

Air Force Simulators Innovation The Innovation Match Game

SCTF Summit

11 Aug 2021



I/ITSEC Special Event – Innovation Match Game



- Match Innovation technology to use cases in a game show format
 - Submissions from vendors and use cases from AF Units will be gathered prior to event
 - Vendor technologies available to view on Expo Floor during I/ITSEC
- Benefits
 - Showcases training technologies ready for transition
 - Targets successful SBIR Phase II tech, but not limited to SBIRs
 - Match vendors with end users ready to deploy ideas
 - Provides expertise from Sims Innovation toward getting on contract
- Goal is to transition from ideas prototype to deployment



MAJCOM Participation In Match Game



MAJCOM/Training Unit participants will be the “hunters” in this game

- Units will present their need e.g. – *need for a part-task trainer for Flux Capacitor calibration and service for DeLorean Time Machines*
- We will match them with three prototypes to consider for this need, and then work with unit on how to transition prototype into contract and sustainment
- Much like the House Hunters TV show – the presentations at IITSEC will be scripted to fit in the allotted timeframes for the event
- No contracts will be awarded at I/ITSEC as part of this event

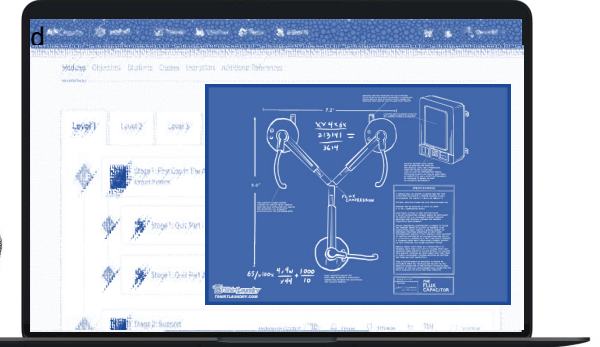
Playing Innovation Match Game



#2



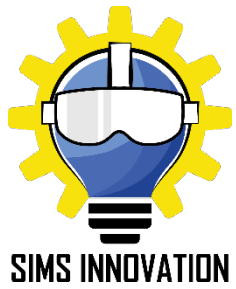
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#3



1. Aircrew Training personnel describe the challenge
2. Present three different prototypes
3. Audience Votes !
4. Reveal the choice for transition project



Schedule for Vendor Participants



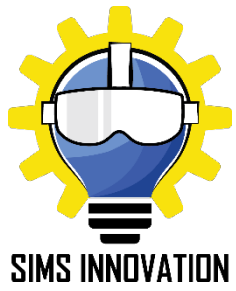
- 10 Sept – Vendor Application Deadline
- 20 Sep - 15 Oct – Match “Hunters” to prototypes
 - Assess and Sort prototype projects
 - Internal Selections and Matching
 - Virtual presentations from vendors to “Hunters”
 - Identify Vendor Finalists
 - Build event scripts
- 15 Oct – Finalize Vendors that will “Pitch” on stage
- 16 Oct - 1 Nov – Record video presentation portions
- 2 Nov - 8 Nov – Finalize scripts
- 9 Nov - 19 Nov – Virtual Rehearsal sessions
- 30 Nov - 2 Dec – I/ITSEC !!



Innovation Match Game – How To Participate



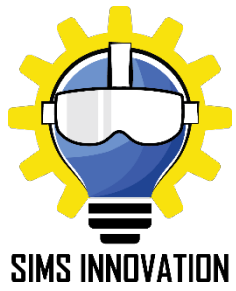
- Requirements for Training Unit submissions
 - Identified training need/gap
 - Willingness to participate in prototype transition
 - Advocate for sponsorship/funding within their organization
 - Unit submissions will open in July <https://www.afcmc.af.mil/simulators/>
- Requirements for vendor submissions
 - Successful previous DoD prototype implementation (SBIR or otherwise)
 - Willingness to pitch at I/ITSEC Event
 - Vendor submissions will open in July <https://www.afcmc.af.mil/simulators/>
- Note! No contracts will be awarded at I/ITSEC as part of this event
 - Timeline for each project is dependent on budgets and organizational need



