

Computer Based Training

CBT is about improving knowledge and skills acquisition/retention for crews, technicians. CBT blends multimedia assets within a didactical and highly interactive application. It does not only improves safety but teaches the users to quickly solve unexpected events. It decreases the need for additional support and enables efficient team work in the field.

CBT allows focused digital learning in an international context where trainees exhibit a wide spectrum of various backgrounds, experiences and know-hows. After training is completed, all personnel share the same knowledge of aircraft systems whether they are pilots, weapon system officers, technicians or inspectors. CBT makes full use of interactive diagrams showing how the systems react in response to a stimulation. It also features real-time 3D graphics depicting sub-component locations within the aircraft.

Key Features

A DYNAMIC LIBRARY OF DIDACTICAL MATERIALS

Sounds, videos, diagrams, text, 3D animations and dynamic technical documents are all integrated into didactic modules. Purpose, pre-requisites and scope of these training modules are documented, allowing instructors to create courses by selecting the appropriate modules. New content is inserted to remain consistent with aircraft changes.

AN ORGANIZED KNOWLEDGE BASE

Flexibility is fundamental to the definition of training contents and is native into every module, allowing the system to fit all aircraft configurations and to satisfy all audiences.

TO SIGNIFICANTLY IMPROVE TRAINEES' KNOWLEDGE

Blending together a variety of training content, linking training and technical documentation data, CBT ensures that all trainees receive and keep their knowledge up-to-date and sharp.

Specifications

LEARNING EXPERIENCE

Instructor-driven (see-through or academic) Trainee-driven (self-training or evaluation)

LEARNING MANAGEMENT SYSTEM

Dashboard for curricula, classrooms and trainees Courses/trainees performance tracking Mistake tracking/debriefing

INTERACTIVE DIAGRAMS

Crew/Technician panels and cockpit controls Subsystems and equipment functions/relations Dynamic animations to show how the system reacts Root causes and consequences of malfunctions

3D DISPLAYS

Location of systems components/controls 3D animations and special effects to depict systems behaviors

Aircraft skin and compass

SOCIAL & GAMIFICATION

Virtual expert advices Compatible with Virtual/Augmented/Mixed Reality devices

COURSES

Instructor defined from a modular library of assets New content addition Aircraft configurations management

USAGE

Courseware with or without instructor supervision Allows extra training for staff that would otherwise never have access to training

PLATFORMS

Windows, Touch screen 9 through 80 inches displays, networked classrooms Ultra HD graphics, highest frame-rate per second

SOGITEC DIGITAL PIPELINE encompasses CBT, VMT, HUMS & FIELD (Touch, Builder, Card, Booster, API).

