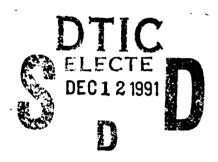
**ARI Research Note 92-07** 



## Evaluation of the Reserve Component Armor Junior Leader Tactical Training Program

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**CAE-Link Corporation** 



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This report presents the results of a user-based evaluation of a prototype Electronic Information Delivery System (EIDS)-based simulation called the Reserve Component (RC) Armor Junior Leader Tactical Training Program. The simulation was developed to support individualized tactical training of RC armor platoon leaders and sergeants. The evaluation was conducted to (a) determine how well target users can perform the tactical skills required by					nent (RC) Armor pport individual- ution was con-	
the program; (b) examine the pro	ogram's level of	user accept	ance; and (c	) iden	tify program	
areas in need of improvement.			•			
Four platoon leaders and four platoon sergeants from the 116th Armored Cavalry Brigade					Cavalry Brigade	
of the Idaho Army National Guard participated in the evaluation. Each soldier worked					er worked	
through the program's 14 hours of practical-exercise-based training modules and rated the						
program on aspects related to user acceptance, i.e., adequacy of training, ease of use, functional fidelity, appropriateness of performance standards, and suitability of media usage						
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The program was found to be challenging in that soldier performance was in most cases below the established proficiency standards. Performance did vary considerably, however, with better scores found for fundamental tactical skills typically trained in the unit.

Despite low performance, soldiers rated the program high on user acceptance. They judged it to be (a) adequate in its coverage of tactical skills specified in module training objectives, (b) a representative simulation of the decision-making environment in which platoon leaders/sergeants must operate; (c) reasonable in the standards set for proficient performance, and (d) easy to use. Several areas were also identified for program improvement.

Results suggest that, after minor modification, the present EIDS-based program will help RC platoon leaders/sergeants improve their individual tactical skills and achieve maximum payoff from the limited training time available.

## EVALUATION OF THE RESERVE COMPONENT ARMOR JUNIOR LEADER TACTICAL TRAINING PROGRAM

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## EVALUATION OF THE RESERVE COMPONENT ARMOR JUNIOR LEADER TACTICAL TRAINING PROGRAM

#### Introduction

A microcomputer-based interactive videodisc (IVD) simulation called the Reserve Component (RC) Armor Junior Leader Tactical Training Program has been developed to support individualized tactical training of RC armor platoon leaders and sergeants. The present report documents the results of a user-based evaluation of this program. The evaluation was conducted to (a) determine how well RC armor platoon leaders/sergeants can perform the tactical tasks required by the program, (b) examine the program's level of user acceptance, and (c) identify program areas in need of improvement.

This section of the report identifies the tactical skills required of the armor platoon leader/sergeant, the current environment in which these skills are trained, the potential for microcomputer-based IVD technology to enhance this training, and the current program developed to explore this potential.

### Tactical Training

The platoon leader is the officer with the least amount of time in service. Yet, he has the greatest amount of contact with the enemy. Although his tactical decision-making is narrow in scope (focused only on the company team's zone of action), it is highly timesensitive and vulnerable to an immediate enemy response. The consequences of a delayed or wrong decision can be fatal for the platoon.

The tactical skills required of this young officer are formidable. In the offense, for example, the platoon leader must have the technical skills required to control and maneuver an armor platoon. He must know the capabilities of the enemy's anti-tank weapon systems, the organization of its anti-tank-capable units, how they organize their defenses, and how they fight. Before battle, he must apply this knowledge to a specific zone of action and, using the company commander's input, work through a series of analyses to identify avenues of approach, enemy force deployment, and kill zones. Next, he must estimate enemy force actions and plan counters to reduce potential enemy fires. To do this, he must plan routes, movement and fire control measures, and indirect fire targets. He also must develop a fire support plan that will minimize the enemy's opportunities for surveillance and fires.

During initial contact, the platoon leader must respond with actions to protect platoon elements, assess the contact, and provide accurate reports to the company commander. As the contact develops, he must continually process information to establish an accurate mental picture of the enemy arrayed against him and recognize whether his assets are sufficient to defeat the enemy. The platoon leader, working with the company commander, must respond effectively to the enemy's counters and decide on the correct tactical option required to defeat the enemy while preserving the platoon and the company's integrity.

The above tasks are complex. To carry them out successfully, the platoon leader must have extensive collective training in a variety of

tactical situations experienced under realistic battlefield conditions.

#### Current Training Environment

The road map for this collective training is outlined in the Mission Training Plan (MTP) for the Tank Platoon (Department of the Army, 1988). This MTP is written for force-on-force situational exercises. Force-on-force implies the use of the Multiple Integrated Laser Engagement Simulation (MILES) to supply weapons effects and an intelligent adversary.

The logistical and administrative requirements associated with MILES-based training, however, limit the frequency of its use. Thus, the platoon leader is precluded from receiving the experience required to plan effectively and conduct tactical operations against an active enemy. His ability to neutralize the enemy, before the enemy can destroy his combat force, therefore, normally is not exercised.

In addition, the Army Training Evaluation Program (ARTEP) which is used to evaluate a unit's combat readiness, while written for the inclusion of an active opposing force, can be conducted without the use of MILES and the play of an active enemy. Thus, it is possible for a platoon leader and his tank platoon to pass an ARTEP without having to defeat an enemy in simulated combat.

The first time platoon leaders have an opportunity to experience fully the complex conditions of combat is during a battalion rotation to the National Training Center (NTC). The free-play, two-sided nature of combat is incorporated at NTC as is the critical element of testing one's skills against an intelligent and determined opposing force. For many battalions, the force-on-force engagements at NTC are an eye-opener. Many units experience high attrition rates and do not accomplish their tactical missions. The after-action reviews following tactical operations (Jones & Henriksen, 1985), as well as publications by the Center for Army Lessons Learned (1988), reveal that mistakes are made throughout the battalion command structure, from the battalion commander and his staff to the company commanders and platoon leaders.

Thus, platoon leaders need an effective and efficient way to practice their tactical skills on an individual basis prior to going to the field. This need is acute for RC platoon leaders. Not only do they have the same training limitations as their Active Component (AC) counterparts, but they also face an additional constraint on training time (i.e., only 16 hrs per month for individual, crew, and unit training).

### Potential of IVD/Microcomputer Technology

The potential exists for microcomputer/IVD-based technology to supply this needed individual tactical training capability. In theory, it is possible for this technology to provide platoon leaders with the chance to practice the kind of cognitive skills required in battle without the need for a large scale investment in instrumented ranges or weapon systems simulation.

This potential was first demonstrated by Morrison, Drucker, Kern, and Foster (1989) when the Armor Tactical Concepts Tutor (ARTAC) was shown to be successful in training selected tasks from the Armor Officer Basic Course (AOBC). Based on this finding, the present

courseware development effort was begun at the request of the U.S. Army National Guard (ARNG) to enhance the tactical training of its junior leaders.

## Description of Prototype Program

The prototype training program developed in response to this need is called the RC Armor Junior Leader Tactical Training Program. It consists of practical exercise-based courseware designed for delivery on the Electronic Information Delivery System (EIDS) configured with a hard disk drive, keyboard, mouse, and printer. The program covers offensive operations (i.e., the ARNG's primary wartime mission) and is organized along three sequential and progressive modules which require the platoon leader to maneuver the platoon, recognize Soviet defensive tactics, and plan a movement-to-contact operation. The opposing force is a Soviet Motorized Rifle Regiment (MRR) - BTR equipped. The program is closely tied to the armor platoon leader's primary reference manual, FM 17-15 The Tank Platoon (Department of the Army, 1987) and the control document for training and evaluating a tank platoon, the Mission Training Plan for the Tank Platoon (Department of the Army, 1988).

Digitized voice provides instructions for interacting with the courseware and feedback on all performance tasks. Feedback sessions synchronize graphic overlays and multiple video images with digitized voice to analyze platoon leader performance and to reinforce important instructional points. A printout of soldier performance is available after each exercise as part of the program's computer-managed instructional (CMI) system. The program also contains suggested performance standards to give the platoon leader a benchmark for assessing his performance, and for linking performance to success in combat.

#### Description of Training Modules

The training program contains a video introduction, a program conventions exercise, and three practical exercise-based training modules: Platoon Drills, Soviet Weapons and Tactics, and Tactical Planning. The video introduction serves to focus the platoon leader on the importance of tactical skills, while the program conventions exercise contains information on program construction, soldier response procedures, and use of the mouse.

Module 1, Platoon Drills. The first training module contains one lesson with two exercises. The first exercise covers basic platoon formations and associated hand and arm signals. The second exercise allows the platoon leader to maneuver the platoon in response to different tactical situations occurring in a movement-to-contact operation.

Module 2, Soviet Weapons and Tactics. The second training module has two lessons with video introductions for both. The first lesson, Weapons and Organization, has four exercises that provide training on anti-tank weapons and mines and on anti-tank capable units in a Soviet MRR. The second lesson, Tactics of an MRR in the Hasty Defense, has one exercise and sets up the situation of a combat outpost positioned forward of an MRR with reconnaissance patrols screening forward of the first defense belt. For this exercise, the platoon leader is presented a movement-to-contact situation and is tasked with three major requirements. The first requirement is to cc..duct an initial ground/map reconnaissance and determine the key terrain and main

avenue of approach in the zone of action. The second requirement is to estimate the probable location of reconnaissance patrols and their kill zones and the location of the combat outpost, its defensive scheme, and potential firesack. The third requirement is to determine the probable engagement sequence of enemy units, given actual enemy locations and a tank company team at different locations in the team's zone of action.

