

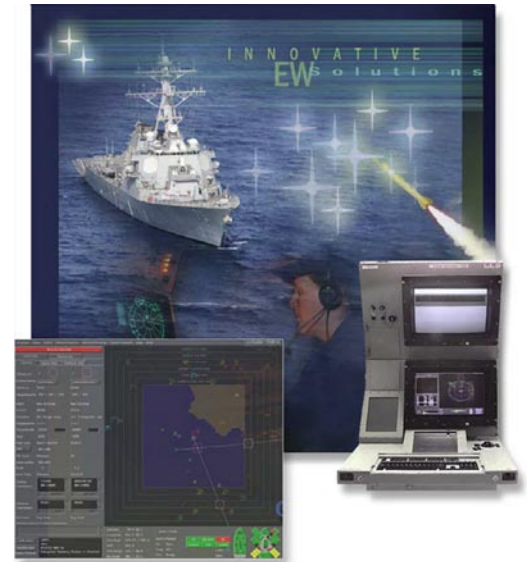
Surface Electronic Warfare Team Trainer (SEWTT)

DESCRIPTION

The Surface Electronic Warfare Team Trainer (SEWTT) is a software application developed by EWA GSI as the next generation tactical training application for Navy surface EW. SEWTT builds on the success of EWA GSI's Battle Force Electronic Warfare Trainer (BEWT), which was installed on every combatant ship (over 250 systems). SEWTT carries forward all BEWT capabilities and adds Fleet requested capabilities in a software only package that includes major user interface upgrades while removing the need for separate BEWT hardware on board ship.

SEWTT is integrated with the Surface Electronic Warfare Improvement Program (SEWIP), the Navy's major upgrade to the AN/SLQ-32. This development effort also includes significant capability enhancements, developed by General Dynamics Advanced Information Systems (GD AIS), to the SEWIP Embedded Training (ET) capability. These enhancements provide a new set of tools for both the trainer and the trainee to monitor, measure, and track a trainee's proficiency and progress.

Our customer, NAVSEA PEO IWS 7C, views SEWTT as a cornerstone of their future training systems vision. Future capabilities, developed with technical direction from NAVSEA PEO IWS 2E, are planned to support additional SEWIP Block 1B upgrades. SEWTT was deployed in 2012.



FEATURES

- Integration with SEWIP Block 1B2
- Supports Navy Objective Architecture
- Information Assurance Compliant
- Simplified Scenario Generation Process
- Provides scenario objectives and properties for SEWIP Embedded Training
- Provides data for after action review and assessment
- Foundation for future expansion/growth

SYSTEM REQUIREMENTS

- Microsoft Windows XP Service Pack 3
- Microsoft Visual C++ 2005 Runtime Libraries
- Microsoft .NET Framework
- Mak Technologies VR Link 3.11.1
- SimPhonics Incorporated V+ Emitter Audio

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