

# Gaming and Training Tool

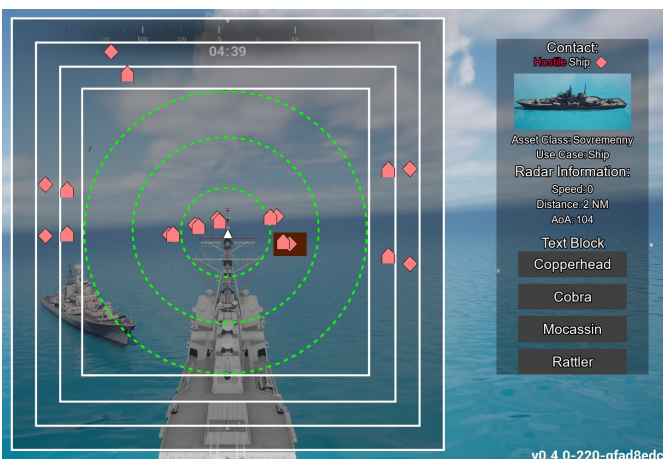


## Overview

Naval EW Defense Simulation (NEWDS) is a pilot project demonstrating the use of gaming technology for training EW professionals. This game challenges the player to accomplish a naval mission while using the ship's EW and countermeasure systems to recognize and defeat threats.

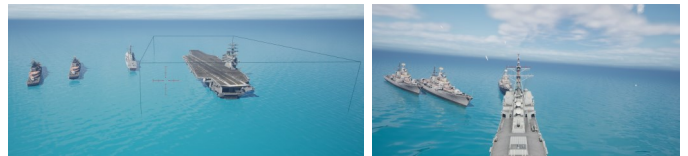
## NEWDS Game Offers:

- Visually rich immersive representation of the battlespace
- Increased understanding of tactics, threat and countermeasure resource management
- A gaming approach that encourages students to perform training
- Capability to build custom mission scenarios
- AI management of threats
- Player scoring based on multiple performance measures



## New Capabilities—Coming Soon

- Multiple pre-created scenarios
- Cache of searchable After-Action Reports (AAR)
- Logging system
- Increased AI complexity (ship, radar, missile)
- Expansion of radar types & parameters
- Sub surface assets/Sonar detection/visualization




## Potential Applications

- Game engine training tool coupled with AR/VR technology adapted for US Army & US Air Force National Guard units' Mission Essential Task Lists (METLs)
- Leverage into an engaging training tool for EW training and Tactics, Techniques, and Procedures (TTP) refinement
- Include scenario authoring and after action/debriefing capabilities
- Integration of 3D Game modeling into existing training programs
- Expansion to adapt to US Army & US Air Force AR/VR training

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