



*AFLCMC... Providing the Warfighter's Edge*



**SIMS INNOVATION**

# **AFLCMC/WNS Sims Innovation**

**TSIS – 15-16 June 2022**



# Simulators Outreach



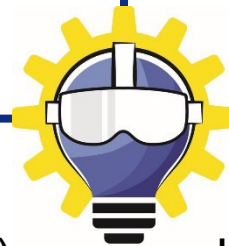
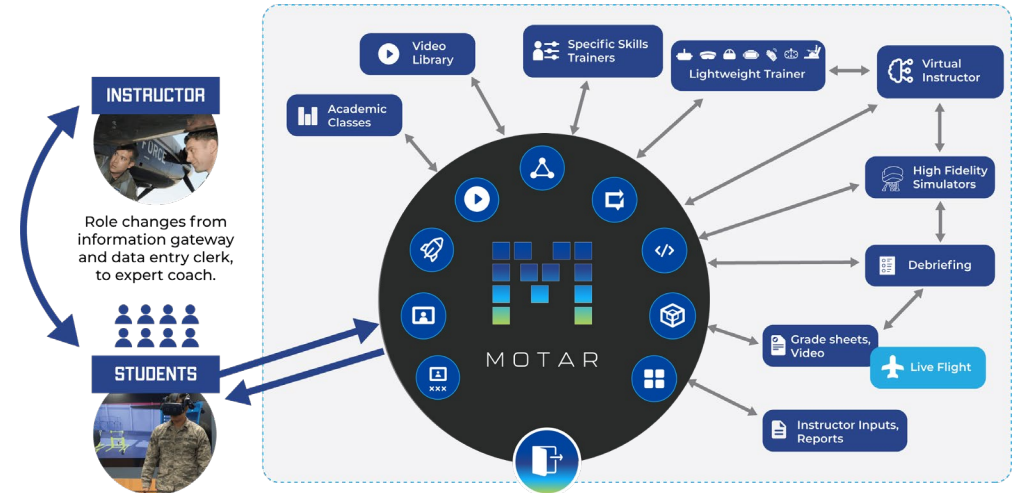
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## WPAFB SIMS Holodeck



- Demonstration and Laboratory Space to Explore, Innovate, and Prototype the next Training Simulators Technology
- Hands-on space to engage with Industry and supports all MAJCOM IPTs

## LSE/MOTAR Ecosystem - Training Delivery



## SBIR & Innovation Projects

- Experiential Air Refueling Lightweight Sim (EARL)
- AWAKE – CFD Air Wake Modeling
- Virtual Reality Procedures Trainers
- Partnering with AETC/DET 23 for XR Authoring Tools
- Virtualized OFP for Modular Simulator architecture
- Text & Speech / Crew Management Training
- Cybersecurity Assessment for training apps
- Endpoint device (headset/tablet) security assessment

## Innovation Match Game

- I/ITSEC 2022 PR event to match innovative technologies with training improvement request from a MAJCOM training Unit
- Set up like the show *House Hunters*
- Showcases training technologies ready for transition, prototype to deployment





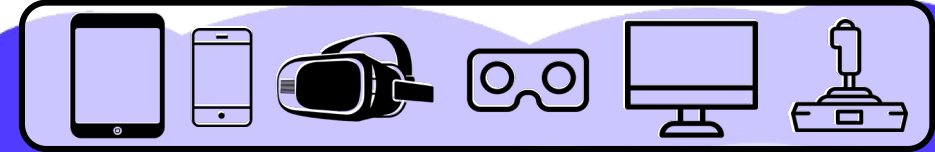
# Lightweight Sim / MOTAR Ecosystem



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**ECOSYSTEM**

**PLATFORM**



Extended Reality    Modular lessons    Courses    Experiences

**MOTAR Portal**



Digital Assets    API's & Services    Interfaces

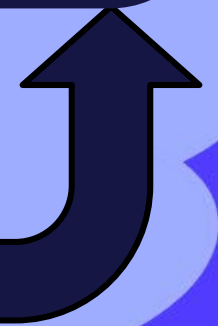
**Developers**

**Software Factory**

**Services**

SKDs/API: IOS, Unity, ...

**Cybersecurity**

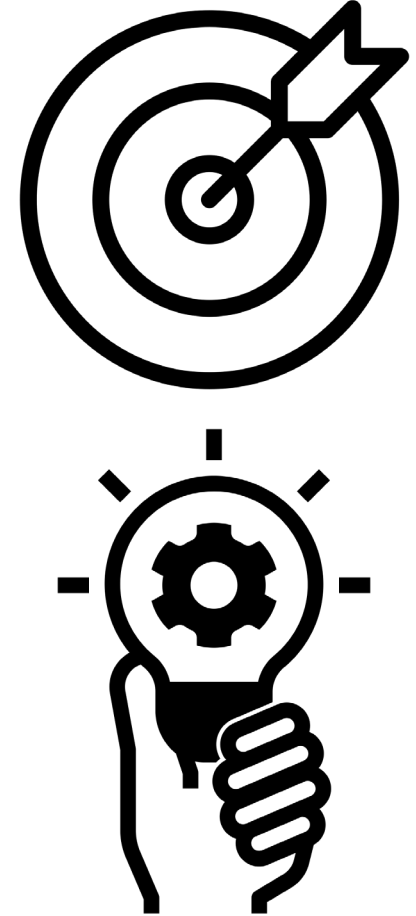




# I/ITSEC Special Event – Innovation Match Game



- Goal is to transition from ideas prototype to deployment
- Match Innovation technology to use cases in a game show format
- Submissions from vendors and use cases will be gathered prior to event
- 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



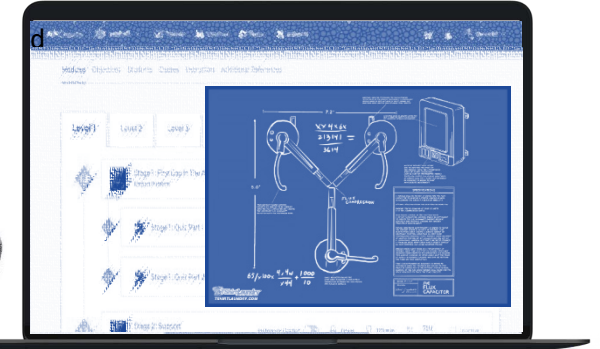
# Playing Innovation Match Game



#2



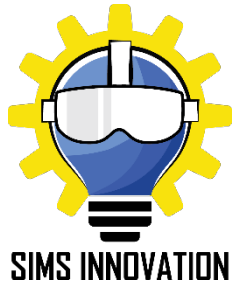
#1



#3



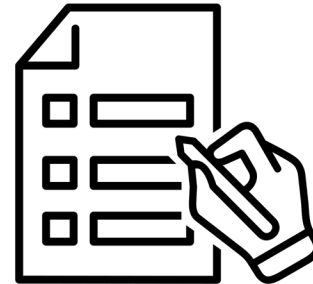
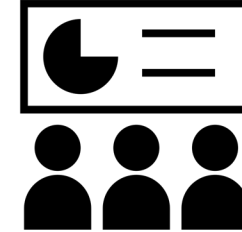
1. Aircrew Training personnel describe the challenge
2. Present three different prototypes
3. Audience Votes !
4. Reveal the choice for transition project

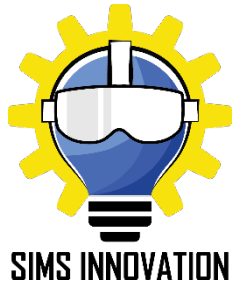


# Innovation Match Game – How To Participate



- 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 August <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





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