

Training the 8-Balls: Psychological Readiness Preparation for the 2013 US Astronaut Class

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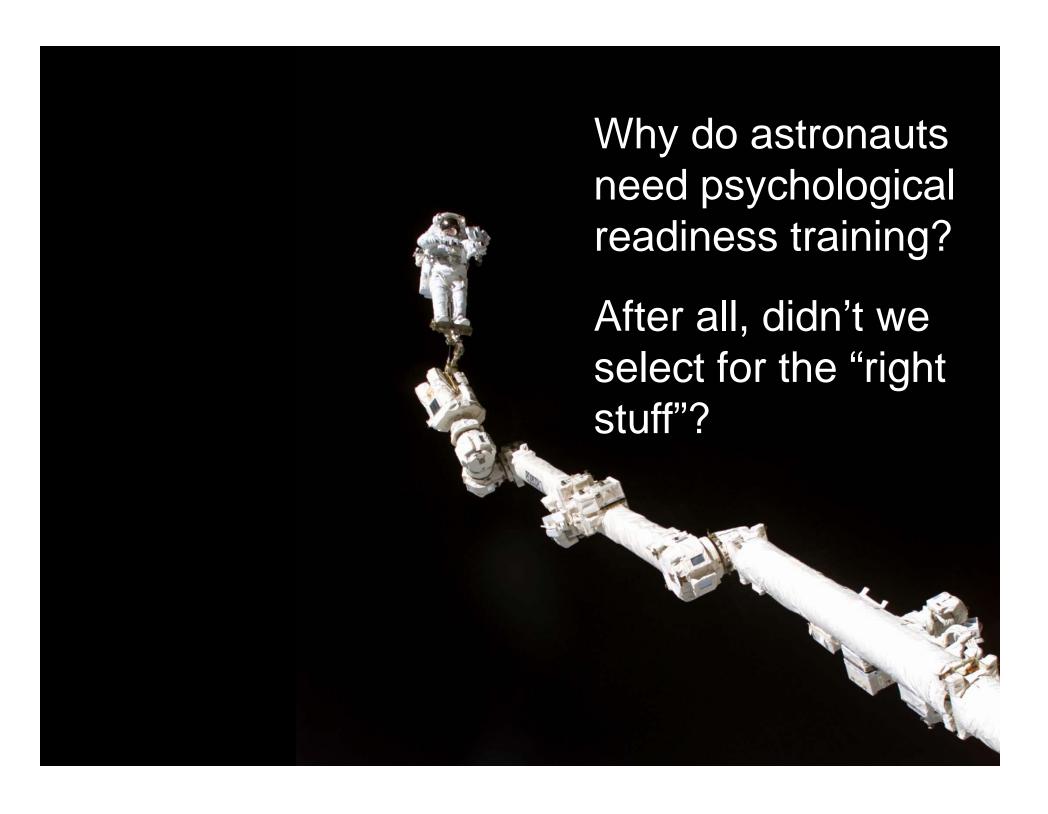
From ASCAN to Astronaut

