Skill Acquisition in a Dynamic Collaborative Task

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Abstract

Skill acquisition studies have generally focused on individual tasks, such as language learning, learning how to use a text editor or how to play video games. Here we present a study that investigates how subjects learn to work in a team in a dynamic collaborative task. The task - Coop Space Fortress - is a modification of a computer game used extensively in research, in which subjects fly space ships in a frictionless environment and coordinate to destroy a space fortress. When learning to play this computer game, subjects not only master the game controls, but also typically settle on team roles to more efficiently achieve their goal, despite not being allowed to communicate.