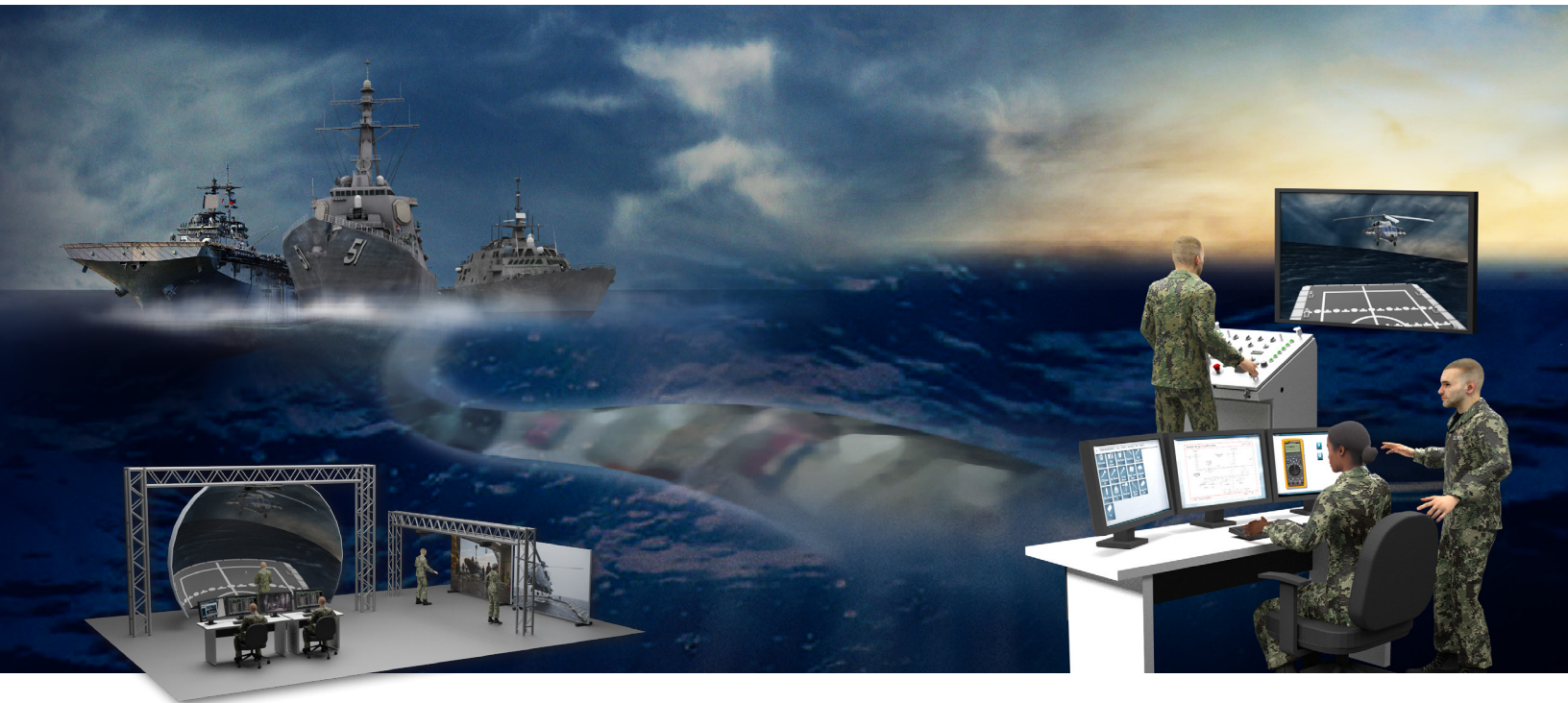




CUBIC™



Features and Benefits

- Immersive Game Based Training
- Individual and Team Training
- Common Baseline
- Blended Training
- High Throughput
- Reusable & scalable (IMI 1-4)
- Cost Effective

TOTAL LEARNING PLATFORM FOR MARITIME TRAINING

The Total Learning Platform™ is a scalable training management system with shared simulation which allows the customer to train sailors on content and procedures that are required for skill set qualification. The sailor [student] is provided training content at the point of need on a personal laptop or through a desktop in a classroom environment

The sailor receives their training content uses an Immersive Virtual Environment (IVE) and Game Based Learning (GBL) methodology that is generated by the TLP's Windows OS and then transmitted via the secure cloud or through an individually tailored studio for both cloud and air gap or offline training.

