



# PSUM: Training in Google Glass and Android



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## INTRODUCTION

- Population Specific User Mastery (PSUM)
  - Metric to evaluate the amount of training required for a specific task.
  - Specific to a population
  - Limited to a specific task
  - Requires an expert criterion time for the task or previous times for example users
- Scoring PSUM
  - Participant data are coded as complete or incomplete
  - Must complete specified task in the criterion time

## METHOD

- Instructed on how to send/receive text messages with device
- 5 minute training sessions, with sample messages for each device
- Last message in training sequence used for PSUM scoring (equation standardized)
- Messages were an equation; 4-digit number minus 17
- Two training sessions and two PSUM times for each device
- PSUM times were compared to the available time for responses in the planned experiment (criterion time: 30 seconds)

## MATERIALS



Google Glass

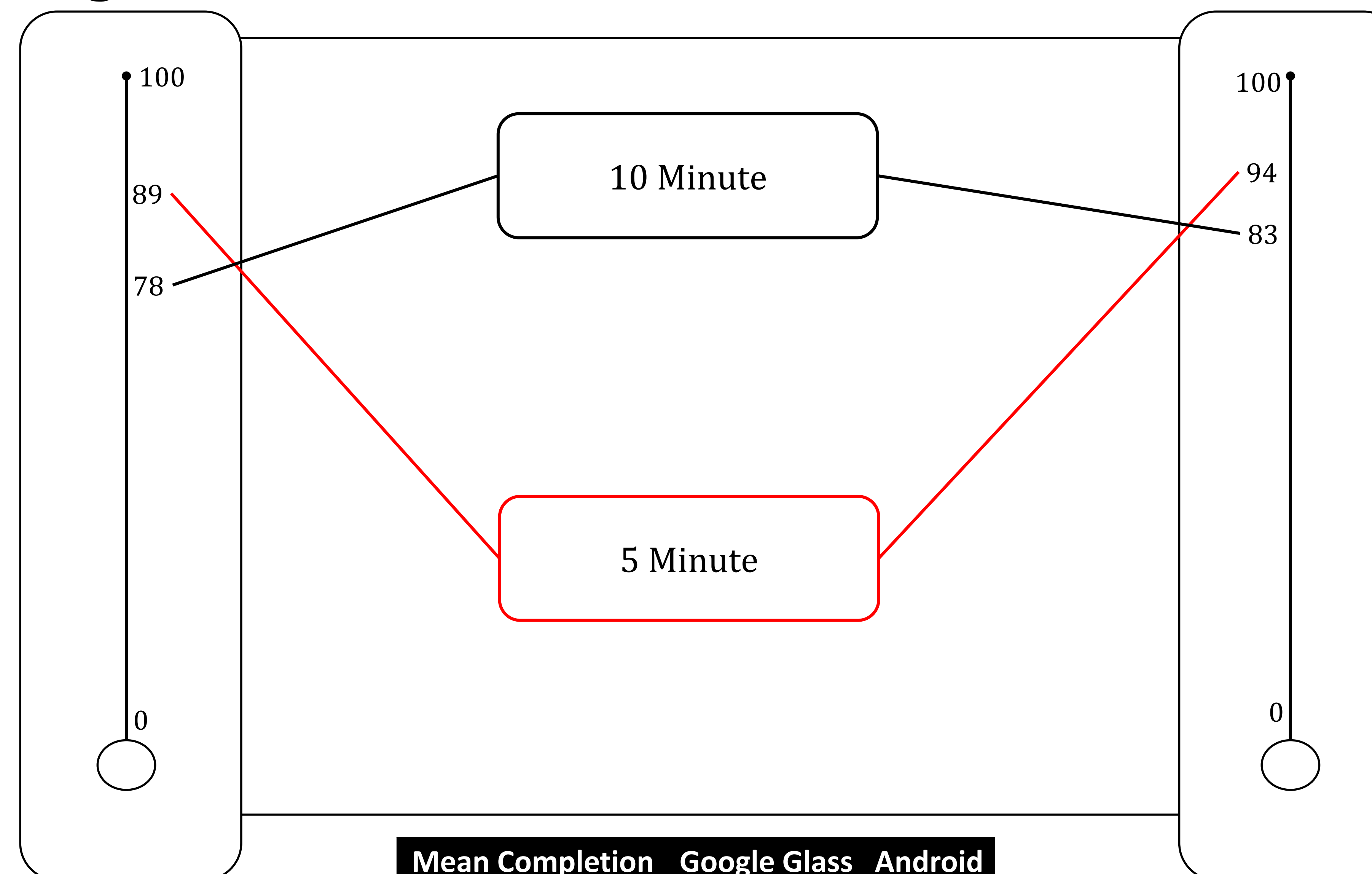


Samsung Galaxy Nexus

## RESULTS

### Google Glass

### Android



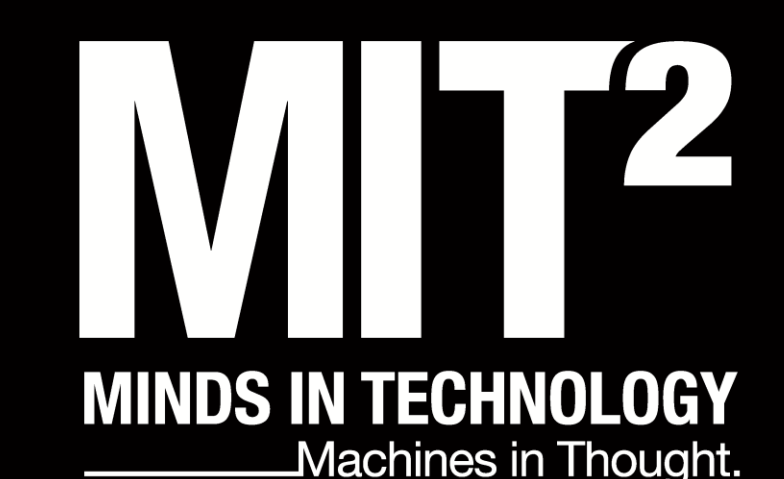
	Mean Completion Time (seconds)	Google Glass	Android
1 <sup>st</sup> Training		23.551	22.792
2 <sup>nd</sup> Training		27.155	22.711

## DISCUSSION

- Despite the newness of Google Glass
  - PSUM indicates 5 minutes of training with Glass is almost equal to that of Android in texting
- Both Google Glass and Android show a performance decrement after the second 5 minute training
  - Redundant?
  - Excessive?
- Conclusions:
  - Larger experiment able to proceed
  - Participants require 5 minute tutorial in this design

## ADDITIONAL DATA

- n = 19
- 63.16% text and drive
- Have had personal experience with
  - Android 7
  - iPhone 14
  - Blackberry 8
- Tech use comfort level (1 to 7)
  - Average was 6.37



## ACKNOWLEDGEMENTS

- G.M. Hancock