

WHO

SYSCOM: NAVSEA

Sponsoring Program: PEO IWS-5

Transition Target: AN/SQQ-89A (V)15 Advanced Capability Build (ACB) 25

TPOC: (202) 781-4233

Other Transition Opportunities: PEO SUBS, PMS 485 - Maritime Surveillance Systems, and NAVAIR PMA 205 - Naval Aviation Training Systems and Ranges.

Notes: PING Phase II contract is one of many Sonalysts' SBIRs designed and built upon our military focused PC-based multi-player training and gaming experience as well as our deep USN ASW expertise.



Copyright, 2021, Sonalysts, Inc.

WHAT

Operational Need and Improvement: Improving AN/SQQ 89A(V)15 ASW team and operator proficiency ashore and at sea using an innovative multi-player serious game integrating realistic sonar modeling, operational displays and AI-based team roles.

Specifications Required: ASW team training is needed that is measurably effective at improving operational proficiencies, while being engaging enough to make Sailors want more training, and dynamic enough to be customized when needed.

Technology Developed: PING uses browser-based game play around a client/server setup compatible with the existing tactical system training architecture, and features progressive levels of difficulty, support for individual and team-based training, user customizable training, Artificial Intelligence (AI) adversaries, and tactical challenges tied to ASW Learning Objectives (LOs) and operational proficiencies. PING will be integrated into the Advanced Capability Build (ACB) for the AN/SQQ-89 Sonar System, and launched from the installed Moodle Learning Management System (LMS) to assess progress and customize training.

Warfighter Value: Develop an engaging multiplayer ASW serious game that improves team proficiency in a wide range of difficult tasks, including environmental assessment, display manipulation, proper use of automation, signal recognition, and solution development for weapon deployment or evasive maneuvers.

WHEN

Contract Number: N68335-21-C-0339 **Ending on:** Feb 24, 2023

Milestone	Risk Level	Measure of Success	Ending TRL	Date
Successful Base Year Proof-of-Concept Development	Low	Demonstrate Client/Server browser-based connectivity	5	3rd QTR FY21
Option Year 1 Prototype PING system ACB Step 1 Demo	Medium	Realistic browser-based operational displays, sensor and undersea environment modeling, and physics-based platform simulation	5	3rd QTR FY23
PING system ACB Step 2 Demo	Medium	ACB Step 2 Evaluation and Fleet ASW VOTT User Trials (FY 2023 Q4)	6	2nd QTR FY24

HOW

Projected Business Model: Brand and market “PING” solution in support of multiple functional areas with a focus on undersea warfare operational training.

Company Objectives: . Support Government and commercial mission readiness by leveraging lower cost Intellectual Property (IP) with professional expertise. Work in concert with Government, other industry partners, and 3rd party technology to produce innovative, effective, and lower cost customer training solutions. Provide end-users with intuitive training solutions and tools to enable long-term flexible technology sustainment and relevance.

Potential Commercial Applications: Primary focus in on-line commercial training title development and training support.