergency modes



Limitations

- **Generalizability (industries, cultures, etc.)**
- **True behavior exhibited in training**
- **Limited use of technology in this environment**





Questions and Discussion



References

- Breeding, L. L., Weed, D. B., & Beben, M. S. (2021). *Extended reality for cabin safety I: A translational study of extended reality technology in training and research* (Technical Report DOT/FAA/AM-21/31; pp. 1–22). Federal Aviation Administration. <https://rosap.ntl.bts.gov/view/dot/60610>
- Operating requirements: Training program, 14 C.F.R. § 121.400 (1970).
<https://www.ecfr.gov/pdfs/3e597284-5174-4b49-aa5d-8b60e9917dd8.pdf>
- FAA. (2021). *Advanced Qualification Program (AQP)*. Federal Aviation Administration.
https://www.faa.gov/training_testing/training/aqp/
- Çöltekin, A., Lochhead, I., Madden, M., Christophe, S., Devaux, A., Pettit, C., Lock, O., Shukla, S., Herman, L., Stachoň, Z., Kubiček, P., Snopková, D., Bernardes, S., & Hedley, N. (2020). Extended reality in spatial sciences: A review of research challenges and future directions. *ISPRS International Journal of Geo-Information*, 9(7), 439–467. <https://doi.org/10.3390/ijgi9070439>
- Kraus, T. L. (2008). *The Federal Aviation Administration: A historical perspective, 1903-2008*. U.S. Department of Transportation.
- Smithsonian. (n.d.). Flight attendants. *National Air and Space Museum*. <https://airandspace.si.edu/flight-attendants>
- De Angelo, J. (2000). The Link flight trainer. *American Society of Mechanical Engineers*.
<https://www.asme.org/about-asme/engineering-history/landmarks/210-link-c-3-flight-trainer>
- Ke, F., & Xu, X. (2020). Virtual reality simulation-based learning of teaching with alternative perspectives taking. *British Journal of Educational Technology*, 51(6), 2544–2557.
<https://doi.org/10.1111/bjet.12936>



References

- Liou, H. H., Yang, S. J. H., Chen, S. Y., & Tarn, W. (2017). The influences of the 2D image-based augmented reality and virtual reality on student learning. *Educational Technology & Society*, 20(3), 110–121.
- Macchiarella, N. D. (2005). *Effectiveness of video-based augmented reality as a learning paradigm for aerospace maintenance training* [Dissertation]. Nova Southeastern University.
- Rolando, J., Barnes, R., & Wijekumar, K. (2018). VR training software: Research shows strong results for learners. *Professional Safety*, 63(12), 35–40.
- Kim, S. K., Lee, Y., Yoon, H., & Choi, J. (2021). Adaptation of extended reality smart glasses for core nursing skill training among undergraduate nursing students: Usability and feasibility study. *Journal of Medical Internet Research*, 23(3), 1–12. <https://doi.org/10.2196/24313>
- Sattar, M. U., Palaniappan, S., Lokman, A., Hassan, A., Shah, N., & Riaz, Z. (2019). Effects of virtual reality training on medical students' learning motivation and competency: Medical students' learning motivation & competency. *Pakistan Journal of Medical Sciences*, 35(3), 852–857. <https://doi.org/10.12669/pjms.35.3.44>
- Umoren, R., Bucher, S., Hippe, D. S., Ezenwa, B. N., Fajolu, I. B., Okwako, F. M., Feltner, J., Nafula, M., Musale, A., Olawuyi, O. A., Adeboboye, C. O., Asangansi, I., Paton, C., Purkayastha, S., Ezeaka, C. V., & Esamai, F. (2021). eHBB: A randomised controlled trial of virtual reality or video for neonatal resuscitation refresher training in healthcare workers in resource-scarce settings. *BMJ Open*, 11(8), 1–12. <https://doi.org/10.1136/bmjopen-2020-048506>
- Safi, M., Chung, J., & Pradhan, P. (2019). Review of augmented reality in aerospace industry. *Aircraft Engineering and Aerospace Technology*, 91(9), 1187–1194. <https://doi.org/10.1108/aeat-09-2018-0241>

