

# Stress comparison between Virtual Reality and usual FSTD

Dr. Toni Vallès-Català, Ivan Guerrero Lalaguna CESDA: University of Pilots



### Youngers enjoy being a pilot as a game



Source: gpointstudio in www.freepik.es



### Teenagers enjoy being a pilot as a game



Source: Microsoft Flight Simulator



### Teenagers realize that they want to be pilots



Source: selfmade **cesda.com** 



## Is Virtual Reality a game? Is Virtual Reality an efficient training device?



Source: selfmade



- VR seems efficient: from Jean Piaget "Learn by doing" (1950s) to recent studies (S. Kavanagh et. al., 2017)
- What about VR in aviation?



## **Objective:** Is VR more efficient stressful than a usual FSTD?



Source: selfmade



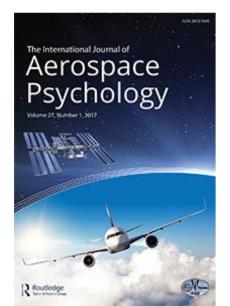


#### Short-term stress can affect performance positively

## Effects of Stress on Performance during Highly Demanding Tasks in Student Pilots

Toni Vallès-Català (Da, Anna Pedret (Db,c, Diana Ribes), David Medina, and Miguel Traveria

<sup>a</sup>CESDA, Centre d'Estudis Superiors de l'Aviació, Catalonia, Spain; <sup>b</sup>Unitat de Nutrició i Salut, Eurecat Centre Tecnològic de Catalunya, Catalonia, Spain; <sup>c</sup>Functional Nutrition, Oxidation And Cardiovascular Disease Group, Universitat Rovira i Virgili, Catalonia, Spain; <sup>d</sup>Departament de Psicologia, Universitat Rovira i Virgili, Catalonia, Spain



- When facing a difficult task, student pilots:
  - Experienced stress → Good performance
  - Lack of engagement → Bad performance

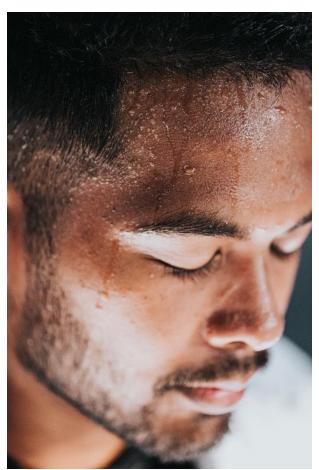


#### We can measure stress with a wristband

- Short-term stress activates our sympathetic nervous system
- ElectroDermal Activity (EDA) is related with the electrical conductance of our skin



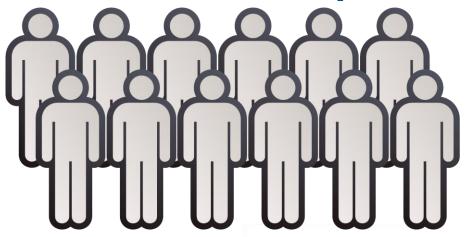
Empatica E4 wristband



Source: Nathan Dumlao on Unsplash



## What does the experiment consist of?



Source: Álvaro Cabrera in www.freepik.es

**Thrustmaster Joystick** 



Oculus Quest 2



Empatica E4 wristband



Logitech Flight Rudder pedals



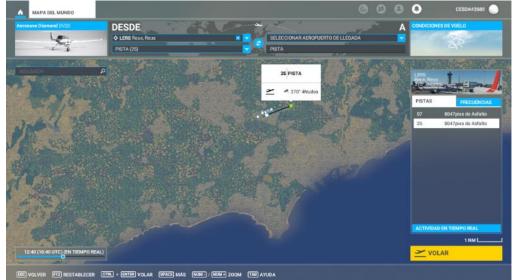


## **Experiments were held...**

- FS2020
- LERS airport (in Spain, 100km from BCN)
- DV20



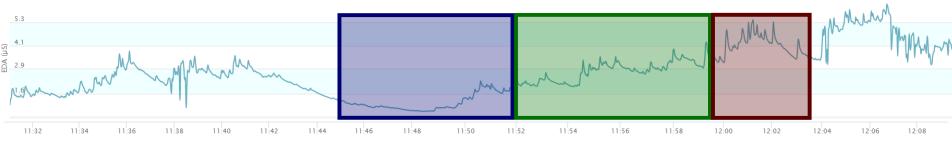
Source: Microsoft Flight Simulator





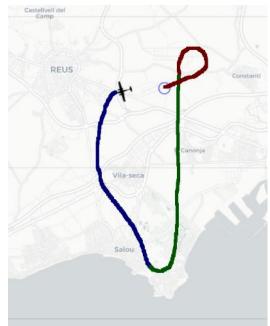


## Stress (EDA) measurements split by task



Maintain 2,500ft and 100kt

- To Cap Salou
- To November
- Engine Failure

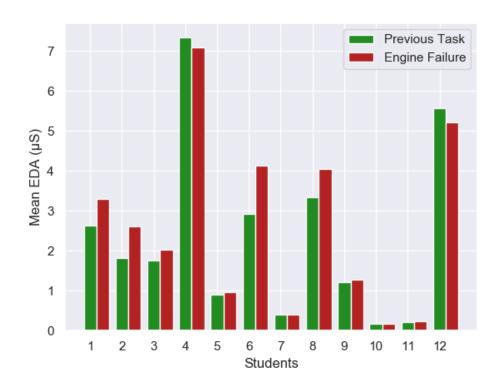




## Students in a Virtual Reality simulator experienced high stress in an emergency

 9 out of 12 were statistically greater (Mann-Whitney U test)





