

VBS3 – MARITIME



GAME-BASED MARITIME TRAINING

Bohemia Interactive Simulations' products enables innovative, flexible and cost-effective training and mission rehearsal based on the application of commercial video game technologies. The BISim Virtual Battlespace (VBS) product line replicates the job performance environment in support of breakthrough, military-specific simulation and training capabilities.

□ VBS3

Virtual Battlespace 3 (VBS3) enables game-based virtual training and mission rehearsal.

□ VBS IG

VBS IG is a new class of image generator, driving large format and helmet-mounted displays in part-task and full-mission simulators.

□ VBS Tactics

VBS Tactics is an intuitive 2D interface for controlling formations of units in VBS3.



Our products enable the following maritime training applications in solutions scaling from the desktop to full mission simulators and operating stand-alone or integrated for collective training and mission rehearsal.

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| Ship and Job Familiarization | Ship Maneuvering and Navigation |
| Boat and Helicopter Launch and Recovery | Visit, Board, Search and Seizure Operations |
| Man-Overboard Drills | Explosive Ordnance Disposal |
| Fire-Fighting and Damage Control | Replenishment at Sea |
| UUV/UAV/USV Coordinated Operations | Close-In Weapon Systems |
| Medical Corpsman Training | Language and Culture Training |
| Boat Crew Gunnery | Fast Attack Craft Defense Collective Training |

Most western militaries use VBS supported by a broad ecosystem of technology partners and system integrators to deliver tactical training and mission rehearsal. VBS3 is an official program of record within the US Army and US Marine Corps. BISim has important, enduring contracts to support military organizations across the globe. The game-based solutions provide the following features and benefits:

| FEATURE | BENEFIT |
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| Provides a compelling immersive environment that replicates the job performance environment for training and mission rehearsal. | Allows trainees to immediately apply context, build knowledge retention, increase comprehension, and integrate understand and apply key training objectives. |
| Interoperates with legacy simulations including JSAF and other entity-based constructive simulations that support HLA/DIS. | Leverages existing joint exercises without the need for major technology developments. |
| Scales from stand-alone, desktop training to support for part-task and full-mission simulators. Individual trainers can be integrated to support full collective training in a common environment. | Re-use content and scenarios across a broad range of trainers – saving millions of dollars in development and deployment costs. |
| Supports creation of compelling and entertaining content where trainees enjoy the experience. | Encourages trainees to repeat lessons resulting in greater understanding and superior retention. |
| Massive amount of maritime assets, content, and capability already exists in VBS. | Dramatically reduced development time and cost for building training solutions. |
| Accurately replicate specific, geographic locations and fully populated scenarios. | Supports mission rehearsal where the activities performed in training mirror those to be accomplished on the battlefield. |



“The [Type 45] model produced [by Bohemia Interactive Simulations] now provides the Royal Navy with the opportunity to exploit the virtual ship not only for elements of individual training but also sub-team and team training using the multi-player environment. The ‘safe to fail’ and after-action review benefits of the model provide the Royal Navy real value to what can be achieved in training prior to live operations.” — The Royal Navy’s Lieutenant Commander Simon Coles, the Officer-in-Charge at the Future Training Unit