

Headquarters Air Mobility Command



MAF AIRCREW TRAINING

Unrivaled Global Reach for America ... ALWAYS!

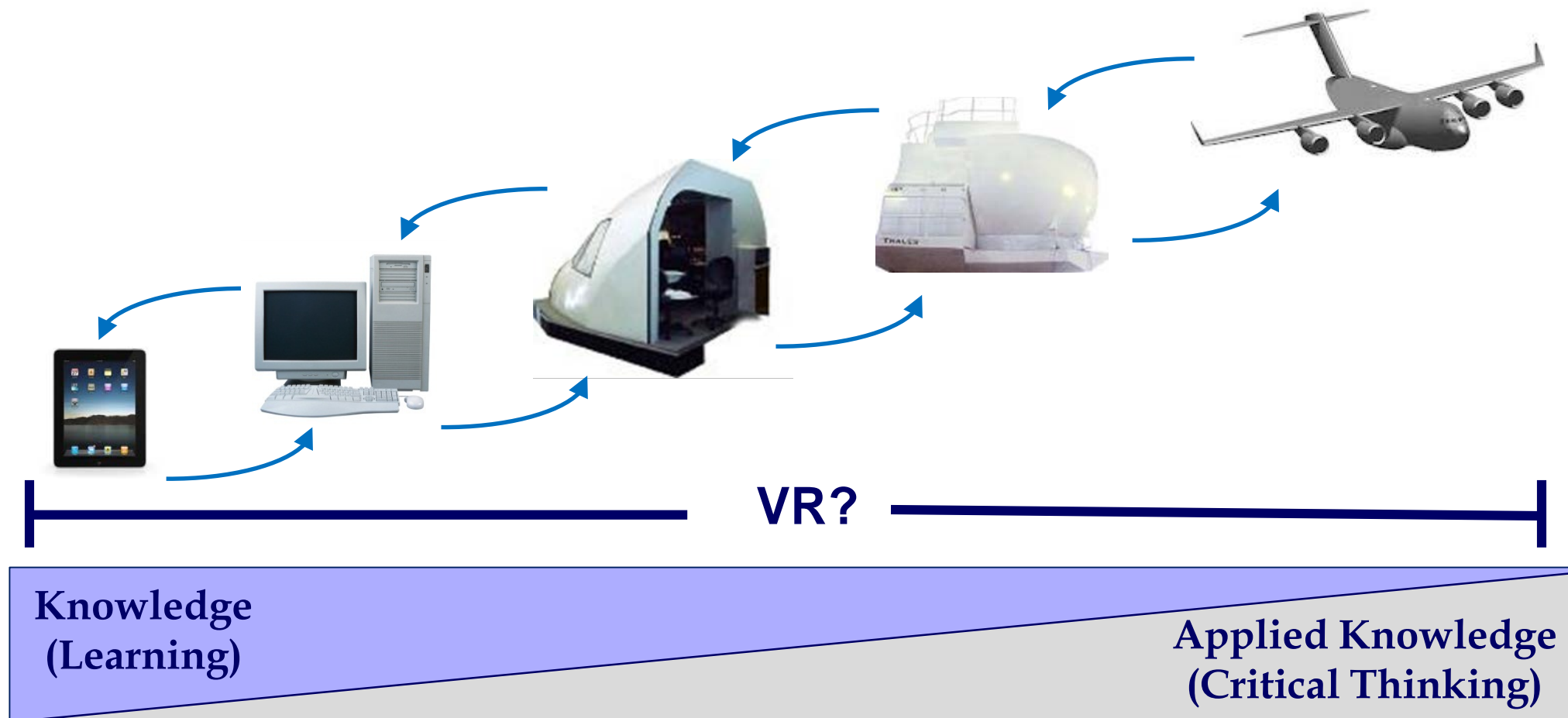


MAF Training



■ AMC's Flight Training Vision:

A MAF Aircrew Training System That Will Maximize Training In The Most Appropriate Device And Environment.



Unrivaled Global Reach for America ... ALWAYS!



