

AIR NATIONAL GUARD BOSS BOOM OPERATOR SIMULATION SYSTEM



FAAC MILITARY SIMULATOR PRODUCTS: BOOM OPERATOR SIMULATOR SYSTEM (BOSS)

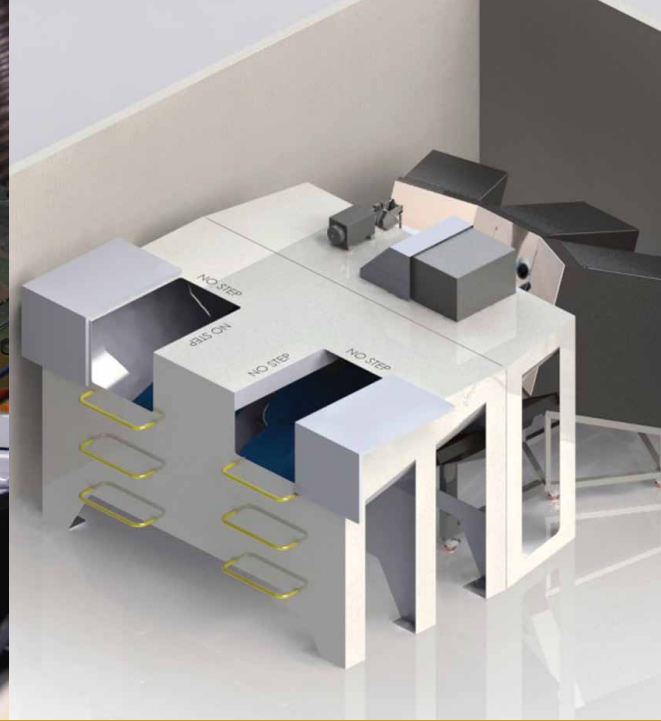
BOOM OPERATOR SIMULATOR SYSTEM (BOSS)

In June 2012, the U.S. Army Program Executive Office for Simulation, Training & Instrumentation (PEO STRI) selected FAAC to build the Air National Guard's (ANG) Boom Operator Simulator System (BOSS). The BOSS is a high fidelity trainer for the ANG boom operators that replicates the KC-135R Block 40 boom pod.

The BOSS program seeks to extend the core capabilities of a functional prototype built by the ANG into a newly designed, production ready compartment capable of affordably being manufactured in quantity. The system will provide an immersive simulation environment which utilizes realistic computer generated images, head tracking technology, high fidelity boom and aircraft physical models with an emulation of the actual aircraft boom controls.

The ANG will field 17 Boom Operator Simulator Systems to Air National Guard CONUS and OCONUS locations with the first scheduled for delivery in 2013. BOSS is intended for squadron level training to be co-located with operational KC-135 air refueling wings.





FAAC MILITARY SIMULATOR PRODUCTS: FLEXIBLE TRAINING SOLUTIONS

BOOM OPERATOR SIMULATOR SYSTEM (BOSS)

The BOSS will incorporate Voice Recognition technology and an Artificial Intelligence to provide ANG boom operators with a capability to use the system with minimal support from other personnel and without an instructor present. The flexibility offered by this system will allow ANG Boom Operators to have a standby simulator training capability that will help them maintain their proficiencies despite the hectic schedules of the typical Guardsman.

Once delivered, FAAC will provide four years of Contractor Operations and Maintenance Support (COMS) including on call Help Desk support by extending our experienced in-house COMS staff which currently supports over 400 fielded systems.