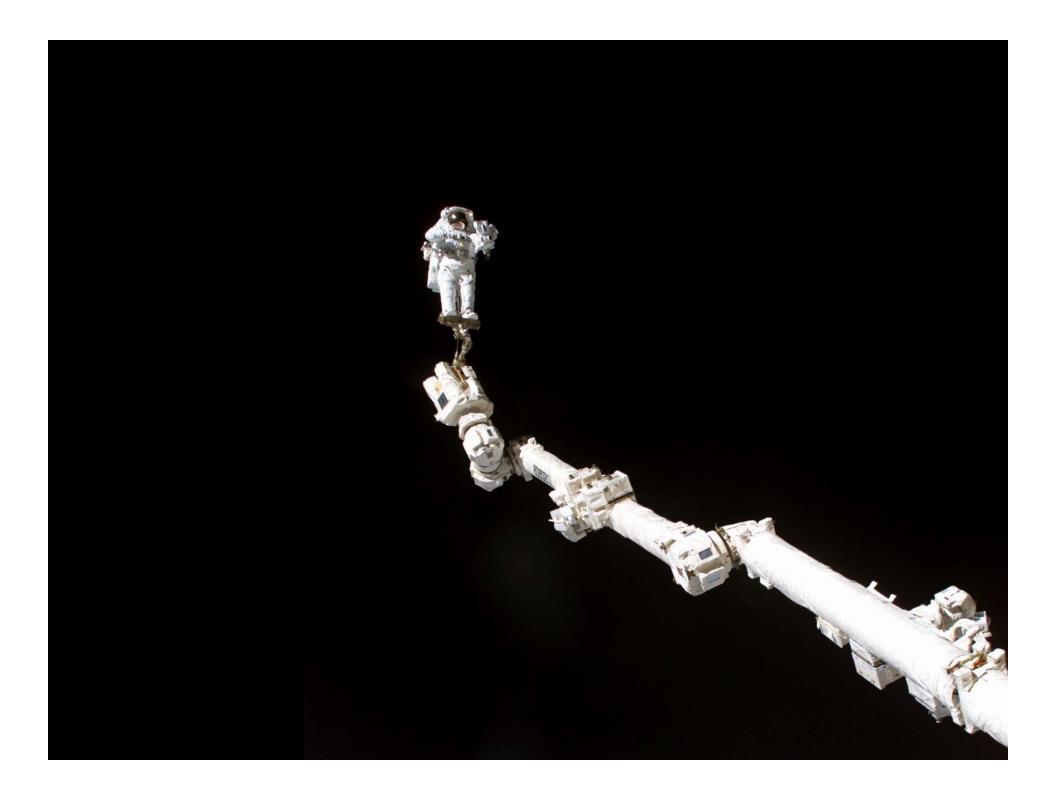




Photos: Original 7 – Mercury Astronauts









Goals of Psychological Readiness Training

Psychological readiness training isn't just about psychosocial adaptation and resilience.

It's also about performance and mission safety.



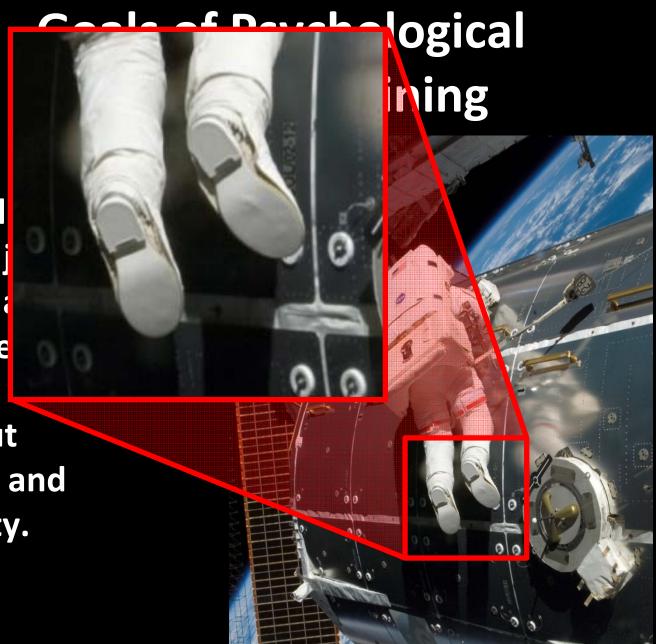






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Behavioral Health Training Flow

 Two points at which we are more involved in their training

ASCAN

Assigned









- Behavioral Health and Performance Group Overview
- Stress management
- Conflict management
- Cross-cultural
- Expeditionary workshop
- NOLS field training
- Space flight resource management

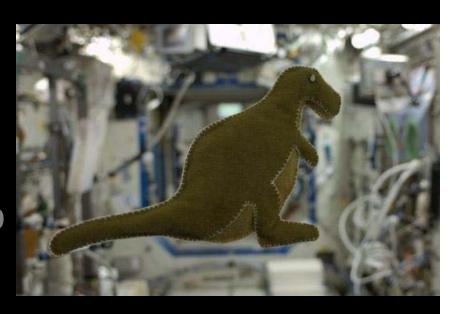


Photo: Opening a CCP (Crew Care Package)





