Enhanced Shipboard Operator Training System (ESHOTS)

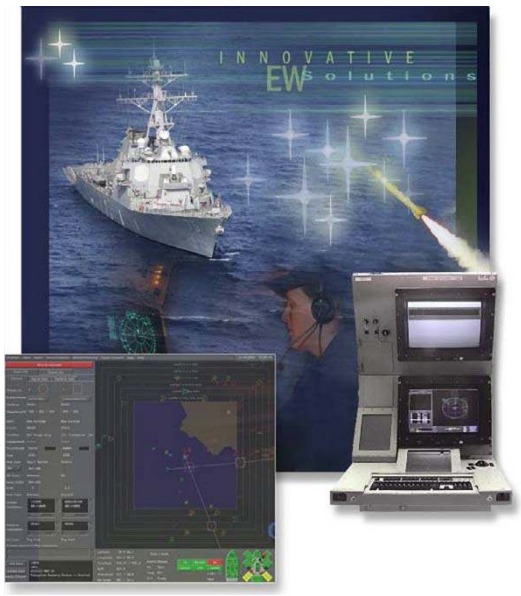
DESCRIPTION

The ESHOTS Lab supports the practical application of operational concepts in a Combat Information Center (CIC) representative environment to facilitate accomplishing the advanced training, C School objectives, at the Center for Information Warfare Training (CIWT) Corry Station. ESHOTS provides for multi-ship, multi-tactical system, multi-EW system cross platform integration. ESHOTS is also distinctive in that it expands the robustness of EW training by including the teamed combination of the EW Supervisor (EW SUP) position and the AN/SLQ-32 operator's position in each of the four (4) ship mock-ups representing individual ships.

The scenarios can be easily altered to address operational mission plans that require the EW landscape to change dynamically. This environment tailors to battle group collaborative training that supports the "train like you fight" concept.

The tactical systems are being stimulated by the shipboard training systems, Battle Force Electronic Warfare Trainer (BEWT II) or Surface Electronic Warfare Team Trainer (SEWTT) depending on the tactical variant. An instructor area is a centralized command and control area that improves efficiency and effectiveness of training. The instructor can manage the mockups, while observing and evaluating training from a single vantage point. A push-to-talk communication system, utilized for voice reporting purposes, is located in the instructor area and within each mockup area.

ESHOTS demonstrates EWA GSI's ability to identify and design to both broad and specific military EW training requirements, as well as provide a practical, but realistic, training implementation of operational concepts from a tactical environment.



FEATURES

- Over 300 sailors trained annually in ESHOTS
- Provides high fidelity emersion training on the organic tactical to support realistic battlegroup training environment
- Supports stimulation of the AN/SLQ-32A, AN/SLQ-32B, AN/SLQ-32(V)6 tactical systems and EWSUP consoles simultaneously
- Integrates a streamlined scenario driver resulting in a significant workload reduction to the instructors when developing a scenario
- Incorporates end user feedback to ensure the design supports efficient training and ease of use
- Supports updateable design to keep pace with new capabilities deployed in the fleet
- Provides an Enhanced Student and Battle Group Evaluation Toolset for After Action Reporting to support training improvements
- Reduces system startup time by automation of startup