Module 3, Tactical Planning. This last training module has one lesson and one exercise. There are three major requirements placed on the platoon leader in the exercise. First, given a complete operations order, the platoon leader is checked on his knowledge of the company's mission and his platoon tasks. Second, given an 85% understanding of the operation, the platoon leader must plan a movement-to-contact operation, based initially only on a map reconnaissance. The planning process includes an analysis of the terrain, projection of enemy force locations and kill zones, identification of the platoon's movement route, direct and indirect fire targets, and a fire support plan for each segment of the movement route. And third, using video of the actual terrain, the platoon leader simulates the conduct of a ground reconnaissance. Using terrain visuals, he reviews his thinking, reevaluates his plan, and makes any necessary changes to elements of the plan.

In the present evaluation, a sample of users from the target RC population was asked to complete the training program. Performance scores were used to determine soldier proficiency on the tactical tasks called for in the program. Answers to survey questions were used to identify any problems with the program, as well as to determine the appropriateness of its content and ease of use. The next section of the report describes in more detail how the evaluation was conducted.

#### Method

## **Participants**

Four officers and four non-commissioned officers (NCOs) from the 116th Armored Calvary Brigade of the Idaho ARNG participated in the training program evaluation. Each was either serving, or had recently served, as a platoon leader or platoon sergeant. Table 1 shows the number of months held in each duty position by each soldier. As a group, the soldiers had limited computer experience. None had a computer at home, and only two had previous experience using a mouse.

#### Procedure

Each soldier worked through the three training modules (i.e., Platoon Drills, Soviet Weapons and Tactics, and Tactical Planning) at his own pace, typically finishing one lesson per evening session. Upon completion of a lesson, soldiers responded in writing to evaluation questions designed specifically for that lesson. All three modules were evaluated over a 6 week period.

Table 1

Months in Duty Position.

	DUTY POSITION				
SOLDIER	PLATOON SERGEANT	PLATOON LEADER			
Α	-	52			
В	_	24			
С	-	36			
D	_	18			
E	34	_			
F	7	_			
G	84				
Н	60				

### Performance Standards

Performance standards were established on the basis of tank platoon doctrine described in <u>FM17-15</u>, <u>The Tank Platoon</u> and the <u>MTP for the Tank Platoon</u>. For example, the ARTEP collective standards for the task "Execute Actions on Contact" is that no more than one tank is lost to hostile fire. The suggested individual platoon leader standard for the Tactical Planning lesson includes a 75% reduction of fires for enemy reconnaissance patrols firing anti-tank guided missiles (ATGM). This equates to one launch with a 85% probability of hit on one tank. Use of this approach ensures that an individual platoon leader standard is consistent with the collective platoon standard.

## Evaluation Measures

Performance was evaluated in terms of response accuracy (e.g., percentage correct) and time to completion. Accuracy scores were recorded automatically by the courseware, whereas time scores were recorded manually by the soldier at the end of each lesson. The types of responses required for each lesson and the associated methods of scoring are shown in Table 2.

Information on user acceptance was collected using a 5-point rating scale procedure. Separate acceptance evaluation booklets were developed for each module. Appendix A shows the questions and associated rating scales contained in each booklet. Questions and ratings were later grouped for analysis purposes under five categories: adequacy of training, ease of use, functional fidelity, acceptance of standards, and media presentation. Table 3 provides the definition of these categories, while Appendix B shows the questions grouped under each. In addition to ratings, soldiers were asked to provide written comments on aspects of the training program that they thought could be improved to enhance effectiveness or efficiency.

Table 2

Types of Responses and Measurement Methods

LESSON	RESPONSE	MEASUREMENT
Platoon Drills	Identification Multiple Choice Plotting Positions	Percentage correct
Soviet Weapons	Identification Multiple Choice Fill in the Blank	Percentage correct
Soviet Tactics	Plotting Positions Plotting Areas Multiple Choice in Sequence	Position accuracy Area accuracy Percentage correct
Tactical Planning	Plotting Positions Plotting Areas Determining Tactical Counters	Position accuracy Area accuracy Percentage reduction of possible enemy fires

Table 3

Definitions of user acceptance categories.

CATEGORY	DEFINITION
Adequacy of Training	How well the program covered those skills specified in the lesson training objective
Ease of Use	How well instructions and other design features facilitated soldier execution of the lesson
Functional Fidelity	Extent to which program required user to process the same information, make the same decisions, and be informed of the same consequences that would occur in combat
Acceptance of Standards	How reasonable the criteria were for satisfactory performance on given training objectives.
Media Presentation	How effective the video, digitized voice, graphics, and animation sequences were in supporting training objectives

#### Results

Data on performance, user acceptance, and suggested program improvements are reported and discussed in this section.

## <u>Performance</u>

Performance data were collected to determine soldiers' level of tactical proficiency on the practical exercises included in the program and the length of time required for program completion. In general, soldier performance was low but varied considerably across lessons. As shown in Figure 1, performance was better on Platoon Drills and Soviet Weapons than it was on Soviet Tactics and Tactical Planning. This performance is broken out below by lesson and exercise, while Appendix C shows the average performance of individual soldiers on each lesson.

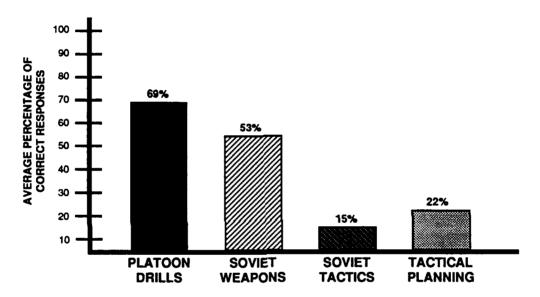


Figure 1. Overall performance on each lesson.

Platoon Drills. The lesson on Platoon Drills consisted of two exercises. Exercise 1 (Basic) contained 36 Go/NoGo scored items requiring the identification of hand and arm signals, construction of corresponding tank formations, and orientation of gun tubes to center sector overwatch. Exercise 2 (Advanced) contained 60 Go/NoGo scored items requiring the identification of appropriate formation and movement options to different tactical situations, platoon movements from one formation to another, and appropriate platoon control techniques. As shown in Figure 2, accuracy scores were slightly better on the Basic than on the Advanced exercise with more soldiers exceeding the performance standard of the Basic exercise.

Soviet Weapons and Organization. The lesson on Soviet Weapons and Organization consisted of four exercises that covered the antitank capabilities and the organization of anti-tank capable units of an MRR (BTR equipped), i.e., units most likely to be encountered during a movement-to-contact operation. These exercises contained multiple-choice and short fill-in items for questions on time-to-target (ATGM Exercise), maximum effective range (Tank/Anti-Tank Exercise), identification of mine laying vehicles (Mines Exercise), and number of AT-4 teams in a Weapons Platoon of a Soviet Motorized

Rifle Company (Organization Exercise). As shown in Figure 3, performance on these exercises was consistently below standard with only one soldier meeting the standard on one exercise.

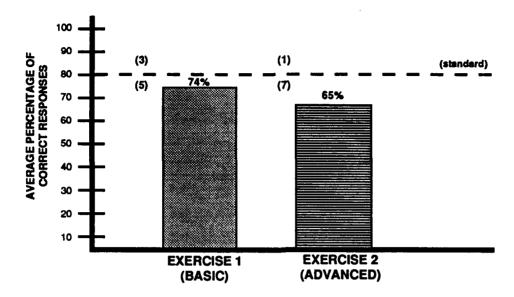


Figure 2. Performance on Basic and Advanced Platoon Drills exercises (number of soldiers above/below standard is shown in parentheses).

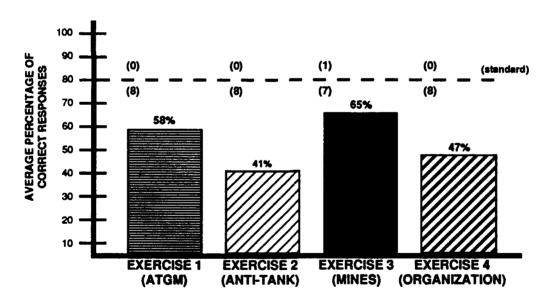


Figure 3. Performance on Soviet Weapons exercises (number of soldiers above/below standard is shown in parentheses).

Soviet Tactics. The Soviet Tactics exercise put the soldier in a tactical situation where his mission was a movement-to-contact operation against a Soviet MRR (BTR equipped) in a hasty defense. The requirement was to determine enemy force locations and potential kill zones in the Company Team's zone of action. To make this determination, a platoon leader must analyze and apply intelligence information from the company commander to anticipate the type of enemy forces in the zone of action. This process involves map/terrain

association for determining tactically significant terrain and the main avenue of approach as seen by the enemy. The leader must estimate the enemy's location and defensive use of this terrain, based on his knowledge of enemy defensive tactics.