MAF LVC Perspective/Vision



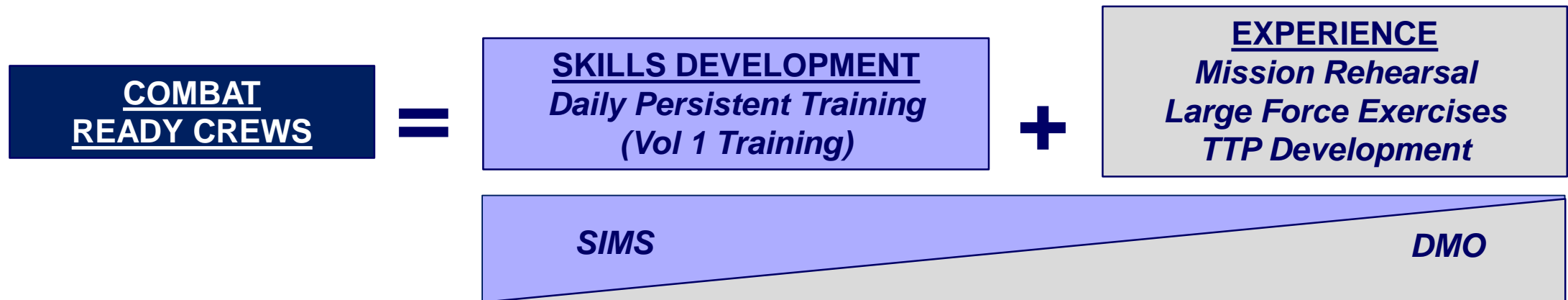
■ MAF DMO Vision (Future):

Enhance Global Reach Through A Network Of Live, Virtual, and Constructive Training Capabilities.

■ MAF DMO Mission (Now):

Train in a Secure, Realistic Networked Environment While Reducing Risk and Operating Cost. MAF DMO Capabilities will Enable Live, Virtual, and Constructive Participation in a Wide Range of MAF, USAF, Joint and Combined Exercises.

■ Application of MAF LVC Capabilities:

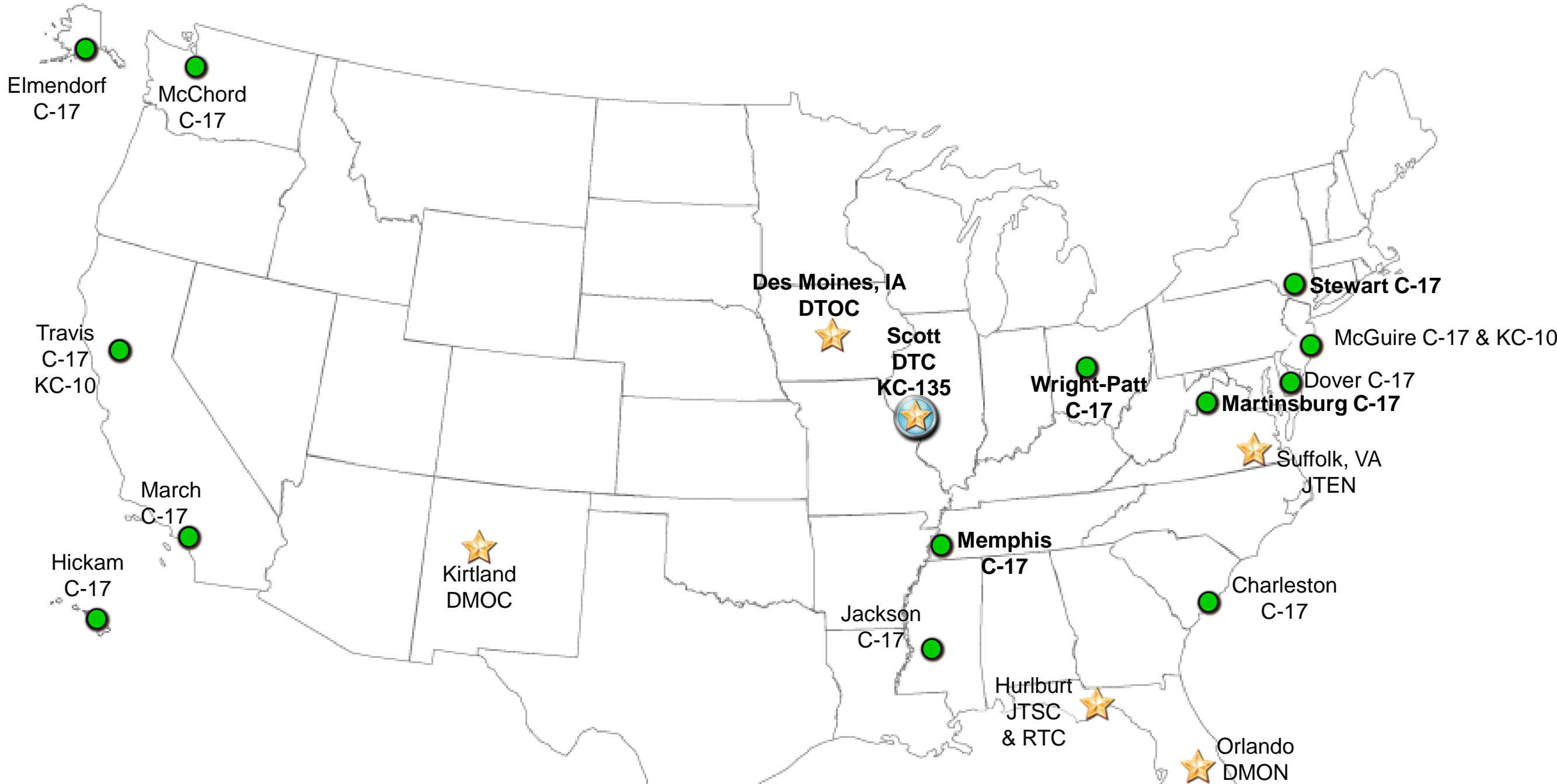


Robust Integrated Mission Training!

Unrivaled Global Reach for America...ALWAYS!



MAF DTC Network (DTCN) Current Connectivity



- MAF DTC: Weekly C-17 Phase Training
- JTEN: JRTC Events & AFSOC Profiles
- DMOC: Virtual Flag Ex

- JTSC: Emerald Warrior Ex
- DTOC: Daily MAF Mission Profiles
- DMON: CAF Large Force Employment

