PC Simulator Games Application to Flight Training

The Chief of Naval Education and Training (CNET) asked IST to identify and research commercial PC gaming and simulation technology as a potential tool to supplement the development of various warfare skills and tactical thinking in the Navy's flight training program.

The PC gaming and simulation industry, largely driven by recent technology advances and consumer economics, has dramatically driven down costs while improving the quality and realism of games and desktop simulation capabilities. The cost-capability curve available today was unheard of just two years ago.

This technology has the potential to be a very affordable way to encourage warriors to practice tactical thinking every day. It is already being used in civilian training organizations. PC gaming and simulation is also widely accepted and very familiar to today's students.

The underlying theme for the MiSSILE project is to apply the products and economics of PC gaming and simulation to military training.

IST joined the MiSSILE (Micro-Simulator Systems for Immersive Learning Environments) project to study the potential offered by this series of technology capabilities and establish the actual training effectiveness through a series of study efforts. The initial phase of this effort examined the

effectiveness of MicroSoft Flight Simulator 98™ as a training intervention for undergraduate pilot training. The effort looked at integration of the PC-based gaming and simulation systems using off-the-shelf hardware and software, supported and already widely available, into the actual syllabus, and test flight students in training at Corpus Christi, TX.

Contact:
Ronald W. Tarr
Norman Jacobson
(407) 882-1377
rtarr@ist.ucf.edu
nhelberg@ist.ucf.edu

Mission: ■ Be a focal point for the expanding modeling and simulation community ■ Develop and conduct M&S research and related services ■ Identify M&S directions and trends ■ Facilitate moving M&S into new areas ■ Be a research and development access point to industry for technology transfer ■ Create and participate in partnerships ■ Provide an environment conducive for student and faculty participation in M&S research and development ■ Provide continuing education services.