



Art of Developing Behavioural Markers

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Digital Ship 2013



going
forward

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Behavioural Markers



are

Observable, non-technical behaviours that contribute to **superior** or **substandard** performance within a work environment



Observable behaviours of **team** or **individuals**

Usually structured into a set of **categories**

e.g.

Task Management

Team Working

Situation Awareness

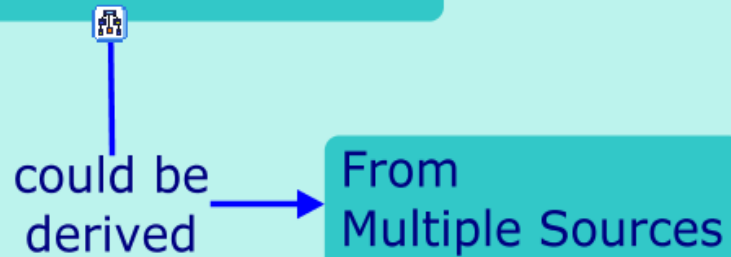
Decision Making

Elements



has

Behavioural Markers for Successful Outcomes & for Unsuccessful Outcomes



Accident Investigation

Incident Analysis

Simulator Studies

Task Analysis

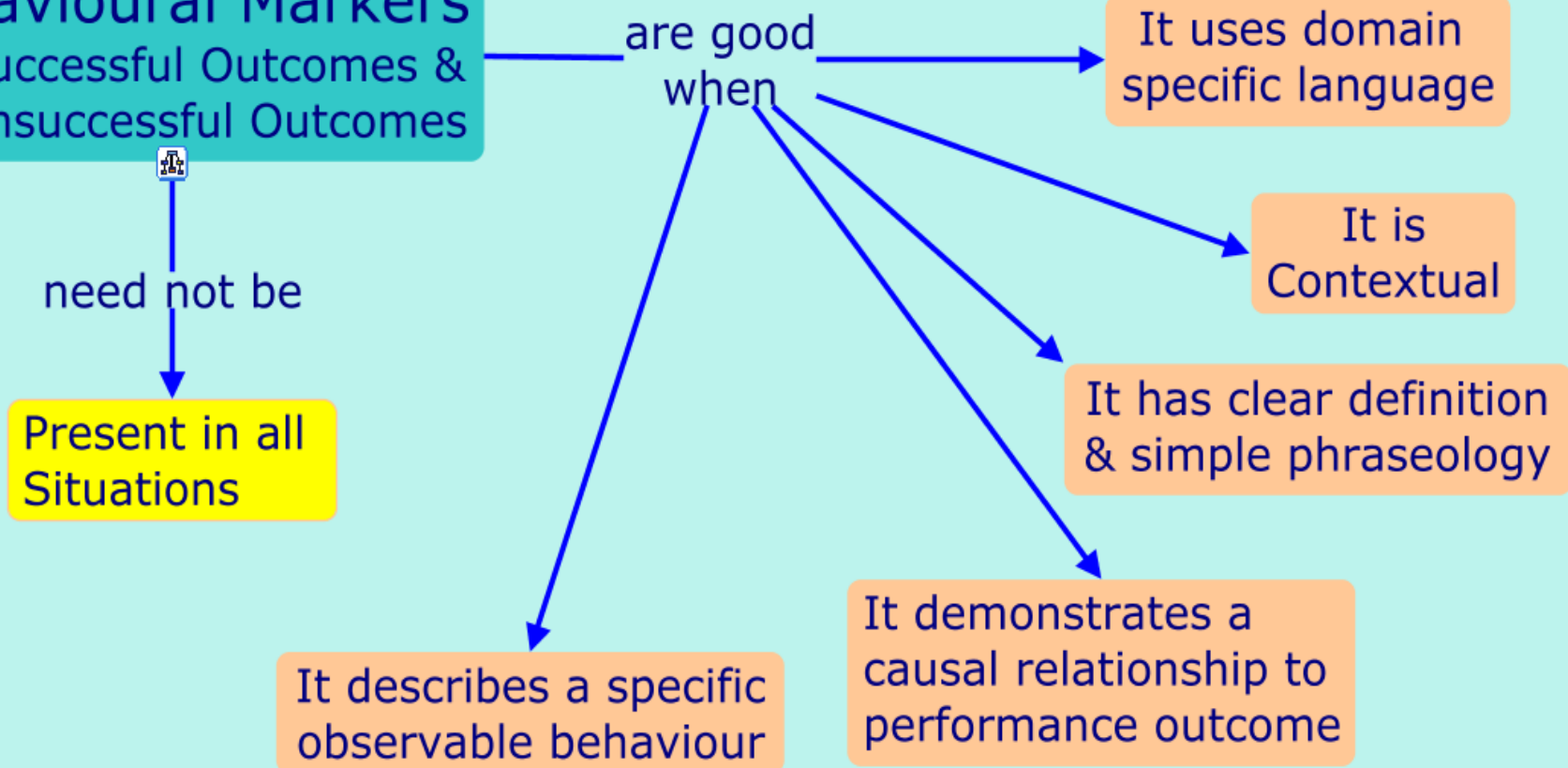
Surveys

Interviews

We have so far used

1. Task Analysis
2. Simulator Studies &
3. Interviews

Behavioural Markers for Successful Outcomes & for Unsuccessful Outcomes



Behavioural Markers

can be used

In any domain where behaviour relating to job performance can be observed.