SIMS INNOVATION

I/ITSEC 2021 Innovation Match Game Further info contact:

AFLCMC.WNS.Sims_Innovate@us.af.mil



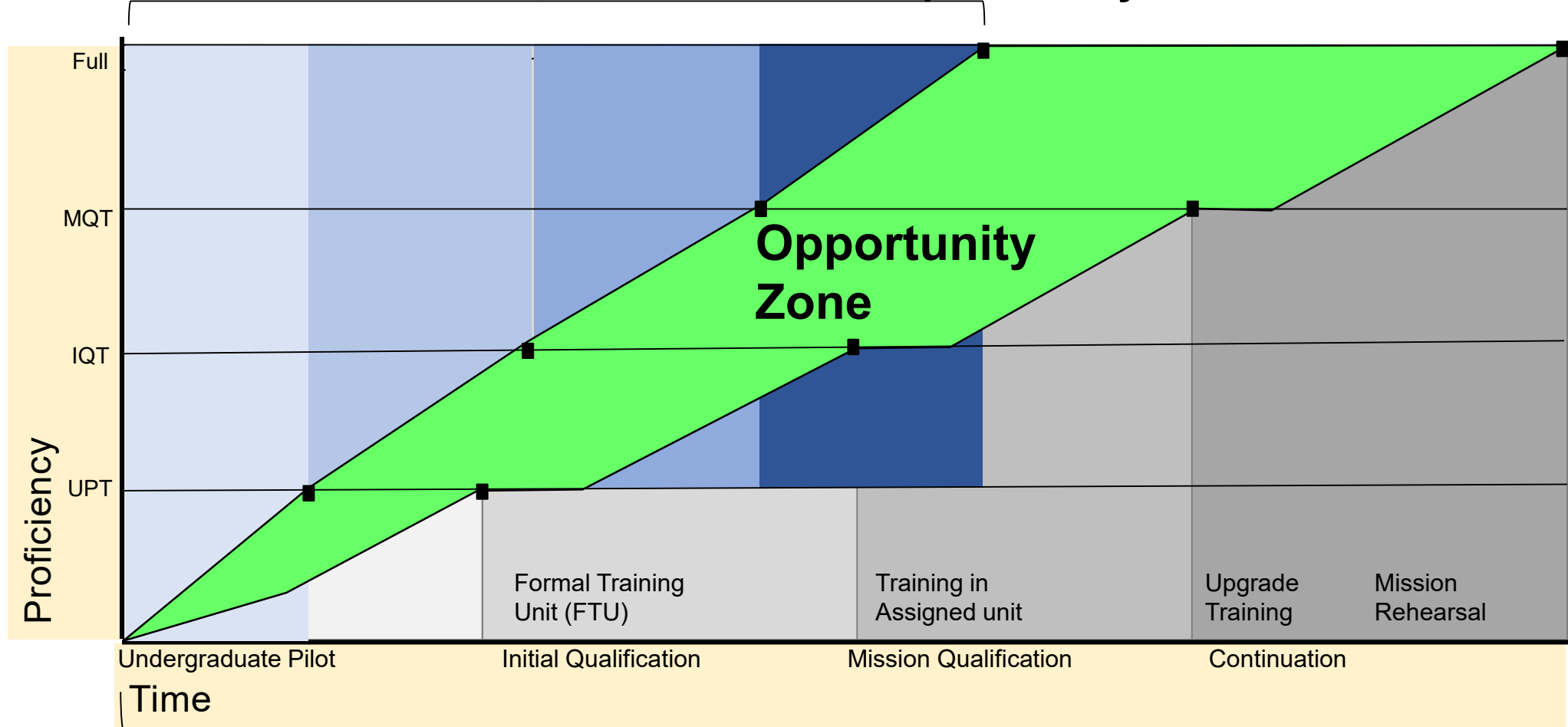
Sims Innovation Update

MAJCOM Summit

10 Aug 2021