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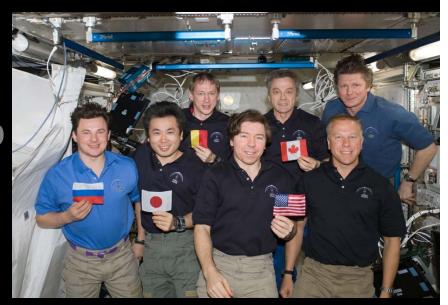
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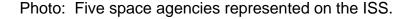






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Photo: Peggy Whitson





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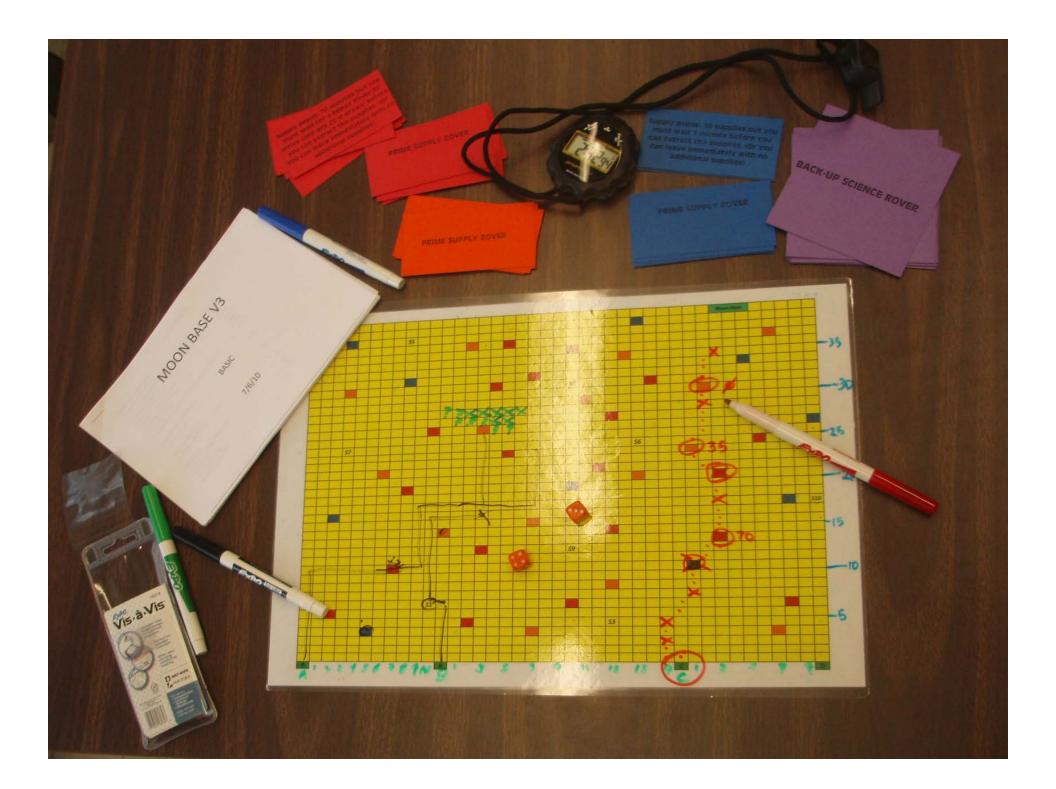




