

## Supplemental Material S1

### Learning objectives and sub-objectives for the Computer-Based Training (CBT)

Objectives	Sub-Objectives
Accessing the Game	Participants will be able to locate and join the ship without assistance.
Using the Main Controls	Participants can demonstrate knowledge of the main controls and can navigate the main controls screen.
Playing the Scenarios	Participants will understand the scenarios of the game and the rules and goals for playing.
Knowing the Ship Stations	Participants know the purpose and abilities of the <i>Helm</i> station including controls and strategies.
	Participants know the purpose and abilities of the <i>Tactical</i> station including controls, strategies, and teammates to prioritize communication with.
	Participants know the purpose and abilities of the <i>Engineering</i> station including controls, strategies, and equipment this role is responsible for.
	Participants know the purpose and abilities of the <i>Scientist</i> station including controls, strategies, equipment, and primary tasks.