NEW! Navy Flag Officer Panel: Superior Human Performance from Rapid Training Solutions

DELIVERING WARFIGHTER PROFICIENCY WHILE DEPLOYED

WEDNESDAY, 29 NOVEMBER
1300 – 1400
ROOM S310C

SE12

Moderator
Vice Admiral Robert P. Burke
Chief of Naval Personnel

Panelists
Vice Admiral William R. Merz
Deputy Chief of Naval Operations for Warfare Systems (OPNAV N9)

Rear Admiral James W. Kilby
Director, Integrated Warfare (OPNAV N9I)

Rear Admiral Ronald A. Boxall
Director, Surface Warfare (N96)

Rear Admiral Kyle Cozad
Commander, Naval Education and Training Command

Rear Admiral Scott D. Conn
Incoming Director, Air Warfare (N98)

VADM Burke

VADM Merz

RADM Kilby

RADM Boxall

RADM Cozad

RDML Conn

Even in a world with amazing and highly capable new technologies, the most important system in the Navy remains the same as it has for the past 242 years — the human system. Just like any warfighting system, human systems or Sailors, need to be kept current to maintain an advantage over potential adversaries. Unlike machines however, humans need to practice complex skills regularly to maintain maximum proficiency. In the 20th century model of naval training, most complex training and practice evolutions were by necessity conducted before deployments, with much less opportunity for detailed refresher training once actually deployed.

This late-breaking flag officer panel moderated by the Chief of Naval Personnel, Vice Adm. Robert P. Burke, highlights the critical need to deliver relevant learning opportunities when and where it is needed, even if that need is aboard a ship deployed halfway around the world. This year's I/ITSEC theme, "Harnessing New Technologies to Win in a Complex World" highlights a new world of training capabilities where 20th century-style classroom and textbook learning techniques no longer offer the best option for all learning needs.

Today, technology has advanced to the point where training systems are mobile, lightweight, portable, include high definition virtual reality, and are reconfigurable in real-time. It is now feasible that systems using touch screens, Augmented Reality or Virtual Reality technologies can be boxed up as complete training packages and delivered to those who need it the most, our forward deployed naval forces. Deployed forces can use these systems not only to train new skills, but also to maintain proficiency, qualifications, and certifications. These systems could also be used to better assess the readiness of crews.

This panel will discuss how new technology and techniques can offer a range of essential training needs for deployed forces. Members of the training systems industry are encouraged to attend to learn about the next generation of Navy training requirements.

2017 INTERSERVICE/INDUSTRY TRAINING, SIMULATION & EDUCATION CONFERENCE
THE WORLD'S LARGEST MODELING & SIMULATION EVENT