## Department of the Navy SBIR/STTR Transition Program

DISTRIBUTION STATEMENT A. Approved for public release. Distribution is unlimited. ONR Approval #0543-2380-24 Topic # N211-082 Accelerated Learning Model for Increased Strategic and Tactical Decision Making Using Multi-Player Games ACSILabs Inc

## WHO

SYSCOM: ONR

Sponsoring Program: TBS - The Basic School at MCB Quantico, VA

**Transition Target:** Support the Navy in transitioning the resulting technology for use in operational environments.

**TPOC:** Natalie Steinhauser natalie.b.steinhauser.civ@us.navy.mil

Other Transition Opportunities: Private Sector Commercial Potential: This SBIR topic would provide much needed theory, principles and technology to help the Navy/USMC introduce accelerated learning principles

to both instructional designers, instructional personnel, and military personnel. The principles and technology would have broad applicability to learning endeavors within the military and to civilian training interests, particularly commercial game developers.

**Notes:** FutureView<sup>™</sup> has a highly flexible agent-based virtual world platform shown to increase cognitive agility in other domains.

The platform itself allows easy and fast development of example scenarios by SME and highly experienced experts who are passing on their experience without having to write code. This is made possible by an interface with a node-based scenario tool.

WHEN	Contract Number	: N68335-22-C-0650	Ending on: Aug 01, 2	Ending on: Aug 01, 2025	
Milestone	Risk Level	Measure of Success	Ending TRL	Date	t
Complete testing with N and Navy officers	Marine Low	statistically significant accele compared to other methods	rated expertise 8	TBD	F



Simulated Well Deck

WHAT

**Operational Need and Improvement:** FutureView<sup>™</sup> is a cloud-based modular platform designed to enhance training in complex decision-making environments. It addresses the operational need for scalable, agile, and easily deployable training technologies. The platform allows subject matter experts to create immersive learning experiences using an intuitive editing interface, extensive libraries of virtual environments, and intelligent agents that respond to user decisions. These experiences can be accessed globally on laptops or tablets, providing users with performance feedback based on standardized rubrics, thereby accelerating learning in complex situations.

**Specifications Required:** Increasingly speed and scale are required to meet the training demand. Further, technologies that accelerate expertise need to run in multiple environments without the requirement of specialized equipment.

**Technology Developed:** • Cloud-Based and Modular: FutureView is hosted on the cloud, making it accessible from anywhere and adaptable to various training needs.

• Intuitive Editing Interface: Enables experts to design interactive learning scenarios without requiring extensive technical skills.

• Intelligent Agents: Virtual agents within the platform simulate real-world interactions and respond to user decisions, enhancing the learning experience.

Global Accessibility: Training modules can be accessed on multiple devices, allowing for flexible learning
opportunities.

• Performance Feedback: Users receive feedback based on accepted performance metrics, facilitating accelerated learning.

Warfighter Value: The platform has shown significant potential in accelerating expertise among participants across various domains. Research conducted at the Marine Basic School indicated that FutureView<sup>™</sup> effectively enhances critical skills necessary for officers on missions, thereby increasing operational readiness and effectiveness

## HOW

**Projected Business Model:** Direct sales or distribution to a partner in the form of SAS licenses. Private Sector Commercial Potential: This SBIR topic would provide much needed theory, principles and technology to help the Navy/USMC introduce accelerated learning principles to both instructional designers, instructional personnel, and military personnel. The principles and technology would have broad applicability to learning endeavors within the military and to civilian training interests, particularly commercial game developers.

**Company Objectives:** Harden and scale the FutureView<sup>™</sup> Platform for use in virtually any industry through a licensing model.

**Potential Commercial Applications:** FutureView<sup>™</sup> is currently being used in multiple industries, such as: Medical Device, Mining, Healthcare, Telco, Financial Services, Leadership Development, Diversity and Inclusion, Manufacturing, Supply Chain Management and the United States Marine Corp.