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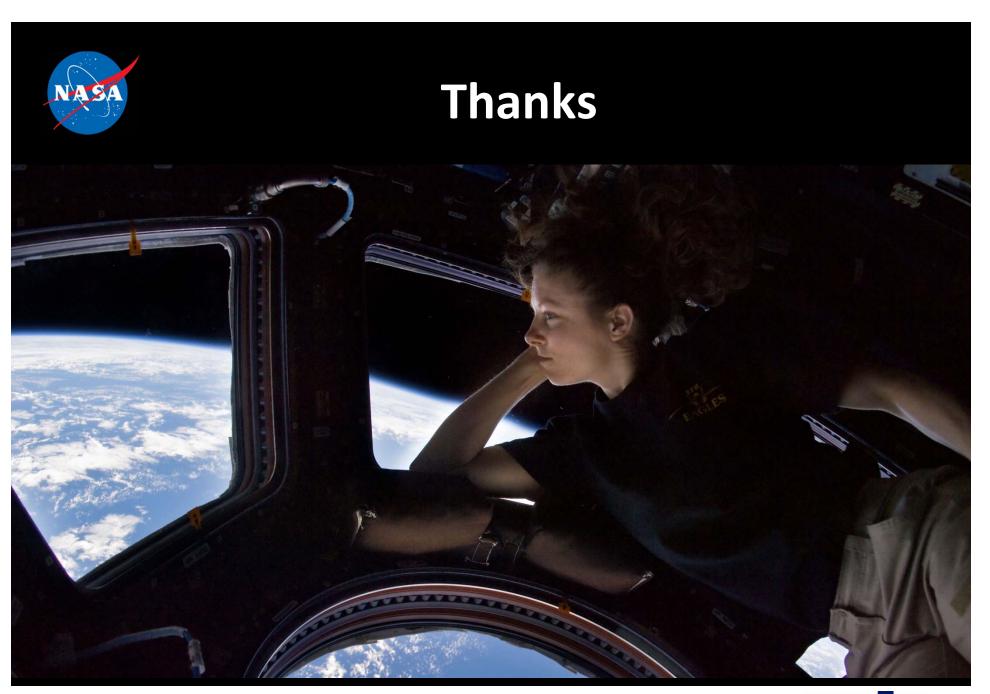


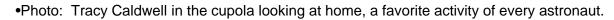
SFRM Moon Base Feedback

- Each student monitored and coached by SFRM instructor
- Individual feedback Feedback based on SFRM BARS
- Narrative summary of feedback provided to ASCAN and to ASCAN Review Board