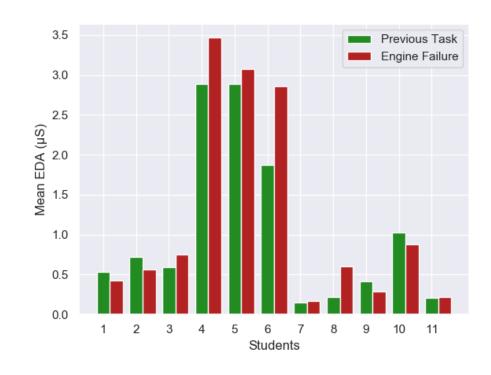
Source: generated with python 3.7



## Students in a usual FSTD simulator also experienced high stress in an emergency

 7 out of 11 were statistically greater (Mann-Whitney U test)

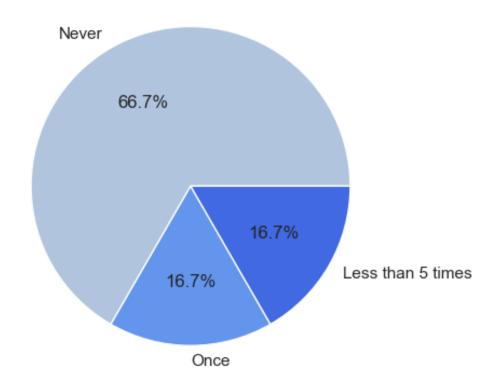




Source: generated with python 3.7



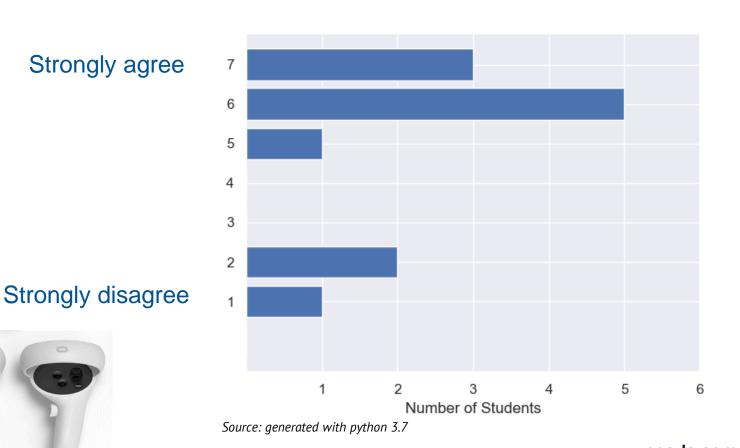
### Have you ever used VR before?



Source: generated with python 3.7



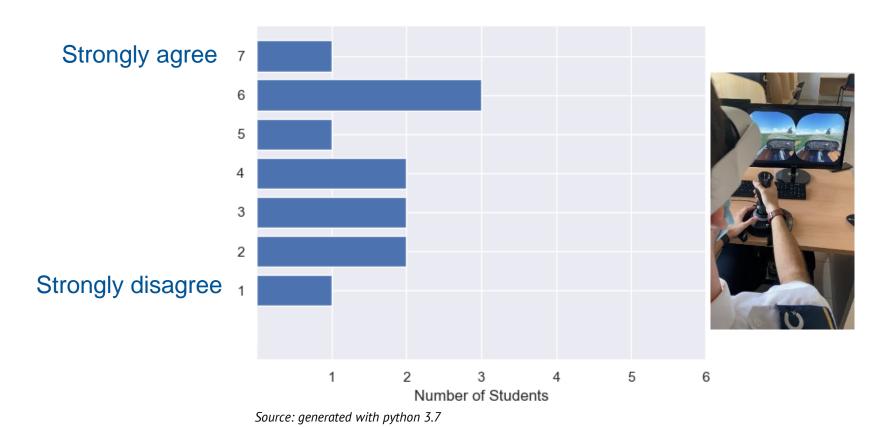
#### The experience in VR was more immersive than a usual FSTD?



**Oculus Touch Controlers** 



## The experience in VR was more stressful than in a usual FSTD?





Preliminar Conclusions	Future Work
Students experience short-term stress when performing an emergency in Virtual Reality	More data required. Could affect to pilots safety?
We observe a trend of greater stress in Virtual Reality compared to usual FSTD	More data required. What about performance?
Students consider Virtual Reality more immersive than usual FSTD	Virtual Reality for non-instrumental training?



Dr. Toni Vallès-Català tvalles.pdi@cesda.com



Ivan Guerrero Lalaguna iguerrero.pdi@cesda.com

## Thanks for your attention!



Dr. Miquel Traveria Bondi





Yuri Masó Uzudun