The Goal: Improving Aircrew Production

Goal State – cut time, the same levels of proficiency



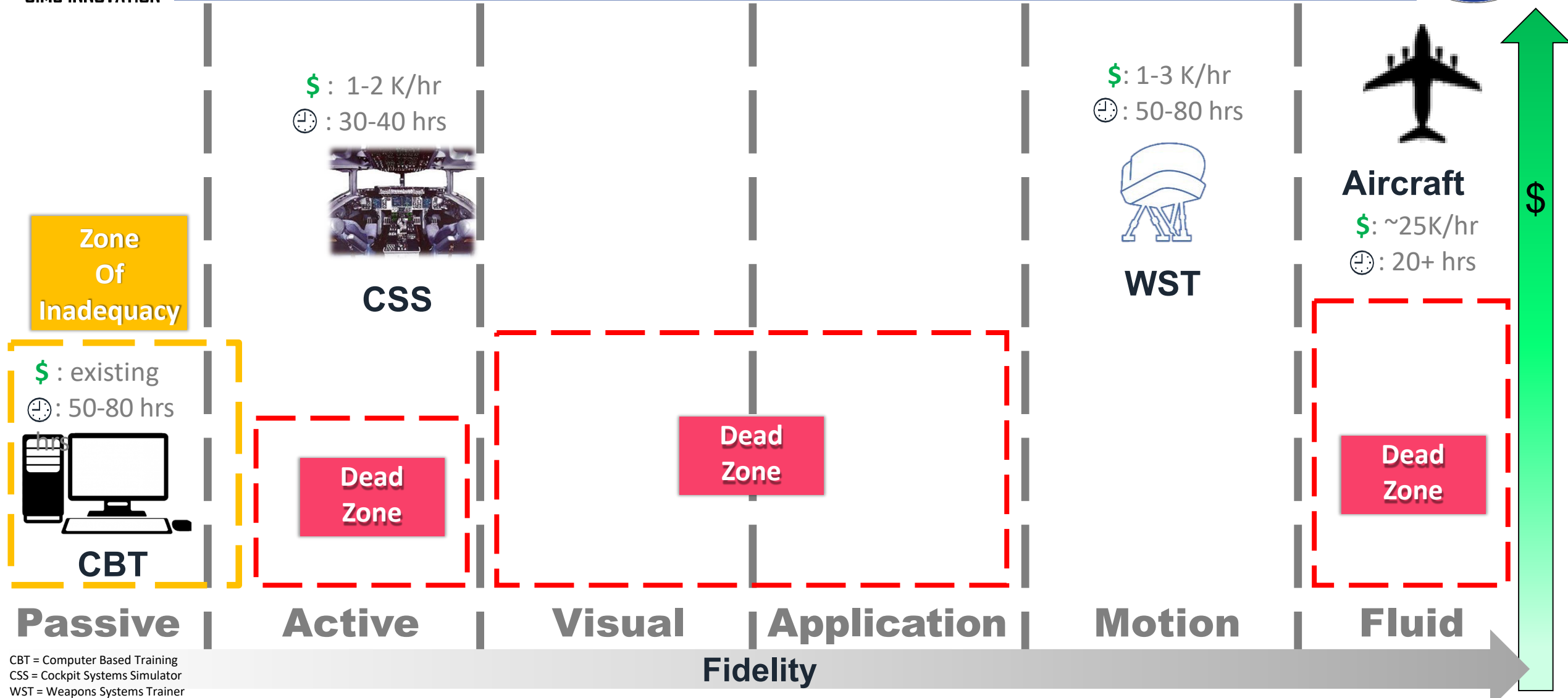
Traditional Pilot Training - many years to full proficiency



