

## Embedded Training Systems

Embedded training is defined just a bit differently by each of the services. The Navy defines embedded training as: “Training involving simulation of operational equipment performance in addition to the equipment’s operational function”. The Army defines it as: “a capability built into or added onto operational equipment and systems”. The Air Force defines embedded training as: “A training capability which is designed into or added onto operational equipment”.

The utility of embedded training is the ability to train at a home station and during unit deployment. The disadvantages are the increased weight, complexity, and wear and tear on operational equipment.

The WSTIAC database has information on advanced simulation technology that provides robust, networked, live, virtual, and constructive simulation environments. These techniques have the potential to enable revolutionary training and mission rehearsal along with improved system design technology.

Technologies include:

- Embedded and immersive training and mission rehearsal environments
- Cultural awareness and translation tools
- Advanced simulation technology
- Others that provide robust, networked, live, virtual, and constructive simulation environments

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Learn how WSTIAC can assist you within this key strategic area:

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