NEWSLETTER FOR CUSTOMERS OF KONGSBERG MARITIME

KONGSBERG

The future is mobile!

We have for many years delivered and supported the MODU (Mobile Off-Shore Drilling Unit) Ballast Handling Simulator on the Unix platform. Now however, the model is available also on Windows!

There is a strong demand for new mobile drilling units today requiring an increase in personnel to operate these platforms. Our model comprises all required systems for training on the operation at the platform as well as additional anchor handling systems and DP operation.

The instructor may also introduce environmental effects such as wind, waves and current to let the students practice on realistic challenging situations

PMTC satisfied with new ER Simulator!

In our new feature providing User feedback we introduce Mr. Rapsomanikis, Pireus Maritime Training Centre (PMTC), who has reseantly bought a Kongsberg Maritime Engine Room Simulator. We asked him what motivated him, how fast he was able to implement courses and its ease of use.

PMTC based in the heart of Pireaus shipping hub and with more than 30 years of experience in maritime education, is now fully equipped with state-of-the-art training tools such as the Kongsberg Full Mission Bridge/Maneuvering Simulator, the PC based Kongsberg Engine Room Simulator, ARPA Simulator as well as GMDSS and ECDIS simulators.

The PMTC acquired the latest version of Kongsberg Engine Room Simulator as a complement to its Engine Resource Management courses.

The choice was made for a number of reasons such as Kongsbergs long standing reputation on maritime simulation products, the successful implementation of the Kongsberg

Bridge Simulator project, and the option for combined Bridge & Engine Room training.

After a short familiarization period, the Kongsberg Engine Room Simulator runs smoothly in its 10th series of courses.

It is a complete and easy-to-use simulator with all instructor facilities for student training and evaluation exceeding the IMO model engine training course standards.

Dear Customer,
As a new feature in our newsletter we invite you to send us a short presentation of your simulator system. We are particularly interested to hear how the simulator system fits into your training program and how it has enhanced your training capabilities, and more......
e.mail: odd.arne.reberg@kongsberg.com

From UNIX to Windows

Need to convert your Engine and Cargo Handling Simulators?

In a fast developing world all technology has a natural life span. Consequently Kongsberg Maritime, after a thorough review of UNIX based technology and its maintainability, will phase out the Kongsberg Maritime UNIX based Engine and Cargo Handling Simulators up to January 2008, after which date they will no longer be available for sale.

Customers with existing UNIX based Engine and Cargo Handling Simulators will continue to be supported through their current Long-Term System Support Program until they become due for renewal. Kongsberg Maritime will continue to provide spare parts availability to the extent that the market supply is available.

Our full range of Engine- and Cargo handling simulators and trainers are available for implementation on any personal- or network workstation under Windows® XP Professional or Windows®2000. Most of our client base has already converted to the Windows® platform and we recognise that you as well can harvest the benefits from the upgrade.

For information regarding system upgrades and pricing please contact your Area Sales Manager (ASM) or local agent for further details.

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The Maritime
SIMULATOR newsletter

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KM User Conference 2007 Europe

Kongsberg Maritime Simulation invites you to join the annual KM User Conference in Kalmar, Sweden, 25-27 September 2007.Please check the KM Simulation website for updates and further information on registration and booking.

See you there!

U.S.Navy unveils new Bridge Simulator in Pearl Harbor

During a grand opening in Hawai; the U.S. Navy unveiled their new full mission Polaris ship's bridge simulator. This simulator installation located in Pearl Harbor is number three in a row of seven large KONGSBERG bridge simulator complexes for delivery to the U.S. Navy.

Training Objectives
The Navy will use these to train their seamen in ship handling and navigation. The new simulator allows sailors to improve their Navy skills without leaving port. They can practice their communication skills between other vessels, practice docking and un-docking, using tugs and other operations that may be difficult to do in the real world.

USS Koa Kai
The event in Pearl Harbor was covered by no less than three large news stations and was blessed as the USS Koa Kai, or "Sea Warrior."
All stations provided full web coverage with articles and video clips from the opening ceremony. Interested to read more about the U.S. Navy's simulator installation? The web-links to the news stations are:

http://kgmb9.com/kgmb/display.cfm?storyID=10805   http://www.khnl.com/Global/story.asp?S=623339
http://www.honoluluadvertiser.com/apps/pbcs.dll/article?AID=/20070315/VIDEO/70314006

Polaris Ship's Bridge Simulator - new releases

Polaris SBS has existed for almost 10 years and is continuously developed to improve our customers navigation training.

