





Extending Hypothesis Testing of Edge Organizations Using Functional Magnetic Resonance Imaging (fMRI) During ELICIT

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ELICIT Research



ELICIT: multiplayer online game

- ♦ Counterterrorism intelligence domain
- ♦ Like game Clue: ID fictitious terrorist plots

Used for C2 experimentation

♦ Examine organization forms, learning, trust, culture, media richness, virtual environments, others

Open questions

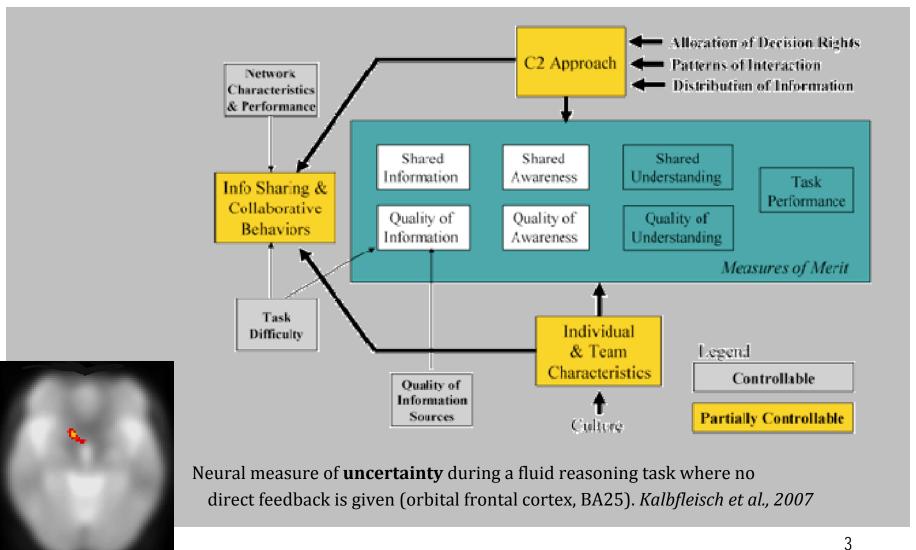
- ♦ Individual differences & team performance
- ♦ Neurophysiological roots

Interested in understanding linkages



Key ELICIT Variables







The 'Fix Cycle' Systems of Reasoning

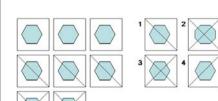












(Kalbfleisch, 2008, 2010)





(Lange et al., 2008)

Varying Conditions and Contexts

Deadline Pressure
Difficulty Level
Uncertainty
Emotional State
Individual Strategy

Visual Context and Complexity (Stoneham et al., SFN, 2008,

Debettencourt et al., *OHBM*, 2009, Halavi et al., submitted)

Hard to Control for but Still Matters:

Motivation (limited models)

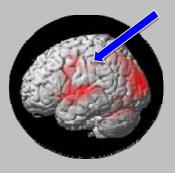
State v. Process

(Kalbfleisch et al., *Cognitive Neurodynamics*, 2006, 2007; Kalbfleisch, 2009, Roberts et al., 2009)

Behavior Paradox in Autism (Brar, Kalbfleisch et al., *OHBM*, 2009)









Trust isn't a new commodity: noun, verb, adjective



Using performance data from **ELICIT** (Alberts & Hayes, 2003) to guide an articulation of reciprocal influences of the environment on the nervous system and consequential **EDGE** (Leweling & Nissen, 2007) performance & behavior.

Physical - Social - Perceived - Implicit





Tools to Help Match Our Inherent Characteristics as Individuals to our Behavior in Groups





<u>Methods</u> for stimulating/priming/matching receptivity to specific types of information





<u>Neuroimaging</u> – **where** are these systems, **how** do they connect and communicate, how do they characterize **what** someone can do? how are they **changed by experience**?

Knowledge at that level can **re-calibrate** how to **instruct/support/assess/enrich** learning and performance, making someone their most flexible, responsive and agile during individual and team performance.



Further infusion of CONTEXT into experimental design (Kalbfleisch, 2008, 2009)

Awareness/Affect/ELICIT (Kalbfleisch & Nissen, 2010)



To continue the conversation



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