

xR – Opportunities and challenges for future training

A maritime (industry) perspective

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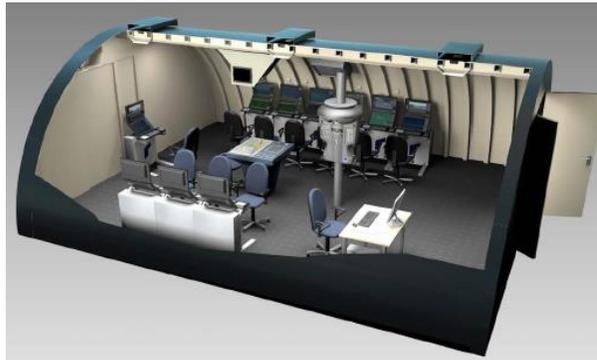
Land-based virtual training

Virtual reality linked to Submarine Control Simulator



Land-based total ship training – Example of a current solution for one of our customers

Command Team Trainer



Steering Diving Trainer



ViSTIS® Classroom



Hardware Trainer



Simulation Connections

Simulation Connections

Augmented Reality



Challenges from a maritime industry perspective

- Too many stakeholders but no decision makers in the procurement process → procurement cycles are completely detached from innovation cycles
- Lack of functional and operational requirements in the procurement process → solutions are detached from the actual training objectives
- Training solutions are evaluated wrt how they fit into the existing training organisation → the lack of a holistic perspective prevents the Navies to improve the overall training organisation in the context of a major weapon system acquisition
- Within the industry R&D funds are only allocated when a short ROI can be expected → Defence industry runs the risk to lose sight of long-term innovation



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