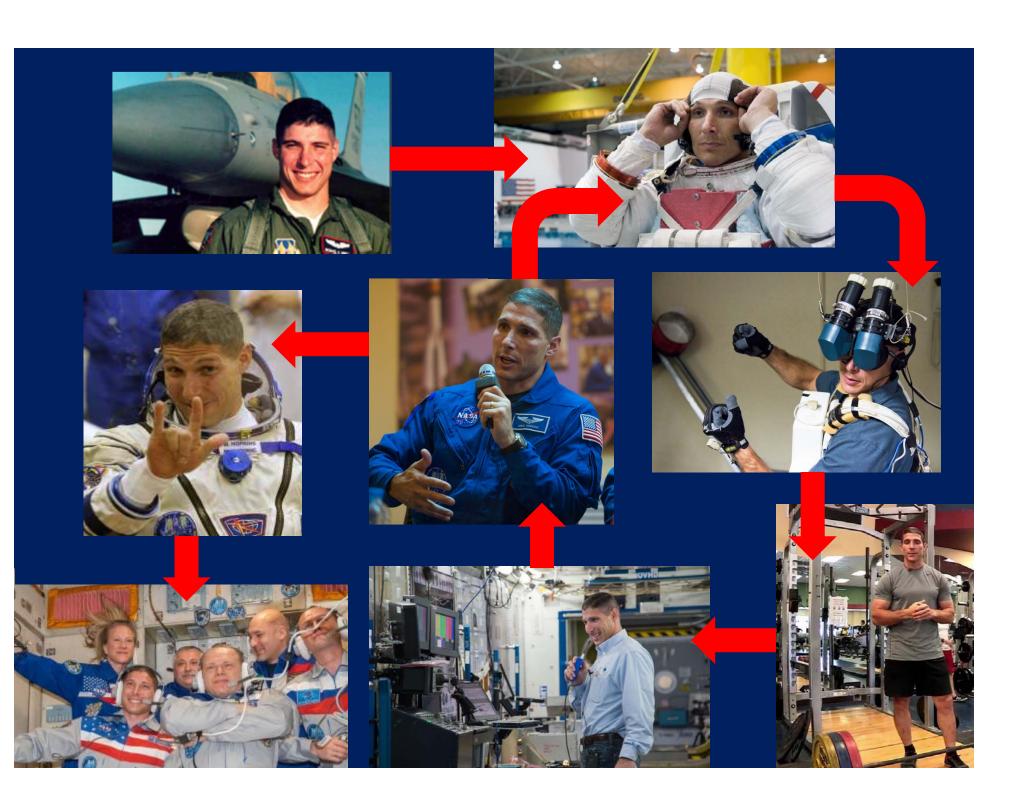






Back up slides













SFRM Training Flow Overview

- Stand-alone classes taught by SFRM experts
- Technical classes incorporating SFRM
- Technical sims with SFRM incorporated
- Low fidelity simulations
- T-38
- Expeditionary workshop
- Field experience—NOLS



Photo: Super Guppy swallowing a T-38.



SFRM Behavior Elements

The goal of the SFRM program is to reduce human errors in Space Flight Operations.

Situation Awareness:

The capability to identify, process, and comprehend the critical information regarding what is happening with the team and situation with regards to mission success. Simply put, sensing what is going on around you (including identifying disconfirming info and predicting effects.)

Conflict management:

The ways individuals and teams identify and manage differences in opinion, perception, technical knowledge, personality, etc. to complete a task or mission.

Leadership:

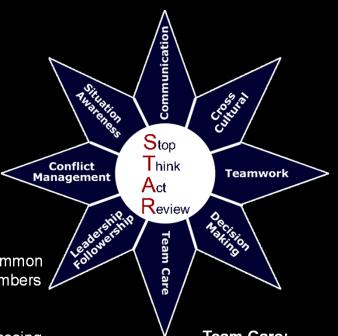
Directing a team or individual toward a common goal, developing and motivating team members as appropriate to tasks.

Followership:

Following the leaders direction, while assessing individual and team behavior elements and providing input to best support the leader to reach the common goal.

Communications:

To express oneself in such a way that one is readily and clearly understood. This is accomplished by active listening and allowing for non-verbal actions.



Cross-Cultural:

Considering the effects of various cultures (nationalities, professions, heritage) on the workplace and peoples actions.

Teamwork:

How individuals cooperate with each other to achieve a shared goal, including accepting accountability and responsibility for actions.

Decision Making:

The cognitive process leading to selecting a course of action, including an assessment of options and risks.

Team Care:

How healthy the person or team is on a psychological level. This can be influenced by various personal factors such as: stress, fatigue, boredom, training, sickness, etc.





Lesson Learned Developing & Implementing Good Role Plays

- Ask for real examples
- Pilot the role play
- Provide context and increase realism
- Give some direction
- Debrief/After Action Review

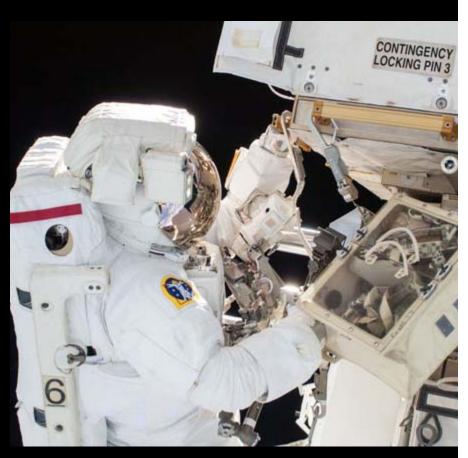






Lesson Learned Balancing Instruction & Practice

- Instruction viewed as necessary but is it?
- Practice is optional or is it?
- How to minimize instruction
 - Determine how much instruction is required
 - Before class reading material
 - Pre-test
 - Survey via email or at beginning of class
 - Other methods?