are expensive to

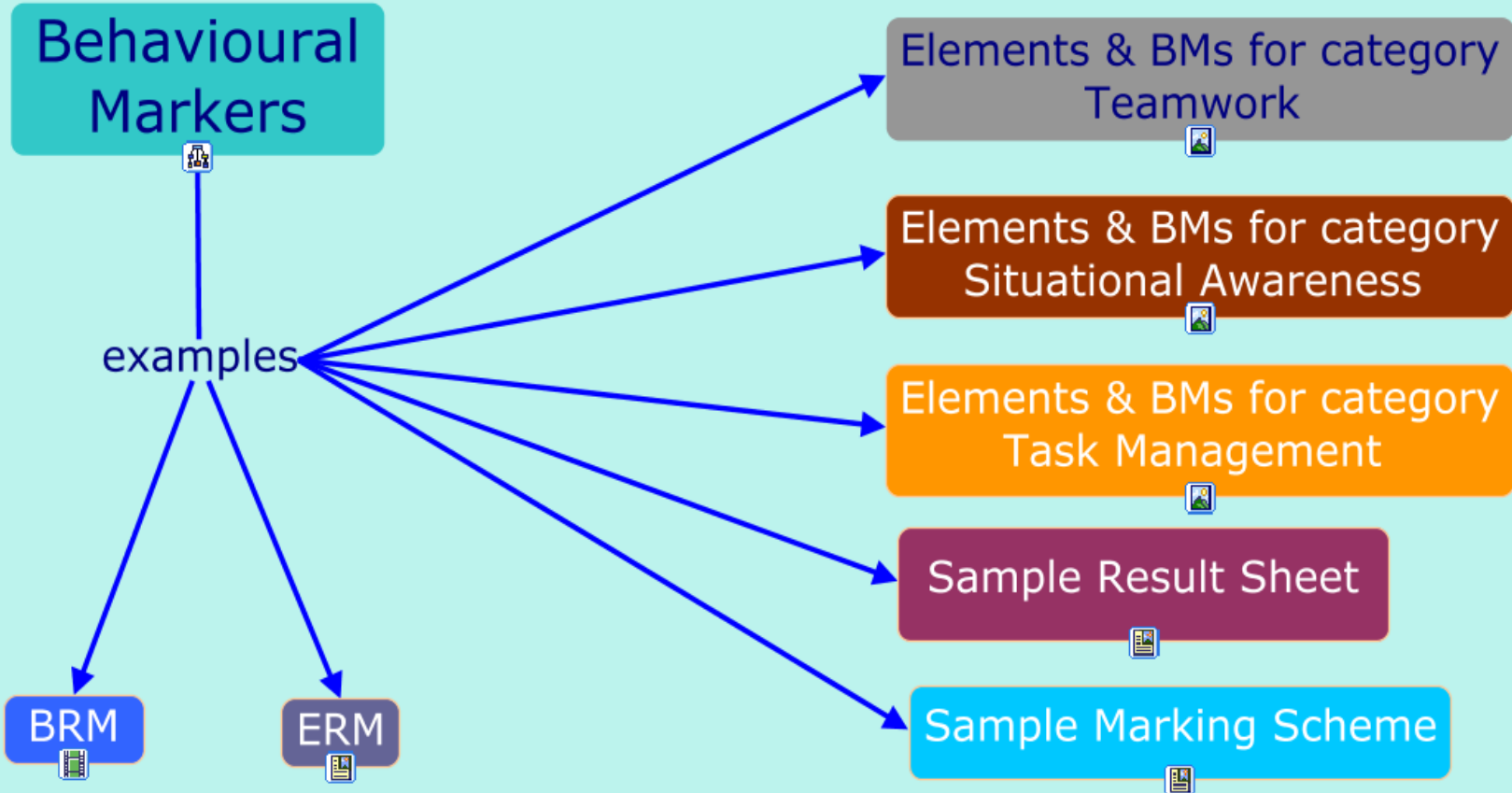
Develop & utilise

need to be

Calibrated for the group of users

are suitable for

Situations where safety is prime & high fidelity simulators used for training & assessment



Behavioural Markers



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Thank You!!

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