

The usage of state-of-the-art simulators in formation of future navy officers

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Abstract: This paper looks at how modern training simulators can help teach future Navy officers. Old ways of teaching often focus on classroom learning with little hands-on practice. This research checks if using realistic simulators can improve how well officers learn their jobs. The study uses different kinds of simulators to teach important Navy skills. These include making quick decisions in battle (using the Tactic simulator), safely navigate (with Navigation and River Navigation simulators), using communication systems (with the GMDSS simulator), using weapons (with Infantry Weapons and Navy Artillery simulators), working in the engine room (using the Engine Room simulator), and practicing new experiences using Virtual Reality (VR). A post-training feedback was conducted and the results are presented. Early results show that cadets who used simulators learned their skills faster and made better decisions. The cadets also said they liked using the simulators and felt they learned more practical skills and were more confident. This study suggests that using modern simulators is a helpful way to train Navy officers, making them better prepared for their future roles.

Bottom-line-up-front: 1-2 lines; your key take-away

<u>Problem statement:</u> 1-3 lines; Why did you write this article? Which problem(s) do you address? To be formulated as a question. *How to...?*

So what?: 1-3 lines; What should be done and by whom?



Endnotes

(Chicago Manual of Styles; https://www.chicagomanualofstyle.org/tools_citationguide/citation-guide-1.html)

Examples:

(Book)

Zadie Smith, Swing Time (New York: Penguin Press, 2016), 315–16.

(Journal)

Susan Satterfield, "Livy and the Pax Deum," Classical Philology 111, no. 2 (April 2016): 170.

(Thesis or Dissertation)

Cynthia Lillian Rutz, "King Lear and Its Folktale Analogues" (PhD diss., University of Chicago, 2013), 99–100.

(Website content)

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