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## MarineSafety International's LCS Simulator Adds Seagoing Flavor to Service Selection Night at the U.S. Naval Academy

**28 February 2006; Norfolk, VA:** On the evening of 23 February 2006 the graduating class of midshipmen destined for surface ship duty gathered in historic Memorial Hall at the U.S. Naval Academy to choose their ships. For this year's event the Commandant invited MarineSafety International and Lockheed Martin to set up MarineSafety International's transportable Littoral Combat Ship (LCS) simulator in the hall to add realism to the occasion and give the aspiring Surface Warfare Officers a look at the future.

Representatives from Lockheed Martin Corporation, the ship builder for LCS-1, were also on hand to answer questions about the ship's design, mission and future ship building schedule. The LCS simulator has already been used for preliminary training of the crew of LCS-1. MarineSafety's LCS simulator is a low cost, full scale, PC based simulator. It incorporates Computer Science Corporation's (CSC) V-Ship 2000 simulator software.

The LCS simulator is designed to teach electronic navigation and collision avoidance at high speed; but for this special event the focus was on visually conning the ship in a narrow channel with high traffic density. Although none of this year's class will report to an LCS for duty many commented that it would certainly be an option for their second or third tour.



A group of senior class midshipmen take turns in the simulator navigating the LCS-1 through traffic while entering Pearl Harbor.

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