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LEGACY SPECTRUM OF DEVICES





SIMS INNOVATION



NEW SPECTRUM OF DEVICES

Data-Driven Learning Management System



CSS



WST



Aircraft



DBT

Opportunity
Zones

PID



ITD



ITD

PID



\$

Passive

Active

Visual

Application

Motion

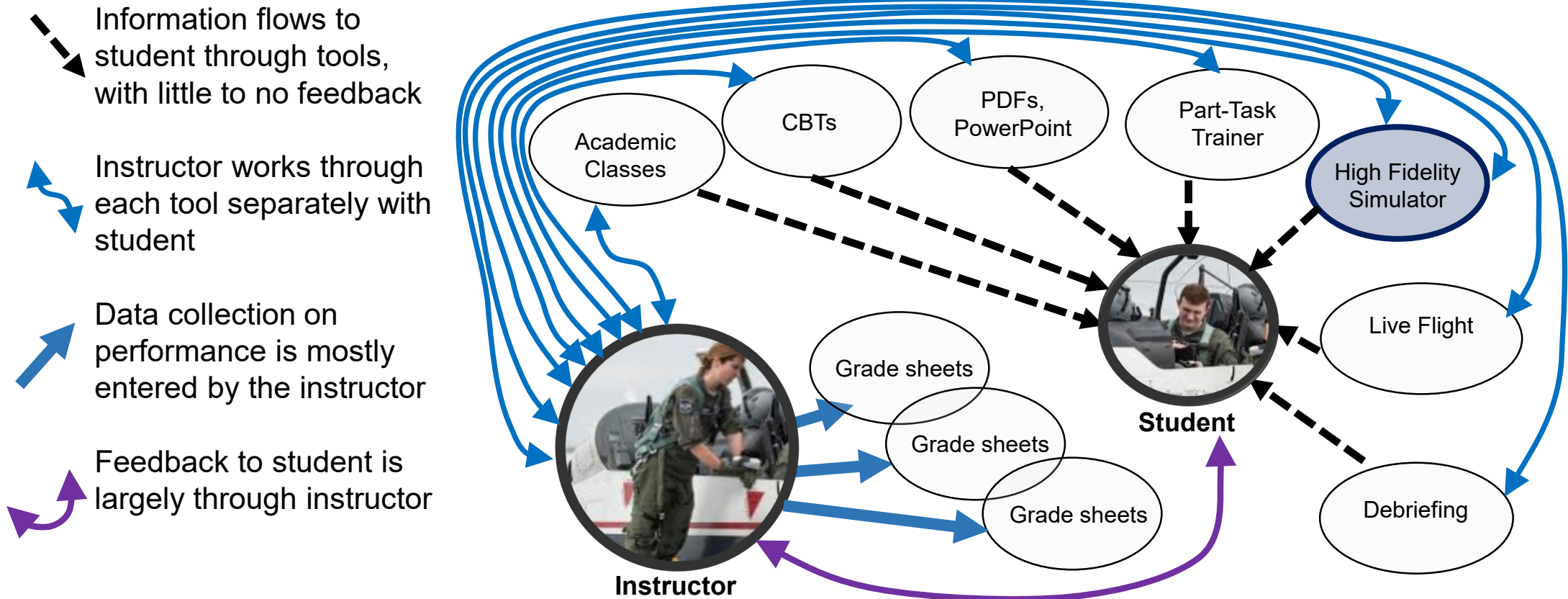
Fluid

Fidelity



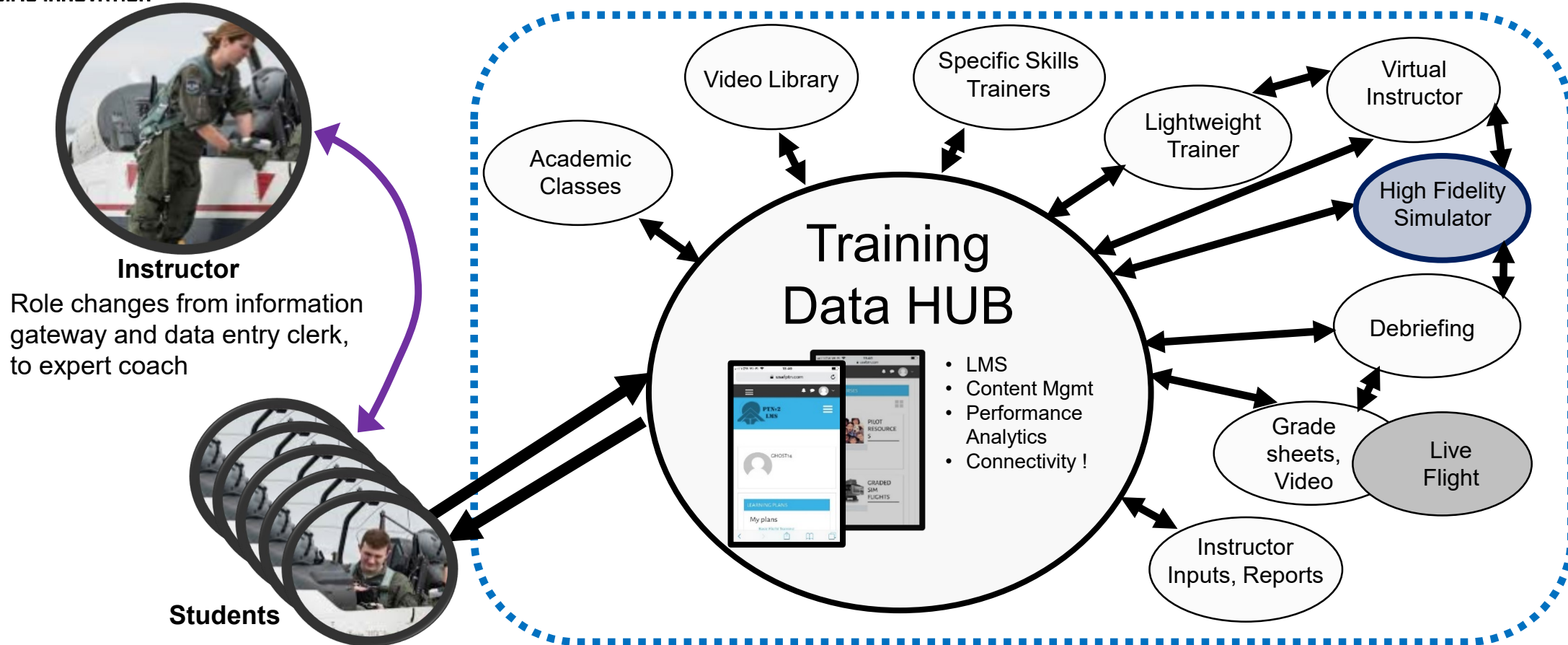
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Typical Training Instructor/Student Interaction



This manually intensive for instructors to manage, & does not scale

Future Vision of Training Systems



Future is Data Centric, with networked tools that assist Instructors, and provides students with self-executed training options



Sims Innovation Update



- Ten Pitch Day 2020 SBIR Phase II projects
- Six Pitch Day 2019 SBIR Phase II projects, at or near completion
- Four Successful transitions to Phase III contracts
- Challenge projects
 - With AFWERX and ACC – Accelerating Pilots to Combat Ready Aviators
 - With AFWERX/STRIKEWERX & GSC - Mixed Reality Air Refueling Challenge
 - With RCO – B-21 Raider Training Systems Innovation Challenge
- Member Operator Training Analytics Reports (MOTAR) – a training data hub to enable delivery of digital training systems and content



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Questions?