The TLP also provides the digital user interface to provide blended training that supports the individual or team training in their respective training continuum as it progresses from Virtual to Simulation to Live. Robust analytics also support the individual and supervisory assessment of training performance while recording sailor [student] performance for continuous use across their training continuum.

TLP also creates Adaptive Training products that reduce the cost of generating new content thereby allowing instructors and administrators to focus on student achievement and learning.

The TLP uses COTS to enable the LMS and LRS interfaces and provides tailorable analytics that are scalable and inform pricing models.

TOTAL LEARNING PLATFORM

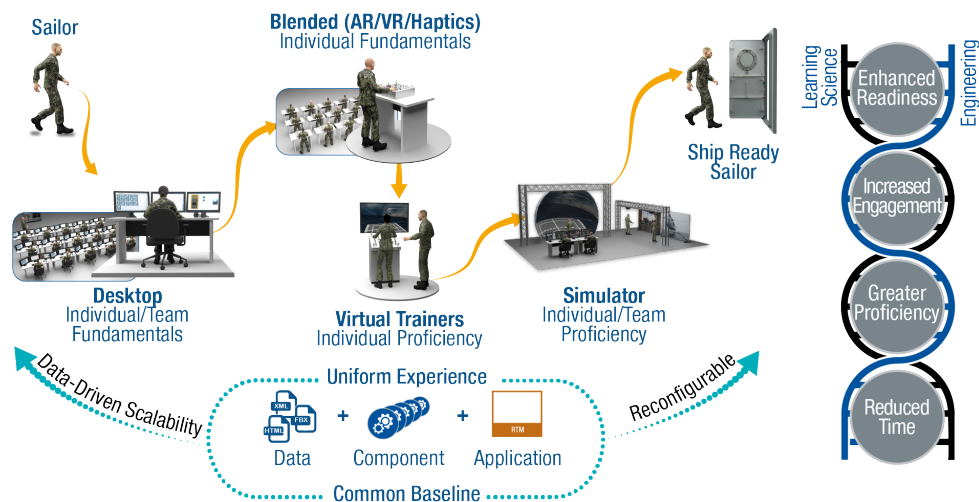
TLP Specifications
Surface Training Advanced Virtual Environment (STAVE) Compliant
Uses Common Baseline and Learning Management System (LMS)
Immersive Virtual Environment (IVE)
Rich 3D, Game Engine Environment
Brings "lessons to life" for trainee
Desktop, VR goggles, Part Task Trainers
Avatar interaction
Reusable and scalable
Tailorable Courseware

Existing Programs (POR)
LCS (2013) - Present
Surface Training Immersive Gaming Simulations (STIGS) 2020

Application
Utilized to develop the required skill (Maintenance MRC or METL) during the Basic Phase of USN workup
Proven New Construction "Plankowner" or en route pipeline training
Available for individual or team sustainment training while deployed or back in homeport during RFS
Exportable to International Navies
Brings "lessons to life" for trainee
Desktop, VR goggles, Part Task Trainers
Avatar interaction
Reusable and scalable
Tailorable Courseware

Learning Process
Repetitive Train-to-Qualify (T2Q) and Train-to-Certify (T2C) process
Self-Paced
Faster qualification (between 30-40%)

Our Edge: Uniform & Scalable Common Baseline with Modular Architecture



Classroom

1. IOS enabled TLS
2. Uses Tailorable Courseware
3. IVE reconfigurable classroom
4. Instructor led, self-paced
5. LMS tracks student performance