These exercises were scored in terms of four different performance measures: (1) percentage of overlap of soldiers' estimates of key terrain and avenues of approach (soldiers encircled key terrain and outlined an avenue of approach on the video map) to that prescribed by the exercise, (2) percentage of correct soldier estimates of enemy recon patrol sectors of fire (soldiers placed recon patrol symbols on a video map and defined the left and right limits of each patrol's sectors of fire with the mouse), (3) percentage correct in terms of the placement of combat outpost symbols on the video map and the construction of sectors of fire with the mouse, and (4) percentage of correct estimates of enemy force engagement sequence (soldiers established sequence by using the mouse, symbol table, and video map to identify sequence number, type of weapon, individual weapon systems and their targets). As shown in Figure 4, accuracy percentages for the four measures were relatively low, with only one soldier scoring above standard for Recon Patrols.

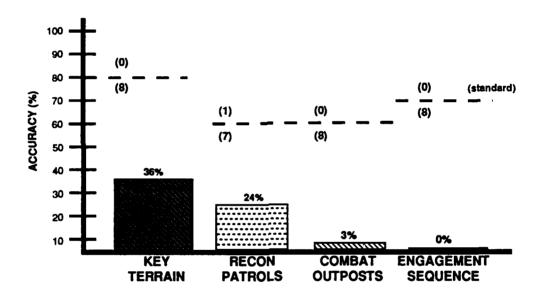


Figure 4. Performance on Soviet Tactics exercise (number of soldiers above/below standard is shown in parentheses).

Tactical Planning. This exercise built on the Soviet Tactics exercise and put the platoon leader in a tactical situation where he must first estimate enemy locations and kill zones, and then develop a tactical plan that substantially reduces the planned fires of the reconnaissance patrols and combat outpost. Software solutions determined if line of sight existed between enemy positions and the tank platoon, if the platoon was in the launch window, and if platoon direct or indirect fires suppressed enemy positions.

In accomplishing this tactical exercise, the platoon leader is required to perform his initial planning based on a map reconnaissance only. This planning process includes an analysis of the terrain, estimates of enemy force locations and kill zones, identification of the platoon's movement route, direct and indirect fire targets, and a

fire support plan for each segment of the movement route. Once the initial plan is completed, the soldier, using video of the actual terrain, can review his thinking, and through this map and ground reconnaissance make any changes required to upgrade the effectiveness of the plan. For the most part, changes to the initial plan were not made. There were nine key analysis and planning elements for the eight soldiers, representing 72 potential changes. There was only a total of 13 changes or an 18% change rate in the tactical plans of all soldiers. Essentially, half of the tactical planning exercise was not used. Figure 5a shows the resulting performance scores. Overall, performance was consistently low with no soldiers attaining standard.

The reason(s) why soldiers made few changes to their plans is unknown. Perhaps they did not perceive the need to make a change because they failed to process information that was inconsistent with their initial plan. The results of an accumulating body of research suggest that individuals selectively discount or ignore information that is incompatible with readily available assessments of a situation (Freedman & Spears, 1965; Manning & Getty, 1981). Once they formulate an initial situation assessment, they are more likely to process information relevant to that situation in a biased fashion, e.g., falsely recognize cues to be consistent with that assessment (Arkes & Harkness, 1980). The current training program could be used to diagnose the extent of this cognitive bias and reduce its negative effect on tactical planning.

Soldiers' tactical plans also were generally ineffective in countering the planned fires of the simulated enemy units. With respect to the recon patrols, the standard was a 75% reduction of ATGM launches from these patrols. Soldiers had to stop four out of five launches to surpass the 75% standard. As shown in Figure 5b, soldiers were able to stop about 12% of these launches (5 launches out of 40). Three soldiers stopped one launch, one soldier stopped two launches, and the remaining four soldiers failed to stop any of the launches. At an 85% hit probability for the AT-5, these launch figures mean that four platoons would have lost either three or all of their tanks (12 to 16 tanks). Three platoons would have lost 3 tanks each and one platoon would have lost 2 tanks. Overall, eight platoons would have lost between 23 to 27 tanks out of 32.

The combat outpost contained three types of anti-tank weapons that had the potential for eight firings during initial contact, unless they were screened or suppressed. The standard was to reduce these firings by 50%. Overall, the eight soldiers were able to reduce 16% of the combat outpost firings (see Figure 5b). Individually, only one soldier was able to reduce combat outpost fires at or above the standard. The rest fell below the standard.

Time to Completion. The length of time taken by soldiers to complete the training program ranged from 11.3 to 19.9 hrs with an average time of 14.25 hrs. Table 4 shows the number of minutes each soldier spent on each lesson. For purposes of future scheduling, these times should be considered minimum times and probably are underestimates, because none of the soldiers reached criterion performance on all four lessons. Presumably, to do so would require additional time.

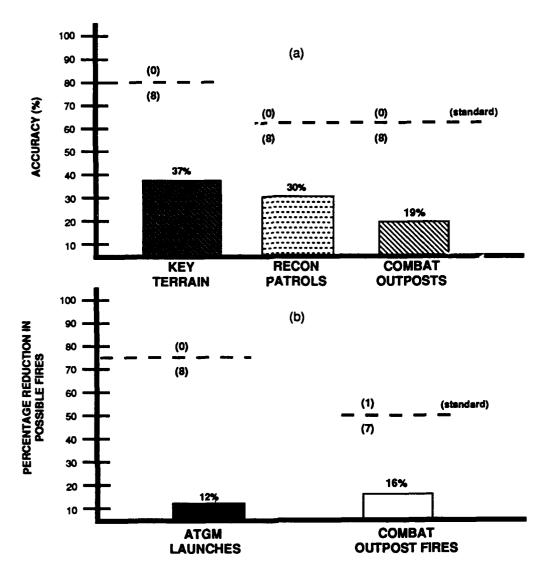


Figure 5. Performance on Tactical Planning exercise (number of soldiers above/below standard is shown in parentheses).

#### User Acceptance

Under the heading of user acceptance, soldiers rated the training program on five categories: Adequacy of training, Ease of Use, Functional Fidelity, Acceptance of Standards, and Media Presentation. Table 5 shows the average individual and combined lesson ratings for each category. (See Appendix D for individual question ratings for each lesson, and Appendix E for average lesson ratings for each soldier.) Combined lesson ratings were above 4.0 for all of the categories. Individual lesson ratings were also uniformly high and are discussed in more detail below.

Adequacy of Training. Adequacy of Training ratings revealed how well soldiers thought that program lessons provided training on the skills specified in the training objectives. For example, evaluation items on Soviet Tactics asked soldiers to rate how effective the practice provided on estimating an enemy's engagement sequence was in developing the skills needed to anticipate an enemy's planned actions.

The response scale ranged from 5 (very effective) to 1 (very ineffective). As shown in Table 5, the average ratings were high and relatively uniform, indicating that soldiers perceived the practice to be effective.

Table 4

Number of minutes spent by soldiers on each lesson.

	SOLDIER									
LESSON	Α	В	С	D	E	F	G	Н	×	ŞD
Platoon Drills	135	150	130	115	119	190	125	180	143.0	28.1
Soviet Weapons	58	134	65	73	69	97	110	129	91.9	29.9
Soviet Tactics	266	135	210	310	188	230	305	394	254.8	81.5
Tactical Planning	211	320	330	367	395	375	430	491	364.9	82.8
Σ <del>X</del> SD	670 168 91	739 185 90	735 184 114	865 216 144	771 193 143	892 223 116	970 242 153	1194 298 172		

Ease of Use. Ease of Use ratings revealed how well soldiers thought that instructions and other design features enabled them to interact with the program lessons in an efficient manner. Ease of use was encouraged by several program design features. For example, a program conventions exercise was included to provide soldiers with practice on using the mouse before entering the lessons. Digital audio was used to provide instructions and could be repeated by touching the screen. A color scheme was used to define input boxes. And for responses considered to be especially difficult, the program guided soldiers through a practice example. As shown in Table 5, the average rating for all four lessons was around 4.0, indicating that soldiers felt that the training program was practicable as designed.

Functional Fidelity. Functional Fidelity ratings revealed how well soldiers thought that the program required them to process the same information, make the same decisions, and be informed of the same consequence that would occur in combat. As shown in Table 5, soldiers gave high functional fidelity ratings for the lessons on Platoon Drills, Soviet Tactics, and Tactical Planning. No ratings were required on Soviet Weapons because this lesson required knowledge-based responses performed outside the context of a tactical scenario.

Acceptance of Standards. Acceptance of Standards ratings revealed the extent to which soldiers thought that lesson performance standards were reasonable. Again, the ratings were uniformly high across all four lessons. This was surprising, given that most soldiers were unable to attain the standards set for any lesson. Presumably, soldiers felt that lack of knowledge, rather than unreasonably high performance standards, was the cause of their substandard performance on most program exercises.

Table 5

Average ratings and standard deviations for each user acceptance category.

