



MOBILE LEARNING STRATEGIES (MLS)

Supporting the Navy training enterprise through the development of new learning technologies based on mobile devices and platforms.

The Mobile Learning Strategies (MLS) team supports the Navy training enterprise through the development of new learning technologies based on mobile devices and platforms. Efforts underway include the eHelm mobile application, the Mobile Learning Framework, augmented reality for job performance aids, and the Data Architecture and Training Effectiveness Model (DATEM). Additionally, the MLS team provided support for the eSailor initiative at Recruit Training Command (RTC) and currently supports Sailor 2025 for Fleet Forces Command.

NAWCTSD supports the eSailor initiative through development of the eHelm and Mobile Ship VISIT applications, which present and manage boot camp curriculum for newly-enlisted sailors during their initial training at RTC.



eHELM

eHelm is a cross-platform, first-step, mobile application for the Naval training enterprise that presents legacy content in mobile devices and provides a smooth end-user experience. Using a touch interface, eHelm presents legacy content that is tracked through modern learning protocols, such as xAPI. A Content Processing Application (CPA) converts and organizes the legacy content in native digital formats for a variety of mobile operating systems. Additionally, the CPA provides a simple method to author the content layout for eHelm presentation, navigation, and user interface.

Mobile VISIT

The Virtual Interactive Shipboard Instructional Tour (VISIT) allows a user to “wander” through a photo-realistic, real-world environment with virtual access to shipboard facilities or locations that are unfamiliar, unavailable, or dangerous. A user can select items of interest in the environment to access instructional media, such as interactive courseware, workstation simulations, reference documents, or other common media files. The integrated 360-degree spherical photographic panoramas allow a user to look in any direction. An instructor can develop structured tours of the environment via a game-like scavenger hunt feature, which also provides students with performance feedback as well as integrated quizzes. A key benefit of VISIT is the affordable nature of photo-based development as compared to 3D-based tours as well as the capability to run on a wide variety of hardware. VISIT tours are currently available for platforms such as Navy ships, submarines, aircraft, buildings, cities, or other critical environments. While VISIT is run from installed software, Portable VISIT enables the product to run in a browser and can run from a DVD negating the need to install software. Mobile VISIT operates on Android and iOS devices. VISIT 3D is currently in development.

For further information on this exhibit, or on business opportunities with NAWCTSD, please contact our Business Support Team by telephone at (407) 380-4903, by e-mail at orlo_businesssupportteam@navy.mil, or by mail at Business Support Team, NAWCTSD, 12211 Science Drive, Orlando, FL 32826.



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