- Psychological Factors
- Practical Planning for Long-Duration Missions
- Inflight Resource Planning
- Behavioral Medicine for Crew Medical Officer









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- Behavioral Medicine for Crew Medical Officer

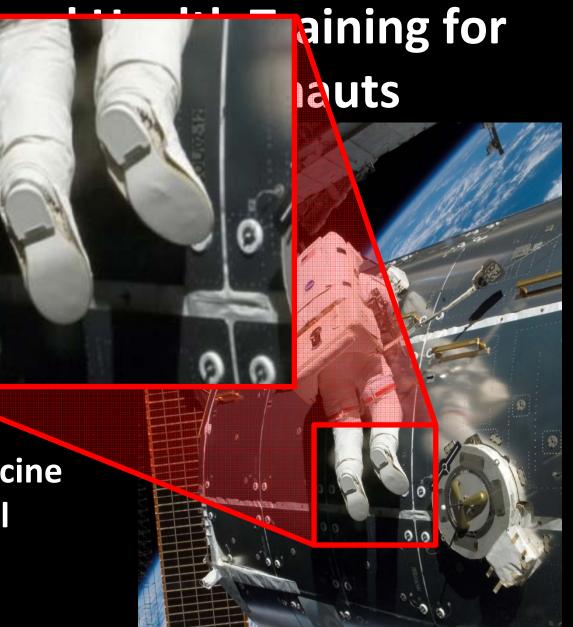


Photo: EVA (space walk) oops





Lesson Learned Incorporate Veterans into Newbies' Training

- Newbies want to hear veterans talk of their experiences
- Newbies want to connect with veterans and sharing experiences help veterans connect with newbies.
- Learning others' "war" stories adds an added depth that simulation training lacks.
- Sharing experiences with newbies is a valuable way to bolster transfer of knowledge.

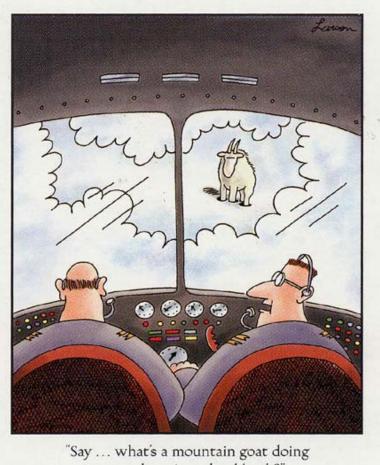






S.T.A.R.

- Stop and focus
- Think about the situation at hand
- Act on the chosen option
- Review the process and outcome



way up here in a cloud bank?"





Lesson Learned Value of Low Fidelity Simulations

- Low fidelity sims have their place.
- It doesn't have to be high tech or on a mobile device to have high face validity and be well received.
- Low fidelity sims can be valuable tools for teaching skills.
 - Can be flexible, easily adaptable
 - Practice skills in a safe environment
- Use as part of a tiered training system to guide them into incorporating soft skills (SFRM skills) into real world job situations
 - Improving soft skills aids technical performance







Lesson Learned Focus In and Repeat

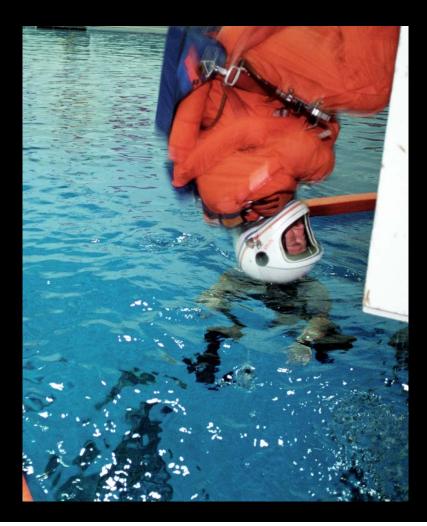
- Identify the 3 or so most critical lessons, skills, etc.
- Select people based on those factors
- Overtly teach them the 3 or so lessons
- Incorporate those factors into every aspect of a training flow
- Train for those factors repeatedly over time.