		LESSONS										
USER ACCEPTANCE CATEGORY	Platoon Drills		Soviet Weapons		Soviet Tactics		Tactical Planning		Combined			
	X	SD	x	SD	x	SD	x	SD	x	डठ		
Adequacy of Training	4.25	.68	4.32	.66	4.25	.64	4.60	.52	4.34	.62		
Ease of Use	4.06	.94	4.00	.58	4.14	.63	3.98	.83	4.04	.74		
Functional Fidelity	4.25	.82	ı	1	4.12	.65	4.50	.61	4.29	.69		
Acceptance of Standards	4.12	.35	4.25	.46	4.16	.50	4.12	.50	4.16	.45		
Media Presentation	4.50	.50	4.24	.45	4.32	.53	4.44	.55	4.38	.51		

Media Presentation. Questions regarding the quality and effectiveness of media usage to support program training objectives were asked for each lesson. Specialized use of media included running video, video stills, graphic overlays, digitized voice, and animated graphic sequences. For example, in providing an analysis of each engagement sequence in the Soviet Tactics lesson, the use of animated graphic overlays was combined with digitized audio to replay the tactical situation and explain the enemy's probable action. Table 5 shows that average Media Presentation ratings were high for each of the four lessons, ranging from 4.24 to 4.50.

#### Program Improvements

Soldiers' comments were used to identify areas in the current training program that needed immediate improvement before its distribution to the field. Comments were also used to identify areas needing future improvement should the program be expanded to include a greater variety of offensive exercises or complementary exercises on defensive tactics. The identified problem areas and their potential solutions are discussed below.

Immediate Improvements. Three program areas were judged to be in need of immediate improvement. First, an ease-of-use problem was noted by several soldiers in the second exercise of Platoon Drills, where lines had to be drawn to indicate tank movement into the next formation. The problem is with the narrow computation window (not visible on the map) within which the lines must lie for the software to compute the correct formation through pattern recognition. While developing the courseware, it was assumed that soldiers would place the lines at a distance appropriate to actual tank/ground distance, with each tank not more than 500 meters apart. However, they often placed the tanks as much as a kilometer apart. Consequently, the software algorithm would score the formation as incorrect. One potential solution to this problem is the addition of a text message

that stresses appropriate tank distance. A second approach would be to display a box graphic where the new formation must reside. Yet a third option would be a practice session with specific instructions in the program conventions exercise.

Second, a potential flaw appears to exist in the action drill procedures defined in FM 17-15. Action drills are designed to maneuver the tank platoon so that each tank's frontal armor is facing forward toward the enemy contact. The FM identifies four drills: Action Front, Action Left, Action Right, and Action Rear. The action drill practice exercise in Platoon Drills sets the enemy weapon system at an oblique angle, so when the soldiers executed an Action Drill Right, their formations were turned past the enemy weapon system. This gives the enemy a flank shot into the platoon; a situation incompatible with the intended effect of the drill. This apparent flaw in action drill procedures will be presented to the Platoon Tactics Committee, U.S. Armor School, Fort Knox for review and decision. The training program will then be modified accordingly to reflect this decision.

Third, the scoring procedure for estimation of the enemy's engagement sequence in the Soviet Tactics lesson needs to be changed. The current algorithm scores weapon-to-fire and sequence of firing as either correct or incorrect. Because this sequence is a best estimate, the scoring strategy should include a scheme for partial credit.

Future Improvements. Two areas were cited as needing improvement if the training program were to be expanded. The first problem area involves the quality of the video maps. These maps lacked the resolution required to make them easy to read, locate and place enemy symbols, and construct kill zones. The video stills of the tactical maps were produced from Army issued 1:50,000 topographical maps of the training area at Gowen Field, Idaho. maps are produced from master-inked drawings using a silk screening process. The map contour lines that result from the process, while looking like solid lines to the naked eye, are a series of dots when viewed through a video camera. These dots do not have the solid line characteristic to maintain high resolution during the video production process. The solution is to transfer map images from master-inked mechanicals that have sufficient line weight to maintain good resolution of the contour lines during the video production process. Use of master-inked mechanicals and a state-of-the-art video production studio in any future courseware expansion efforts should eliminate this resolution problem.

A second problem was the excessive length of computer processing time required to save and score terrain/avenue of approach input, and to save, plot, and score ATGM kill zones. For example, it typically took 6 min to score key terrain, 3 min to score avenues of approach, and 5 min to score ATGM kill zones. The slowness of the scoring process can be partially attributed to the 8 mHz EIDS microprocessor, the slowest used in a 286 computer. There are several ways to speed up the scoring process. A small increase in speed could be obtained by recoding the save and score functions of the ATGM kill zones or by using an alternative method of coding the ATGM plotting process. Other solutions would require hardware modifications. Plugging in a numeric co-processor, for example, would reduce scoring times significantly. Or, one could remove the 8 mHz processor and replace it with a 12 mHz processor (i.e., replace one plug-in chip with another), thereby producing a 30% increase in processing time.

Adoption of one or more of these options is recommended should a decision be made to expand the current program.

#### Summary and Conclusions

Results of the training program evaluation revealed that soldier performance was low and, in most cases, below standards set for proficiency. Performance did vary considerably, however, across lessons. Soldiers scored better on exercises related to platoon drills than on those related to tactical planning. This was probably the case because tactical planning is more challenging. In addition, acknowledged RC time constraints force ARNG armor units to concentrate on the training of tank gunnery and fundamental tactical skills, leaving little time left over for training the complexities of U.S. or Soviet tactics. Use of the present EIDS-based program should help RC armor platoon leaders/sergeants to improve their tactical skills and achieve maximum payoff from the limited training time available.

Targeted RC users judged the program to be adequate in its coverage of the tactical skills specified in lesson training objectives, a representative simulation of the decision-making tactical environment in which the platoon leader must operate, reasonable in the standards set for proficient performance, and easy to use. The program, however, was found to have three specific problems areas in need of improvement. These included computation window too narrow for scoring the correctness of a platoon formation, apparent use of incorrect tactical procedures during an Action Drill Right, and the lack of a partial credit scheme for scoring firing sequence. Once these problems are corrected, the program will provide 14 hours or more of tactical training exercises to assist RC armor platoon leaders/ sergeants in the diagnosis and sustainment of their warfighting skills.

Users should realize, however, that the current program contains only a limited number of exercises. The decision on whether or not to expand the programs, i.e., to include a greater variety of offensive exercises of complementary defensive exercises, has not been made. If expansion is desired, the current prototype and any additions to it should have better quality video maps and faster computer-based scoring times.

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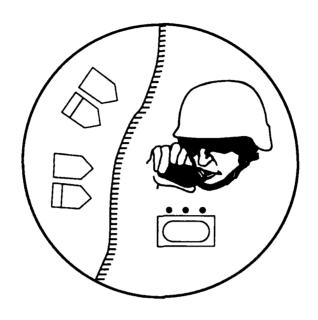
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## **APPENDIX A**

**Evaluation Booklets:** 

Platoon Drills
Soviet Weapons and Organization
Soviet Tactics
Tactical Planning

# EVALUATION OF THE RC ARMOR JUNIOR LEADER TACTICAL TRAINING PROGRAM



EVALUATION BOOKLET NO. 1 PLATOON DRILLS

#### INTRODUCTION

## The Training Need

At present, armor platoon leaders do not have a readily available way of training their tactical decision making and warfighting skills. Additionally, under the current training structure, RC platoon leaders receive a very limited time (16 hours each month) to conduct training for their units and themselves. Despite these limitations, they are expected to obtain and sustain a level of combat readiness comparable to that of their Active component (AC) counterparts.

What is the Junior Leader Program?

The prototype Junior Leader Program represents a new approach for providing an extended opportunity for junior leaders to practice and develop their critical warfighting skills. prototype program consists of approximately 30 hours of tactical and cognitive skill training that focuses on the offense and a movement to contact operation. The courseware presents several sequential and progressive exercises that enable the platoon leader to make tactical decisions required to out-think an enemy and execute counters to defeat him in combat. It is one of the first performancebased tactical training programs that incorporates video and microcomputer technology. It further demonstrates the type of training that can be delivered on the Electronic Information Delivery System (EIDS).

Purpose of this Evaluation

The purpose of this evaluation is to determine to what extent (a) the prototype program trains the tactical tasks it was designed to train and (b) to what extent it can be used effectively and efficiently by the target population. As RC soldiers, you will be the ultimate user of this program. Thus, your comments about it are valuable. The results of the evaluation will have a major impact on the use of desk-top tactical simulation in the Army National Guard.

## Confidentiality of Responses

The data collected with this booklet are to be used for research purposes only. They will not become a part of any individual's record and will not be used in whole or in part in making any determination about an individual.

The identifiers (name or Social Security Number) are to be used for administrative and statistical control purposes only. Full confidentiality of responses will be maintained in the processing of these data.

Your participation in this research is strictly voluntary. Individuals are encourage to provide complete and accurate information in the interests of the research, but there will be no effect on individuals not providing all or any part of the information.

This notice may be detached from the rest of this booklet and retained by the individual answering the questionnaire if so desired.

#### UNDERLYING ASSUMPTIONS

## A Sustainment Training Prototype

The prototype training program is designed to sustain an officer's warfighting skills. The amount of courseware developed thus far (approximately 30 hours) is still quite limited. A fully developed program would contain a greater number of exercises on the planning and execution of tactical operations for both offensive and defensive missions.

## Use of Mouse

The prototype program will require you to use a mouse as an input device. You will find some set-up and how-to-use instructions in the User's Guide. The first exercise on program conventions provides the opportunity to practice with the mouse as an input device.

## Use of Topographical Map

In the tactical exercises, a topographical map is provided with the appropriate zone of action marked off. Use this map for study and analysis, and then use the mouse to show key terrain, force deployments, and other tactical information on the video map.

