Overview of Maritime Serious Games

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Maritime Serious Games - Origins

• Jane’s 688 Hunter/Killer (97) and 688 Attack Sub. LA Class Submarine simulation [Sonalysts].
• Jane’s Fleet Command (99). Surface, Naval Air, Submarine and Electronic warfare [Sonalysts].
• Silent Hunter (01). U-boat simulation [Ubisoft].
• Harpoon 3 (02). Simulated air and naval operations. [AGSI].
Maritime Serious Games - Current

- Dangerous Waters (06) - Blue water simulation including air entities [Sонаlysts]:
  - German Navy use non-commercial version for training.
  - Royal Canadian Navy are conducting R&D.
- Ship Simulator Professional (08) / Nautis - Pilotage, Bridge simulation, harbor familiarization, advanced weather & sea state [VStep].
- 24 Blue - Carrier Operations simulation [Breakaway]. NETC Project; Phase II (06) not funded.
- ScubaSim - Underwater simulation [Breakaway].
• Maritime capability & inventory is increasing - mainly been used to demo concepts as opposed to train operators so far.

• EWGLANT. VBS2 is used for small boat crew training - Unfunded line item.

• NWDC. VBS2 used to aid in a FAC/FIAC environment - C2 of unmanned systems for ISR.

• USMC. Have developed several littoral vessels - allowed the development of more realistic ship characteristics.

• Australian Defence Force Warfare Centre. Are developing maritime capabilities.
Dangerous Waters - German Navy

- Bought non-commercial version.
- Intended primarily as simulator for ship borne helicopters.
- Have expanded the use beyond original requirement for:
  - Simulated bridge for e.g. F124 frigate
  - Maritime Patrol Aircraft P3C as part of a scenario
  - 3D scenario display.
- Further uses:
  - Increased game database.
  - Use of HMG in FAC/FIAC.
  - Display of Link16-picture.
Current:

- Close Range Weapon Trainer in Maritime Warfare School. QinetiQ integrated its own software with VBS2 (Virtual Battlespace 2) to create a 3D virtual environment with ship mounted weapons and moving platforms providing.
- Offshore Raiding Craft Full Motion Simulator at RM Poole.
- T45 Davit controller rewired and then linked to the simulated equipment within the T45 Destroyer model [Demonstrator].
- Weapons Engineering Rounds walk-throughs for several T23 frigate compartments.

Future:

- Bohemia are currently developing a detailed T45 destroyer model for familiarization training.
- Counter Improvised Explosive Device Game - a Core Maritime Skills package expected to be delivered by VBS Worlds (Joint Venture of Bohemia Interactive Simulations and Caspian learning). N.b. One focus of VBS Worlds is mobile distribution.
VBS2 Concept

• VBS2 Development is driven through funding from Military projects - maritime development is dependent on the community ‘buying in’.

• As new capabilities & entities are developed they are made available to all ‘Enterprise License’ Users.

• Large International community including INET SOI members - exchange of material is possible e.g. Recent transfer of 10 game scenarios from RN to EWGLANT.
Future Potential Requirement

• RN is looking at buying into VBS2 V2.
• The U.S. Army has issued a draft RFP for a new military training game with at least VBS2 capabilities - Possibilities include: Activision's Call Of Duty, & Microsoft's Halo.
• Sonalysts’ next generation game is on the way - Dangerous Waters 2?
• NETC Master-at-Arms - Could use VBS2 for Checkpoint Scenario training [Crisis Prevention, Tactical Team] - What could we get through INET SOI or from the U.S. Army / USMC?