Earlier this year, we proudly released the 5.2., with a range of exciting and innovative features such as a highly advanced RHIB (rigid-hulled inflatable boat) launching system. The system was designed for naval application in its initial phase, but is also completely adaptive to merchant training areas such as during SAR (search and rescue) or MOB (man overboard).

The challenge in launching the RHIB alongside the mother ship is perfectly demonstrated in the system, which also has the opportunity to extend with a separate RHIB ship model with water jet (or traditional) propulsion.

The Polaris 5.2., also provides new visual effects such as fully synchronized two-spectra wave-pattern with a hydrodynamic model. This enables small ship's movements to correlate with the visual sea-waves. In addition, the visual system offers new environmental effects such as snow, rain and fog banks, new exercise areas and several new ship models.

Another interesting component, is the interface to a low cost desktop wheel for classroom systems. In combination with screen-based instrumentation for rudder and course control, the training will allow direct and immediate vessel control of all models in the library. A set of push buttons for override starboard- and port-control are also available.

The latest release; Polaris 5.3., incorporates the same high-performance features as Polaris 5.2. and in addition, details such as enhancement of the hydrodynamics for the RHIB models.

For further information please visit our website http://www.maritime-simulation.kongsberg.com

Upgrading your NMS-90 Simulator

It has never been easier to upgrade NMS-90 to the latest Polaris Simulator

The Polaris Simulator incorporates some core elements of the NMS90 allowing easy upgrade to Polaris state of the art technology. Your current bridge layout, and software modules can be maintaining allowing easy enhancement of your institutions training.

We now introduce a program to upgrade your NMS90 to the Polaris Simulator. By the end of May 2007 all NMS90 customers will receive information on upgrading their simulator to Polaris.

Innovative ERS & CHS Neptune Instructor System

The new "State of the Art" Instructor Monitoring and Assessment system is developed by Kongsberg in close cooperation with experienced Instructors worldwide, Norwegian Maritime Directorate and Det Norske Veritas (DNV). The new Neptune Instructor System is unsurpassed in user-friendliness and efficiency.
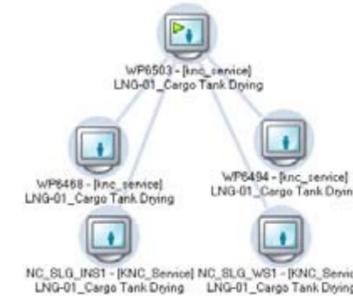
Powerful and userfriendy

Fig 1.Team Training Configuration

The Instructor can configure the system to support individual student training mode, team training mode, or a combination of modes.

The Instructor can connect to any of the Student Stations to monitor, assess and control student performance.The system allows the Instructor to develop the complete exercise module from any PC running the application; from the simulator classroom, Instructor's office or home.The Instructor can also configure the system to support individual student training mode, team training mode, or a combination of modes.

Triggers by using Boolean Graphic Blocks

A Trigger is a combination of events that initiates an Action or E-Coach message, or is used as input during Assessment. Any of the up to 6,000 accessible variables and malfunctions can be utilized to activate Triggers.

E-Coach Messages Build-in student performance feedback system

The E-Coach is an electronic mentoring tool used to provide the Student with information and guidance based on a single event or combination of events. Students receive the E-Coach messages as a result of their performance of assigned tasks.

Powerful tool allows configuration of any Student Station

The Instructor can easily configure each Student Station to define what information shall be accessible and visible to the Student. This defines which subsystems apply to each Student Station, as well as indicators that should be visible and accessible.

Assessment of all parameters available

Through the new Instructor System, the Instructor now has access to a unique tool that allows the assessment of students on all levels, from Support to Management.

The assessment system allows the Instructor to monitor, and use for assessment not only alarms, but any of the 6,000 available variables in the simulation models. The Instructor can give credits or penalty points depending on student's performance. See fig. 2a and below.
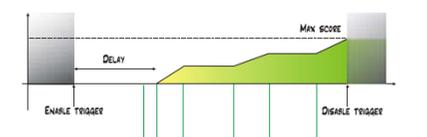

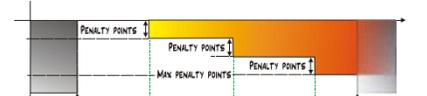Fig. 2a Credit points given as achievements are reached

Fig. 2b Penalty points given as student fails in operation

Assessment Report

The instructor has the possibility to print out assessment reports for each individual student reflecting his performance, including pass or fail. The system has implemented an intuitive and user-friendly feature for Recording and Replay.