Setting
of Preliminary
Standards

The prototype training program includes performance standards to give an officer a benchmark to measure his abilities. The standards used in this program are preliminary or a "best guess" of what they might be.

## **GENERAL INSTRUCTIONS**

## How the Evaluation is Organized

The evaluation consists of four booklets: Booklet No. 1 — Platoon Drills, Booklet No. 2 — Soviet Weapons and Organization, Booklet No. 3 — Soviet Tactics, and Booklet No. 4 — Tactical Planning. Each booklet contains a number of questions that are grouped under the following headings: 1) adequacy of training (your assessment of how well the training sustained the skills specified in the objectives) and, 2) ease of use (your assessment of the quality of the courseware and its ease of use).

Responding to the Questions

Each question is to be answered by circling the number representing the most appropriate description along a five-point scale. Also, at the end of each section there is space for adding comments. Your comments are important to us and will be considered carefully.

## **SPECIFIC INSTRUCTIONS**

## Before the Exercise

- 1) Fill out the personal data sheet.
- 2) Read the User's Guide.
- 3) Do not start until training manager instructs you to do so.

## After the Exercise

- 1) Record the amount of time you spent on each exercise (do not include break time). Record this information on the lesson objective page.
- 2) Fill out the questions upon completing each lesson.

## PERSONAL DATA

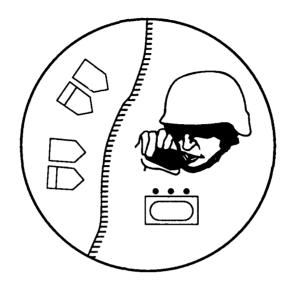
Name	Test No	_
Rank		
Unit		

## Military Experience

Please fill in number of months assigned to each duty position for the units listed.

Unit	Maney.	Plt. Sgt.	Master Gum	Other.	
Armor Company					
Other					

## LESSON OBJECTIVE STATEMENT



## MODULE 1, LESSON 1 PLATOON DRILLS

## Lesson Objective:

To sustain the skills required to control and maneuver an armor platoon. This training supports ARTEP 17-237-10-MTP Maneuver Tasks 17-3-0201-17-3-0211 and Battle Drills 1 and 2.

Reference FM 17-15 Chapters 1, 2, and 3.			
Time spent in minutes:	Exercise 1 Exercise 2		
	Total Time		

# PART 1: Adequacy of Training for Sustaining the Skills Specified in the Lesson Training Objective

**EXERCISE 1: BASIC** 1) The training objectives for the exercise were \_\_\_\_\_. 3 2 5 1 borderline unclear very clear clear very unclear 2) The requirement to identify hand and arm signals was \_\_\_\_\_ in sustaining my knowledge of these signals. 5 3 2 1 borderline effective ineffective very very effective ineffective 3) The requirement to construct tank formations was \_\_\_\_\_ in sustaining my knowledge of the primary tank formations. 5 3 2 1

borderline

effective

very

effective

ineffective

very

ineffective

4)	The requirement to primary gun tube					
	5	4	3	2	1	
	very effective	effective	borderline	ineffective	very ineffective	
5)	Comments:					

## Exercise 2: Advanced

5	4	3	2	1
very clear	clear	borderline	unclear	very unclear
	concept of ma arpening my lis	neuver presenta stening skills.	tion and subsec	quent questio
5	4	3	2	1
				710W1
very effective	effective	borderline	ineffective	very ineffective
effective he diagraming o	of lines for mov	rement from one	e formation to a	ineffective
	of lines for mov	rement from one	e formation to a	ineffective

e check on gun tube orientation was rect gun tube orientation (center of  5 4  very effective be effective effective  e creation of tactical events was e formation and movement technique  5 4	in providing	n reinforcing  2  fective  in  ing an opport	1 very neffective
trect gun tube orientation (center of  5 4  very effective be effective  e creation of tactical events was  formation and movement technique  5 4  very effective be effective be effective  e training provided in this lesson vertical events was	3 rderline ineff	2 fective in	1 very neffective
very effective be effective  e creation of tactical events was  formation and movement technique  5 4  very effective be effective  e training provided in this lesson very	rderline ineff	fective in ing an opport	very neffective
effective  e creation of tactical events was e formation and movement technique  5 4  very effective be effective	in providi	ir ing an opport	neffective
formation and movement techniques  5 4  very effective be effective effective  e training provided in this lesson vertically and the second se			
effective e training provided in this lesson v	3	2	1
	rderline inefi	fective ir	very neffective
	r platoon.		
5 4  very effective be	3	2	1 very

5	4 acceptable	3 borderline	2 unaccept- able	1 very unaccept- able
very acceptable				
ıments:				

### PART 2: Ease of Use

5	4	3	2	1
very helpful	helpful	borderline	unhelpful	very unhelpful
use of video- bling recogniti		sentation of han	d and arm sign	als was
5	4	3	2	1
very effective	effective	borderline	ineffective	very ineffective
steps to const	ruct tank forma	ations and orien	t gun tubes wer	to to
very easy	easy	borderline	difficult	very difficult

<del>*************************************</del>				
5	4	3	2	1
very effective	effective e	borderline	ineffective	very ineffective
olor coding vailable.	was	for indicating w	hen certain fur	actions (e.g., er
5	4	3	2	1
extremel useful		of use	not very useful	of no use
he item evalı eaknesses.	uation screen was	in pr	oviding an indi	cation of strer
5	4	3	2	1
very adequat	adequate e	borderline	inadequate	very inadequate
	e of deactivating the			
5	4	3	2	1

lf <mark>answered</mark> no, plea	ase comment:			
	·····			
Oid the training t	ake place witho	out the hardwar	o svetom malfii	nctioning?
(es _ No _	ame paace with	out the full war	e system manu	neuoning.
f answered no, plea	ise comment:			
,, , ,				
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A Commence of the Commence of				
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exercise 1 was ignals and know	iledge of format	in providing a v	valuable founda	ation for recogni
ixercise 1 was ignals and know	i ledge of format	in providing a viions.	valuable founda	ation for recogni
exercise 1 was ignals and know	i ledge of format	in providing a vitions.	valuable founda	ation for recogni
ignals and knowl	ledge of format	ions.	2	1
ignals and knowl	ledge of format	ions.	2	1
5 very adequate	ledge of format	ions.	2	1 very
5 very adequate	ledge of format	ions.	2	1 very
5 very adequate	ledge of format	ions.	2	1 very
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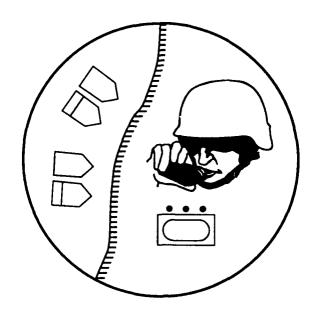
#### EXERCISE 2: ADVANCED

5	4	3	2	1
very helpft		ıl borderline	e unhelpfu	l very unhelpful
	nultimedia (aud ing presentatio		ics) was	in providing
5	4	3	2	1
very adequa		te borderline	e inadequat	e very inadequate
The steps req	quired to draw	lines for tank mov	vement were	to perform.
The steps req	quired to draw	lines for tank mov	vement were	to perform.
	4	3	2	
5 very ea	4 sy easy	3 borderline	2 e difficult	1 very
5 very ea	4 sy easy	3 borderline	2 e difficult	1 very difficult

5	4	3	2	1
very effective	effective	borderline	ineffective	very ineffective
e item evaluat d weaknesses.	tion screens were	;	in providing an	indication of
5	4	3	2	1
very adequate	adequate	borderline	inadequate	very inadequate
	combined use of			
	combined use of operating in a mo			
perception of	operating in a mo	ovement-to-coi	ntact operation	was
perception of  5  very adequate  pon receipt of a	operating in a mo	3 borderline this lesson, m	2 inadequate	1 very inadequate
perception of  5  very adequate  pon receipt of a	operating in a mo  4  adequate  a "Go" criterion in	3 borderline this lesson, m	2 inadequate	1 very inadequate

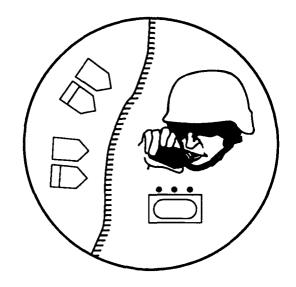
Comments:				
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	Comments:	Comments:	Comments:	Comments:

# FORMATIVE EVALUATION OF THE RC ARMOR JUNIOR LEADER TACTICAL TRAINING PROGRAM



EVALUATION BOOKLET NO. 2 SOVIET WEAPONS AND ORGANIZATION

#### LESSON OBJECTIVE STATEMENT



#### MODULE 2, LESSON 1 SOVIET WEAPONS AND ORGANIZATION (BTR) MOTORIZED RIFLE REGIMENT

#### Lesson Objective:

To develop a detailed knowledge of the capabilities of this potential enemy's anti-tank weapon systems and the units that employ these weapons. This training supports ARTEP 17-237-10-MTP Command and Control Task 173-0100.

