Surface Electronic Warfare Team Trainer (SEWTT)

Overview

The Surface Electronic Warfare Team Trainer (SEWTT) is a software application developed by EWA GSI as the next generation tactical training application for Navy surface EW. SEWTT builds on the success of EWA GSI's Battle Force Electronic Warfare Trainer (BEWT), which was installed on every combatant ship (over 250 systems). SEWTT carries forward all BEWT capabilities and adds Fleet requested capabilities in a software only package that includes major user interface upgrades while removing the need for separate BEWT hardware on board ship.

SEWTT is associated with the Surface Electronic Warfare Improvement Program (SEWIP), the Navy's major upgrade to the AN/SLQ-32. This development effort also includes significant training enhancements to match the updated and modernized capabilities of the AN/SLQ-32(V)6. These enhancements provide a new set of tools for both the trainer and the trainee to monitor, measure, and track a trainee's proficiency and progress.

Our customer, NAVSEA PEO IWS, views SEWTT as a cornerstone of their future training systems vision. Future capabilities, developed with technical direction from NAVSEA PEO IWS 2E, are planned to support additional SEWIP upgrades as they are developed. SEWTT was first deployed in 2012.

Features

- Integration with SEWIP Block 2/3
- Supports Navy Objective Architecture
- Electronic Surveillance and Countermeasure Training capabilities
- AN/SLQ-32A/B(V)2-5 Digital and Audio/Visual stimulation.
- Independent Scenario Generation and Control f or EW Module training.
- Integrated Training via DIS or HLA interface with BFTT, ACTS, or JSAF driver.
- Trainee Performance Monitoring for after action assessment.
- Foundation for future expansion/growth

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