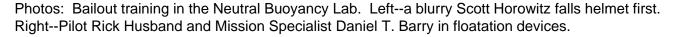




Back to ASCAN Psychological Readiness Training Flow











- Psychological Factors
- Practical Planning for Long-Duration Missions
- Inflight Resource Planning
- Behavioral Medicine for Crew Medical Officer







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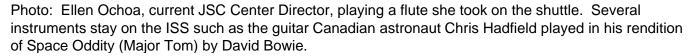






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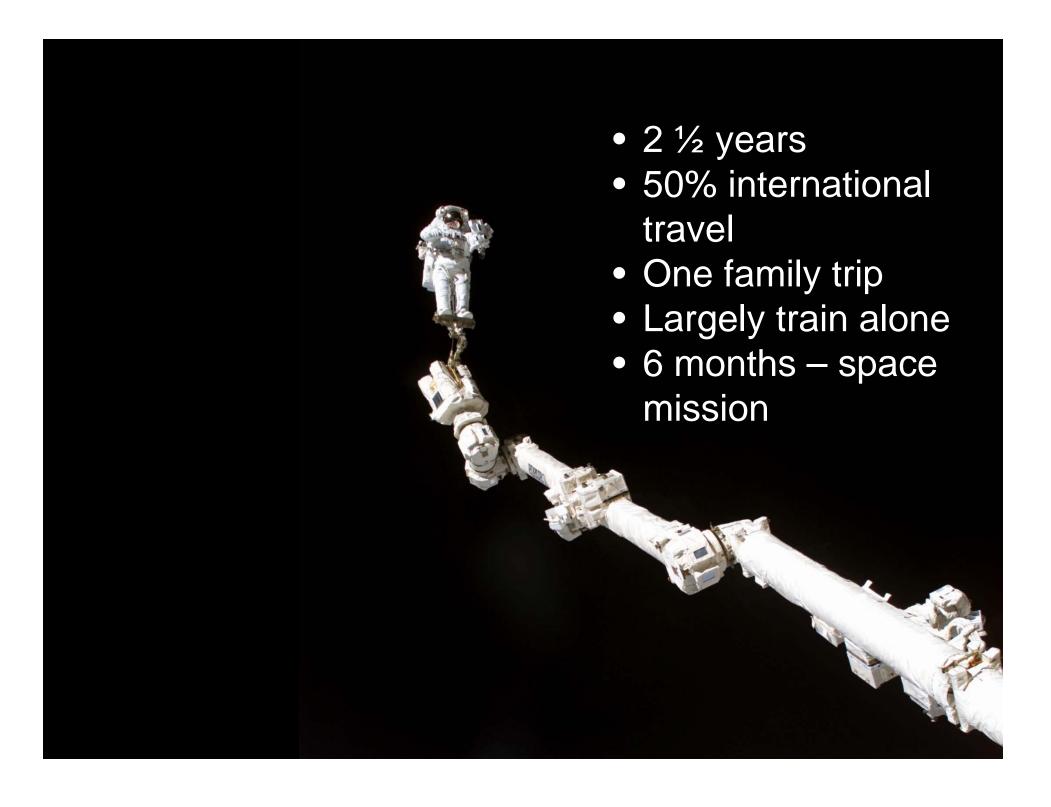




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SFRM Training Flow Low Fidelity Simulation—Moon Base

- Non-technical, low fidelity tabletop simulation
- Players practice
 - planning, implementing, and debriefing SFRM skills as a team, and
 - self-correction techniques.
- 4-5 students, 1 acts as mission control
- Students are physically separated and use walkie-talkies to communicate
- Planning session prior to playing the game
- Facilitated debrief follows the game
- Game is played twice in one day
- Scenarios can be tailored to meet needs of student or team





SFRM Training Flow Low Fidelity Simulation—Moon Base

- Primary game objective—To have each crewmember travel to moon base and back and then launch successfully within the mission window
- 3 Versions of the game with increasing complexity and difficulty
 - Version 1—Basic; meet primary objective
 - Version 2—Intermediate; adds unexpected emergency and risk management scenarios
 - Version 3—Advanced; adds assigned mission roles and individual as well as team objectives





SFRM Training Flow Low Fidelity Simulation—Moon Base

- Each student monitored and coached by SFRM instructor
- Individual feedback given at end of day
- Feedback based on SFRM Behaviorally Anchored Rating Scales
- 2 SFRM skill strengths
- 2 goals for improving weakest SFRM skills
- Narrative summary of this feedback discussion provided to ASCAN and to ASCAN Review Board (and International Partners for international ASCANs)