Time spent in minutes:	Exercise 1
-	Exercise 2
	Exercise 3
	Exercise 4
	Total Time

# PART 1: Adequacy of Training for Sustaining the Skills Specified in the Lesson Training Objective

	5	4	3	2	1
	very clear	clear	borderline	unclear	very unclear
ne	•		-4 and AT-5 and nowledge about	_	
,	5	4	3	2	1
	very effective	effective	borderline	ineffective	very ineffective
	•		battle tank deple at the capabilitie	•	ense were
	ncreasing my l	knowledge abou	ut the capabilitie	es of this tank.	
n in	5 very effective questions on	4 effective the SPG-9 anti-	3 borderline -tank gun and F	ineffective  RPG-16 anti-tan es of these wear	very ineffective k rocket were pons.
n in	5 very effective questions on	4 effective	3 borderline -tank gun and F	2 ineffective	very ineffective

5	4	3	2	1
very effective	effective	borderline	ineffective	very ineffective
i-tank weapon:	organization of s for these units ability of each ty	were	•	
5	4	3	2	1
very effective	effective	borderline	ineffective	very ineffective
• •	vided in this les otential enemy.	sson was	for	learning the
• •		sson was	for	learning the
pability of a po	otential enemy.			
5 very effective	otential enemy.	3 borderline	2 ineffective of training obje	very ineffective

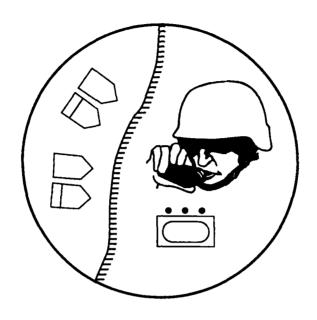
5	4	3	2	1
more than adequate	adequate	borderline	inadequate	very inadequate
	in cl	-	_	respect to the
5	4	3	2	1
very effective	effective	borderline	ineffective	very ineffective
nti-tank capabi	a "Go" criterion lity can be best d	escribed as	·	
				of a potential
anti-tank capabi	lity can be best d	escribed as	·	
anti-tank capabi  5  very effective	lity can be best d	escribed as	2	1 very
anti-tank capabi  5  very effective	lity can be best d	escribed as	2	1 very
anti-tank capabi  5  very effective	lity can be best d	escribed as	2	1 very
anti-tank capabi  5  very effective	lity can be best d	escribed as	2	1 very
anti-tank capabi  5 very	lity can be best d	escribed as	2	1 very

### PART 2: Ease of Use

5	4	3	2	1
very helpful	helpful	borderline	unhelpful	very unhelpful
		ual images (vide		anging color o
5	4	3	2	1
very adequate	adequate	borderline	inadequate	very inadequate
he stens to selec	rting appropriate	e choice hoves	and entering da	to were
_	eting appropriate	e choice boxes	and entering day	ta were
rform.				
_	4 easy	3 borderline	2 difficult	1 very difficult
very easy	4 easy	3 borderline	2 difficult	1 very difficult

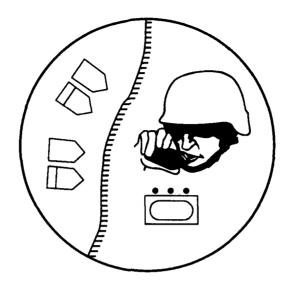
Did the training take place without the courseware malfunctioning? Yes N
If answered no, please comment:
Did the training take place without the hardware malfunctioning? Yes No
If answered no, please comment:
Comments:

### EVALUATION OF THE RC ARMOR JUNIOR LEADER TACTICAL TRAINING PROGRAM



EVALUATION BOOKLET NO. 3 SOVIET TACTICS

#### LESSON OBJECTIVE STATEMENT



#### MODULE 2, LESSON 2 SOVIET TACTICS

#### Lesson Objective:

To develop the ability to "See the Battlefield" (that is, the ability to (a) identify key terrain and avenues of approach, and (b) anticipate how a potential enemy will use this terrain) so that good estimates of enemy positions and kill zones can be made. This training supports ARTEP17-237-10-MTP Command and Control Task 17-3-0100.

Time spent in Minutes for:	
Practical exercise through key terrain instructions	
Practical exercise for Key Terrain and Avenue of Approach section	·
Practical exercise for Reconnaissance Patrol section	
Practical exercise for Combat Outpost section	
Practical exercise Review section	
Practical exercise for Estimate of Engagement Sequence	
	Total Time

## PART 1: Adequacy of Training for Sustaining the Skills Specified in the Lesson Training Objective

5	4	3	2	1
very clear	clear	borderline	unclear	very unclear
ap/ground reco	to identify the onnaissance was ould use in an a	3	_ in making me	e use the sam
5	4	3	2	1
very effective	effective	borderline	ineffective	very ineffective
	tice provided in for de			errain and av
proach was	for de	veloping terrain	n analysis skills	errain and av
5 very effective	for de  4  effective	veloping terrain 3 borderline	analysis skills.  2 ineffective	rerrain and av
5 very effective	for de  4  effective	veloping terrain 3 borderline	analysis skills.  2 ineffective	rerrain and av

5	4	3	2	1
very eff <i>e</i> ctive	effective	borderline	ineffective	very ineffective
	ice provided in connaissance pa			
5	4	3	2	1
very adequate	adequate	borderline	inadequate	very inadequate
	60% was used a 	as a preliminar	y standard for	this skill area
		as a preliminar	y standard for	this skill area
ndard is				· · · · · · · · · · · · · · · · · · ·
5 very acceptable e technical que	4	3 borderline aunch windows	2 unaccept- able s for the AT-5 v	1 very unaccept- able
5 very acceptable	4 acceptable estions on the la	3 borderline aunch windows	2 unaccept- able s for the AT-5 v	1 very unaccept- able

9)	The requirement to fire plan and pote at the level of det	ential firesack w	as ir	making me an	alyze the enemy	
	5	4	3	2	1	
	very effective	effective	borderline	ineffective	very ineffective	
10)	The standard of standard is		as a preliminar	y standard for t	this skill area.	A 60%
	5	4	3	2	1	
	very acceptable	acceptable	borderline	unaccept- able	very unaccept- able	
11)	The practice of ending (firesack) was defensive position	for	developing the	•		
	5	4	3	2	1	
	very effective	effective	borderline	ineffective	very ineffective	
12)	The questions on the outpost, the a about the extent of	rtillery, and mir	e assets were _	in inc	reasing my kno	wledge
	5	4	3	2	1	
	very effective	effective	borderline	ineffective	very ineffective	

			estimating an ckills to anticipat		
ac	very ceptable	acceptable	borderline	unaccept- able	very unaccept- able
	5	4	3	2	1
	ndard of 7 d is		as a preliminary	y standard for	this skill area
e	very ffective	effective	borderline	ineffective	very ineffective
	5	4	3	2	1
allow	ving me to planning to	practice the sa move against	roject the enem me cognitive pr an actual enem	rocesses that I v y force.	would work t
e	ffective	C	Dorderine	menecuve	very ineffective
	5 very	4 effective	3 borderline	2 ineffective	1

Please comment:				
This exercise wa to out-think a p	as in protential enemy.	oviding a found	ation for develo	oping the ski
5	4	3	2	1
very effective	effective	borderline	ineffective	very ineffective
	in challe to identify key ter			
the battlefield" (	to identify key ter	rain, plot enemy	positions and kill	zones).
the battlefield" (  5  very effective  In the exercise, t	4 effective he various video tening my aware	3 borderline images of the e	2 ineffective nemy and its arability and in he	zones).  1  very ineffective
very effective  In the exercise, t in heigh	4 effective he various video tening my aware	3 borderline images of the e	2 ineffective nemy and its arability and in he	zones).  1  very ineffective

21)	The skills practiced in this exercise for estimating the enemy situation are success in an actual movement-to-contact operation against a potential enemy.							
		5	4	3	2	1		
		highly critical	critical	borderline	non-critical	highly non-critical		

### PART 2: Ease of Use

	5	4	3	2	1
	very effective	effective	borderline	ineffective	very ineffective
equ	irement were		ions for the intr nulating my inte		
	5	4	3	2	1
	very effective	effective	borderline	ineffective	very ineffective
	effective use of video		borderline esentation of the		ineffective
	effective use of video	and audio pre			ineffective

	5	4	3	2	1
e	very ffective	effective	borderline	ineffective	very ineffective
			errain, draw the errain visuals we		
_	5	4	3	2	1
ve	ery easy	easy	borderline	difficult	very difficult
e ins	tructions or	n how to perfo	orm these steps	were	
e ins	tructions or	n how to perfo	orm these steps	were 2	1
_					1 very unclear
ve ne orio	5 ery clear entation do	4 clear	3	2 unclear ps were	very unclear
ve he orio	5 ery clear entation do	4 clear	3 borderline -up tactical ma	2 unclear ps were	very unclear

ans	ewered yes, plea	ase comment:			
			naissance patro present to armo		
	5	4	3	2	1
	very effective	effective	borderline	ineffective	very ineffective
	steps required to perfor	•	e three potentia	l AT-5 launch a	reas for a rec
	to perfor	m.			
re	to perfor  5  very easy use of audio feces for detection	eedback and gra	3 borderline aphics for descri for understa	2 difficult bing the potenti	1 very difficult al launch are
e	to perfor  5  very easy use of audio feces for detection	easy edback and grain	3 borderline aphics for descri	2 difficult bing the potenti	1 very difficult al launch are

