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Team from Center for Seabees and Facilities Engineering competes for 'Best Paper' award at Annual Training, Simulation Conference

ORLANDO, Fla. – Discussing the future of mobile interactive training for the Navy, a team from the Center for Seabees and Facilities Engineering (CSFE) competed for the 'Best Paper' award at the Interservice/Industry Training, Simulation and Education Conference (I/ITSEC) Dec. 1.

The CSFE team's presentation, Mobile Interactive Training: Tablets, Readers and Phone – Oh, My! Was given to an audience of defense contractors and military representatives and a judging panel from I/ITSEC. The paper and presentation discussed adapting Navy Non-Resident Training Courses (NRTCs) to be broadly deployable for use on hand-held devices and tablets in addition to the standard laptop or desktop computer.

"We advanced to the final round by winning as the best paper in the training sub-committee," said Dave Donnelly, CSFE technical training director/learning standards officer. "Even though we didn't win the overall 'best paper' award at the conference, our presentation was very well received, and the session chairman provided us a very complementary evaluation of our presentation."

Held annually in Orlando, Fla., the I/ITSEC conference promotes cooperation among the armed services, industry, academia and various government agencies in the pursuit of improved training and education programs, identification of common training issues and development of multiservice programs.

"The professional papers presented at I/ITSEC present a vital insight and in-depth look at the state-of-the-art in the world of simulation, training and education communities," said Rear Adm. Fred Lewis (USN-Ret.), National Training and Simulation Association (NTSA) president. "Subjects like Mobile Interactive Training - the paper presented by the team from The Center for Seabees and Facilities Engineering - gives us an insight into what's possible."

The conference is host to vast displays of the latest technology in defense training and simulation. According to Donnelley, the Navy's solution to training challenges is on par with industry.

"In watching other presentations of similar mobile technology efforts, our team has developed a superior process for mobile technology usage that is platform agnostic," said Donnelley. "We are even or at times ahead of our industry leader peers and that is very gratifying."

"This is a great example of how the Navy and CSFE have embraced technology to support training, and it's applications fit today's Sailor," said Capt. Richard Cook, CSFE commanding officer. "The current generation of students is growing up not tied to a laptop or desktop, but are connected 24/7 through handhelds and tablets. The Mobile Interactive Training model that the CSFE team has developed fits the needs of the current generation and has great potential to change the way we train, integrating into our blended learning solutions."

The Navy's blended learning solutions include instructor-lead training, simulations, hands-on labs, computer-based training (CBT) and technical training equipment.

Additional information on CSFE can be found on their website:

<https://www.netc.navy.mil/centers/csfe/Default.aspx>

For more information on the Naval Education and Training Command, visit the NETC website at: <https://www.netc.navy.mil>.

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