Introduction

In training programs, fidelity of simulation is the level of surface realism of training materials [1].

Example: Troubleshooting electronic circuits

• Traditional assumption: simulators with higher fidelity are more effective in training than those with lower fidelity [2, 3].
• Recent findings question this assumption. In many cases, low-fidelity systems were more effective than training in high-fidelity systems [4, 5].

This has caused problems as designers do not know what level of fidelity is suitable for training systems [6].

Our goal is to review the literature to see the effect of fidelity in training in various domains.

Traditional assumption

Recent findings question this assumption. In many cases, low-fidelity systems were more effective than training in high-fidelity systems [4, 5].

Our interest is to see the incoming review, please write down your email address.