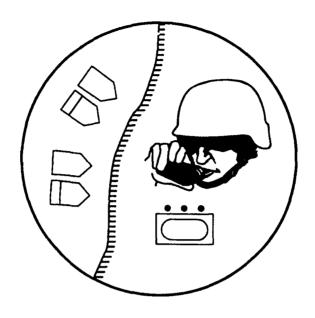
	5	4	3	2	1
	very easy	easy	borderline	difficult	very difficult
con		hat make up th	audio) presenta is forward posit ble adversary.		
	5	4	3	2	1
	very effective	effective	borderline	ineffective	very ineffective
	steps required e to p	-	sitions and secto	rs of fire for the	e T-80s and A
		-	sitions and secto	ers of fire for the	e T-80s and A
	to p	erform.			
wer	5 very easy	4 easy	3	2 difficult	1 very
wer	5 very easy	4 easy	3 borderline	2 difficult	1 very

imi :hes	steps required lar to those for e steps? swered yes, plea	or drawing ke	e combat outpos y terrain. Did y	t, a switch posit you have any p	ion and the fi problems in p
	very clear	clear	borderline	unclear	very unclear
	5	4	3	2	1
The	instructions o	n how to perfo	orm these steps	were	
	very easy	easy	borderline	difficult	very difficult
	5	4	3	2	1
	steps required orm.	to plot the m	inefields and ar	tillery concentra	ations were _
	very effective	effective	borderline	ineffective	very ineffective
	5	4	3	2	1

	5	4	3	2	1
•	very effective	effective	borderline	ineffective	very ineffective
is built of ener respect	piece-by-pi ny intention to the ener	ece. Through ns, and for you	provided to let y this process, the u to build a me e plan. The feed eptions.	intent was to notal image of t	nake you kee he zone of ac
	5	4	3	2	1
•	very effective	effective	borderline	ineffective	very ineffective
During scoring	-	exercise review	v, what problem	ns, if any, did	you experier
Comme	nts:				
<del></del>					
The sto	• •	l to estimate o	r project the end	emy's engagem	ent sequence
		······································			
	5	4	3	2	1

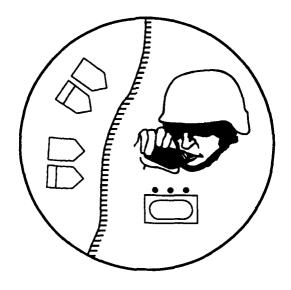
	5	4	3	2	1
V	very clear	clear	borderline	unclear	very unclear
he tec	chnique of d	displaying activ	ve boxes in red	was in w	orking the exe
	5	4	3	2	1
The us			borderline replay the tact viding for an ar		
The us	helpful e of audio a	and graphics to	o replay the tact	ical situation ar	unhelpful  nd explain the
The us probab	helpful e of audio a le action wa	and graphics to	o replay the tact viding for an ar	ical situation ar alysis of each e	unhelpful  nd explain the engagement se
The us probab	helpful e of audio a le action wa  5  very effective	and graphics to as in pro	o replay the tact viding for an ar	ical situation and allysis of each each each each each each each each	unhelpful  nd explain the engagement se  1  very
The us probab	helpful e of audio a le action wa  5  very effective	and graphics to as in pro	o replay the tact viding for an ar	ical situation and allysis of each each each each each each each each	unhelpful  nd explain the engagement se  1  very
The us probab	helpful e of audio a le action wa  5  very effective	and graphics to as in pro	o replay the tact viding for an ar	ical situation and allysis of each each each each each each each each	unhelpful  nd explain the engagement se  1  very

## EVALUATION OF THE RC ARMOR JUNIOR LEADER TACTICAL TRAINING PROGRAM



EVALUATION BOOKLET NO. 4
TACTIC PLANNING

#### LESSON OBJECTIVE STATEMENT



#### MODULE 3, LESSON 1 TACTIC PLANNING

#### Lesson Objective:

To develop, through practice, the junior leader's cognitive ability to accurately anticipate how a potential enemy will use the terrain and to effectively plan counters to reduce the enemy's planned fires. This training supports ARTEP 17-237-10 MTP Command and Control Task 17-3-0100.

Time spent in Minutes for:
Practical exercise through mission brief and subsequent questions
Practical exercise for map reconnaissance of key terrain and avenue of approach
Practical exercise for map reconnaissance estimate of the enemy situation (recon patrols and combat outpost)

Tentative Route TRPs and Indirect Fire Targets Fire Support Plan
Practical exercise segment for ground/map reconnaissance to confirm /change key terrain and avenue of approach
Practical exercise segment to confirm/change estimate of enemy situation based on ground recon
Confirmation/revision of tentative plan based on ground recon
Route
TRPs and Indirect Fire Targets  Fire Support Plan
Post exercise review
Total Time

Practical exercise segment for developing tactical plan using map recon.

## PART 1: Adequacy of Training for Sustaining the Skills Specified in the Lesson Training Objective

	5	4	3	2	1
	very clear	clear	borderline	unclear	very unclear
m		rational conce	in requiri		
	5	4	3	2	1
	very effective	effective	borderline	ineffective	very ineffective
	effective questions on	the warning o	borderline rder and the cor lerstanding of the	nmander's ope	ineffective
	effective questions on	the warning o	rder and the cor	nmander's ope	ineffective

5	4	3	2	1
very effective	effective	borderline	ineffective	very ineffective
The practice of using equired to translate or plan actions to constant to constant to constant in the constant	e the topograp	_		•
5	4	3	2	1
very effective	effective	borderline	ineffective	very ineffective
<b>.</b>	provided vou	with a chance to	view the zone o	of action. Based o
The leader's recon jook at the terrain, Please circle yes or n	did you make			or plan?
ook at the terrain, Please circle yes or n	did you make			or plan?
ook at the terrain,	did you make	e any changes to	your estimate	or plan?
ook at the terrain, Please circle yes or n Key Terrain	did you make	e any changes to Yes	your estimate  No	or plan?
ook at the terrain,  Please circle yes or n  Key Terrain  Avenue of Approx  Recon Patrols/Kil  Combat Outpost	did you make to: ach lzones	Yes Yes Yes Yes Yes Yes Yes	No No No No No No	or plan?
ook at the terrain,  Please circle yes or n  Key Terrain  Avenue of Approx  Recon Patrols/Kil  Combat Outpost  Defensive Scheme	did you make to: ach lzones	Yes Yes Yes Yes Yes Yes Yes Yes Yes	No No No No No No No	or plan?
Nease circle yes or notes that the terrain,  Key Terrain  Avenue of Approx  Recon Patrols/Kil  Combat Outpost  Defensive Scheme  Route	did you make to: ach lzones	Yes	No No No No No No No No	or plan?
Please circle yes or notes that the terrain,  Key Terrain  Avenue of Approx  Recon Patrols/Kil  Combat Outpost  Defensive Scheme  Route  TRPs	did you make to: ach lzones	Yes	No N	or plan?
Nease circle yes or notes that the terrain,  Key Terrain  Avenue of Approx  Recon Patrols/Kil  Combat Outpost  Defensive Scheme  Route	did you make	Yes	No No No No No No No No	or plan?

the platoc enemy po	n is in rar sitions. Tl	nge, and whe ne simulation	en the enemy po ther platoon pla and graphics w luce the enemy	nned direct or vere in	indirect fires s showing the
	5	4	3	2	1
	ery ctive	effective	borderline	ineffective	very ineffective
•	•		reduction of anti 175% standard	•	issile launches
	5	4	3	2	1
	ery ptable	acceptable	borderline	unaccept- able	very unaccept- able
•	•		reduction of fi 50% standard		mbat outpost
<del></del>	5	4	3	2	1
	ery ptable	acceptable	borderline	unaccept- able	very unaccept- able
		•	ken were		-
	5	4	3	2	1

A-48

ctio	skills practice ns to counter ation.	ed in this exerc	cise for estimati	ng the enemy ess in an actua	situation and
fire	were in	reinforcing the	e criticality of re	ducing the ener	my fires.
n th	e post-exercis corting fires a	e review, the ar nd the various	nimation sequen s video images o	ces of your plat of the enemy ei	oon moving ur ther firing or 1
	very effective	effective	borderline	ineffective	very ineffective
	5	4	3	2	1

15)	Comments:

# PART 2: Ease of Use

### EXERCISE 1

	ne video and au esenting a realis	•		·		
	5	4	3	2	1	
	very effective	effective	borderline	ineffective	very ineffective	
	ne steps require perations order w		•	on the warning	g order and	compa
	5	4	3	2	1	
	very easy	easy	borderline	different	very different	
fee	variety of mediedback on the programme to the programme of the programme o					
	5	4	3	2	1	•
	very helpful	helpful	borderline	unhelpful	very unhelpful	