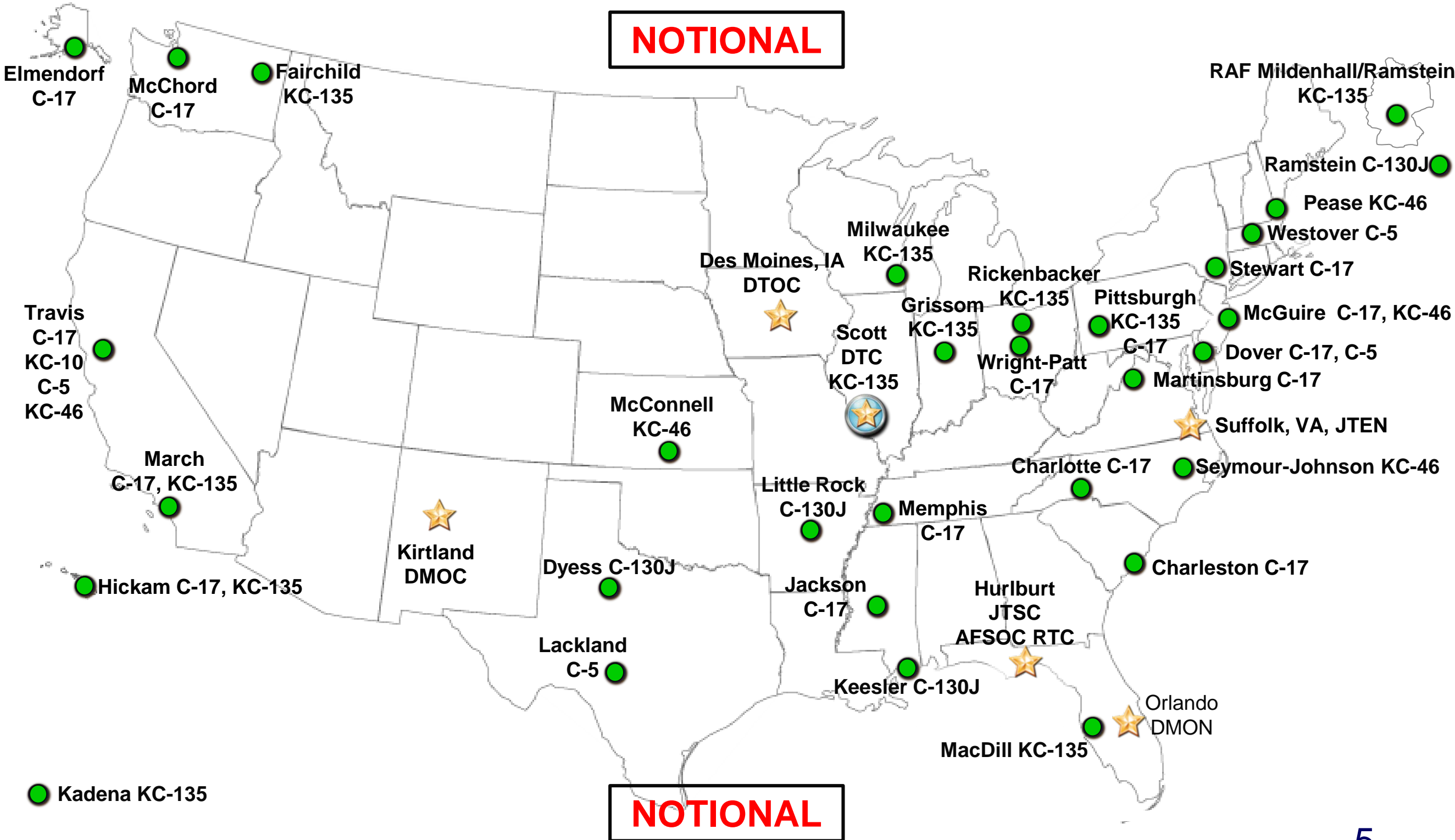


MAF DTCN Connectivity (FY23)



*Assumes Continued Programmatic & Acquisition Support

NOTIONAL



Unrivaled Global Reach for America ... ALWAYS!



Virtual Reality (VR) in Aircrew Training



- **Acquired AFSOC Prototype Software**
 - **HTC Vive VR Goggles**
 - **Unity Engine (Steam)**
- **Line Aircrew Demos at Dyess, Scott & Travis AFBs**



1. How realistic/immersive were the graphics/interaction of the VR?

| Poor | Fair | Good | Excellent |
|------|------|------|-----------|
| 0 | 0 | 13 | 61 |
| | | | 82% |

2. How much did the VR experience enhance your ability to retain information as compared to a PowerPoint presentation, lecture, or CBT?

| Not at All | Slightly | Significantly | |
|------------|----------|---------------|-----|
| 0 | 8 | 66 | |
| | | | 89% |

3. Did the VR enhance understanding of where components are in the aircraft more than traditional CBTs/lectures?

| Not at All | Slightly | Significantly | |
|------------|----------|---------------|-----|
| 0 | 6 | 68 | |
| | | | 92% |

4. How difficult was it to understand the different functions of the VR controller (i.e. Teleporting, Opening Doors, Reading Maps..)

| Very Difficult | Difficult | Slightly/Not at All | |
|----------------|-----------|---------------------|-----|
| 0 | 13 | 61 | |
| | | | 82% |

5. Did the use of the controller, rather than your actual hand, take away from the learning experience?

| Not at All | Slightly | Significantly |
|------------|----------|---------------|
| 39 | 30 | 5 |
| 53% | 41% | |



Conclusion



**AMC Is Searching For Innovative Solutions
To Make Our Aircrew Training Program More
Effective And Efficient**

What Don't We Know?!