

GARY B. REID

Mr. Reid has managed VSAT's efforts on SBIR N04-027, *A Fidelity Analysis Tool for F-35 JSF Training Systems* and designed computer based questionnaires to support evaluations of simulator fidelity to support that SBIR. He is currently designing computer based questionnaires to support KC_X TSRA. He established a partnership between VSAT and Wright State University to support VSAT's Teen Driver Initiative. He has used his university contact to recruit and train several interns who have invaluable to VSAT's activities.

His work has spanned a broad range of activities including basic research, applied research, and design, test and evaluation of numerous air and space systems. Mr. Reid served in many positions at the Air Force Research Laboratory. He was an Engineering Research Psychologist, Research Task Scientist, and Human Factors Scientist. He is best known for his research at the Laboratory in measuring mental workload. His performance measurement research has spanned the range from basic research on subjective scaling to the application of physiological measures in simulation and flight test environments. He was the principle originator of the Subjective Workload Assessment Technique, which is one of the most used approaches for measuring operator workload in operational test settings. He has applied various techniques to flight test situations to provide measures of operator workload, situation awareness, operator performance and system performance.

Mr. Reid conceived aircraft simulators for formation training, air to ground weapon delivery, air to ground search and destroy missions, and participated as one component in a large-scale multi-site distributed simulation project. On a smaller scale he is also responsible for the creation of a virtual reality simulation, 3D World, now used as a basic research tool to investigate phenomena associated with spatial cognition and mental workload.

Mr. Reid is also a Visiting Scientist, Department of Psychology, Wright State University, 1999 to present. Current work is focused on studying how people learn about and use spatial knowledge, especially in simulated or virtual environments. The research could lead to an understanding of the operational construct of situation awareness. Additional investigations are directed at how spatial information can be used in a new class of graphic user interfaces.

He holds a Bachelor of Arts in Psychology from Auburn University and Master of Arts, Education Technology, from Arizona State University. He has completed all the course work for a PhD in Cognitive Psychology at Bowling Green State University.