	<del></del>	<del></del>	·	<del> </del>
5	4	3	2	1
very easy	easy	borderline	difficult	very difficult
he instructions	s for the fire sup	port planning ste	eps were	<u></u> .
5	4	3	2	1
very clear	clear	borderline	unclear	very unclear
	manus. I round	these features _	·	
5 very	4 helpful	3 borderline	2 unhelpful	1 very
5	4	3	2	
5 very helpful	4	3	2	very
5 very helpful	4	3	2	very
very helpful Comments:	4	3 borderline	2 unhelpful	very unhelpful
very helpful Comments:	4 helpful	3 borderline	2 unhelpful	very unhelpful

ve effect During the		cise review.	what problems	, if any, did vo	ou experience
ve	•				ineffective
	ry	effective	borderline	ineffective	very
	5	4	3	2	1
show the p	potential re u. This pr	sults of you	media ( <i>video, gra</i> ur planned coun was in sha	ter against the	enemy units
	ctive		bordermie		ineffective
	ry	4 effective	3 borderline	2 ineffective	1 very
		_			
At the comof reducing message.	npletion of g the enem	your plan, a ly's ability t	audio and video o fire first. The	stills were used se media were _	to stress the
very	easy	easy	borderline	difficult	very difficult
Verv					

12)	The summary of your performance for Tactical Planning includes all of the analysis elements for the enemy situation and the results of the effectiveness of your plan. Did you have any problems with these summary data?
	Comments:
.3)	Did the courseware run smoothly without malfunctioning? Yes No
	If answered no, please comment:
4)	Did the hardware run smoothly without malfunctioning? Yes No
	If answered no, please comment:
5)	What sort of problems, if any, did you have in executing the lesson requirements?
	Comments:

6)	Comments:					
		· · · · · · · · · · · · · · · · · · ·				
			<u> </u>	<del></del>		
						V

#### **APPENDIX B**

User Acceptance Category by Question Matrix for each Booklet:

Platoon Drills
Soviet Weapons and Organization
Soviet Tactics
Tactical Planning

Table B-1
User acceptance questions for booklet 1.

	Booklet 1 Platoon Drills					
User Acceptance Category	Pa	rt 1	Part 2			
	Basic	Advanced	Basic	Advanced		
Adequacy of Training	1, 2, 3, 4	1, 2, 4, 5, 7	11	8		
Ease of Use	_	-	1, 3, 4, 6, 8	1, 3, 4		
Functional Fidelity	_	3, 6	_			
Acceptance of Standards	_	8				
Media Presentation	_	_	2, 5, 7	2, 5, 6, 7		

Table B-2 User acceptance questions for booklet 2.

	Bookiet 2 Soviet Weapons and Organization			
User Acceptance Category	Part 1	Part 2		
Adequacy of Training	1, 2, 3, 4, 5, 6, 7, 9, 10, 11	_		
Ease of Use	_	3		
Functional Fidelity		_		
Acceptance of Standards	8			
Media Presentation	_	1, 2, 4		

Table B-3
User acceptance questions for booklet 3.

	Booklet 3 Soviet Tactics				
User Acceptance Category	Part 1	Part 2			
Adequacy of Training	1, 3, 6, 8, 11, 12, 13, 16, 18, 19	16			
Ease of Use	-	1, 4, 5, 6, 7, 10, 12, 14, 15, 17, 18, 23, 24, 25			
Functional Fidelity	2, 5, 9, 14, 21	_			
Acceptance of Standards	4, 7, 10, 15				
Media Presentation	20	2, 3, 9, 11, 13, 20, 21, 26			

Table B-4
User acceptance questions for booklet 4.

	Booklet 4 Tactical Planning				
User Acceptance Category	Part 1	Part 2			
Adequacy of Training	1, 3, 5, 10, 11, 14	_			
Ease of Use	_	2, 4, 5, 6, 7, 8			
Functional Fidelity	2, 4, 13	_			
Acceptance of Standards	8, 9				
Media Presentation	7, 12	1, 3, 9, 10			

# **APPENDIX C**

**Individual Performance Data** 

Table C-1 Individual performance data.

_					s	oldier							
Bookle	!	A	В	С	Ð	E	F	G	н				
Platoon	x	59.0	64.5	67.0	64.5	68.0	77.5	81.5	74.0				
Drills	s	2.8	10.6	19.8	6.4	5.7	13.4	0.7	5.7				
Soviet	x	51.5	40.8	58.5	29.0	63.0	51.5	72.2	56.2				
Weapons	s	14.2	12.0	20.6	5.1	11.3	15.6	16.9	12.6				
Soviet	x	17.0	12.5	14.8	8.5	18.0	7.2	11.8	34.5				
Tactics	s	17.9	18.4	16.5	17.0	18.8	8.8	13.9	37.0				
Tactical	s	19.6	13.8	22.4	18.8	41.6	28.0	23.4	10.8				
Planning	×	19.9	19.1	15.1	21.3	15.7	5.9	10.1	21.5				
Total	Σ	147.1	131.6	162.7	120.8	190.6	164.2	188.9	175.5				
	×	36.8	32.9	40.7	30.2	47.6	41.0	47.2	43.9				
	s	21.6	24.8	25.9	24.4	22.8	30.3	34.7	27.3				

### **APPENDIX D**

**User Acceptance Data for Each Booklet:** 

Platoon Drills
Soviet Weapons and Organization
Soviet Tactics
Tactical Planning

Table D-1
User acceptance ratings for each question in booklet 1.

Bookiet 1 Platoon Drills							
	Part 1 - Basic		F	Part 1 - Advanced	d		
Question #	x	8	Question #	x	8		
1	4.12	.991	1	4.00	.926		
2	4.75	.463	2	4.25	.707		
3	3.88	.641	3	4.12	1.126		
4	4.38	.744	4	4.38	.744		
			5	4.50	.756		
			6	4.38	.518		
			7	4.25	.463		
			8	4.12	.354		
	Part 2 - Basic		Part 2 - Advanced				
Question #	X	8	Question #	x	8		
1	4.25	.707	1	4.25	.707		
2	4.75	.463	2	4.88	.354		
3	3.75	1.581	3	3.12	1.356		
4	4.12	.834	4	4.38	.916		
5	4.38	.518	5	4.62	.518		
6	4.38	.744	6	3.88	.641		
7	4.38	.518	7	4.62	.518		
8	4.25	.707	8	3.50	.534		
11	4.75	.463					

Table D-2 User acceptance ratings for each question in booklet 2.

Booklet 2 Soviet Weapons and Organization								
	Part 1		Part 2					
Question #	x	8	Question #	X	8			
1	4.25	.463	1	4.14	.378			
2	4.38	.744	2	4.29	.488			
3	4.25	.707	3	4.00	.577			
4	4.25	.707	4	4.29	.488			
5	4.50	.534						
6	4.38	.518		_				
7	4.38	.744						
8	4.25	.463						
9	4.12	.834		<u>-</u>				
10	4.62	.744						
11	4.12	.641						

Table D-3
User acceptance ratings for each question in booklet 3.

Booklet 3 Soviet Tactics								
Part 1			Part 2					
Question #	x s		Question #	x	\$			
1	4.12	.641	1	4.50	.534			
2	3.62	.518	2	4.25	.463			
3	3.62	.916	3	4.25	.463			
4	4.00	.534	4	3.88	.641			
5	4.38	.518	5	4.12	.641			
6	4.50	.534	6	4.00	.534			
7	4.12	.354	7	3.88	.641			
8	4.38	.518	9	4.12	.641			
9	3.88	.834	10	4.00	.534			
10	4.12	.354	11	4.12	.354			
11	4.12	.354	12	4.00	.534			
12	4.50	.534	13	4.50	.534			
13	4.38	.744	14	4.00	.756			
14	4.62	.744	15	4.00	.756			
15	4.38	.744	16	4.12	.641			
16	4.25	.707	17					
18	4.38	.744	18 4.38		.518			
19	4.38	.744	20	4.38	.518			
20	4.25	.707	21	4.50	.534			
21	4.50	.534	23	4.25	.707			
			24	4.38	.518			
			25	4.38	.744			
			26	4.50	.534			

Table D-4
User acceptance ratings for each question in booklet 4.

Booklet 4 Tactical Planning							
Part 1			Part 2				
Question #	estion # x		Question #	X	8		
1	4.38	.518	1	4.38	.744		
2	4.50	.534	2	4.12	.641		
3	4.75	.463	3	4.50	.534		
4	4.50	.534	4	3.88	.834		
5	4.50	.534	5	3.88	.991		
7	4.38	.518	6	3.88	1.126		
8	4.00	.534	7	4.12	.641		
9	4.25	.463	8	4.00	.756		
10	4.88	.354	9	4.25	.463		
11	4.62	.518	10	4.50	.534		
12	4.62	.518					
13	4.50	.756					
14	4.25	.707		<del></del>			

# **APPENDIX E**

**Individual User Acceptance Ratings** 

Table E-1 Individual user acceptance ratings.

Booklet		Soldier							
		A	В	С	D	Ε	F	G	Н
Platoon	x	4.45	4.66	3.62	4.28	3.79	4.21	4.21	4.83
Drills	s	.74	.48	.90	.84	.90	.49	.73	.54
Soviet	x	4.60	4.33	3.93	3.73	4.53	4.27	4.33	4.63
Weapons	s	.51	.49	.46	.46	.64	.46	.49	.81
Soviet	x	4.49	4.42	3.56	3.81	4.47	4.07	4.00	4.91
Tactics	s	.55	.50	.50	.45	.50	.51	.38	.37
Tactical	x	4.65	4.43	3.91	3.96	4.70	4.04	3.96	5.00
Planning	s	.49	.51	.60	.71	.47	.64	.64	.00
Total	x	4.55	4.46	3.76	3.94	4.37	4.15	4.12	4.84