

Virtual Training System

Northrop Grumman's solution for game-based training



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Northrop Grumman's Virtual Training System (VTS) incorporates advanced interactive technologies that engage students in a way no other training system ever has. Because they are actively involved in the experience of learning, students retain more of the training and they retain it longer.

VTS Makes Training More Engaging

VTS' advanced interactive technologies and game-based interface make large quantities of content more engaging and more interesting—and most importantly—retained longer than with other training systems.

VTS Features

- Students gain a greater level of immersion and tactile experience
- Delivers content in a reusable environment
- More accurately represents real-world environments than any other medium
- Adjusts to user's experience levels and allows them to train at their own pace
- Supports multi-player gaming for team scenarios
- Can be configured to access a live database and update its content with the most current training scenario or simulation
- Remote software and sharing of training modules makes the system lighter, faster to maintain, and able to support rapid deployment schedules
- Third parties can develop training modules with COTS software



VTS' game-based technology and virtual setting better prepares users in the field.

Today, Northrop Grumman's third generation VTS is delivering sustainment and refresher training to U.S. Army units. It is a powerful tool for training the "system of systems" capability that is a vital part of joint operations.

VTS's cost effective content update methods and reusable environment deliver cost savings over other methods. Its authoring tools allow for the rapid simulation of hardware and software systems that can communicate with each other when necessary, giving students the powerful tools they need to learn today's complex embedded systems.

Enhancing VTS

Northrop Grumman is expanding VTS capabilities, creating a tool that combines training scenarios to support mission-based training. Additionally, the company is developing battle management visualization capabilities for VTS, useful from the command level to the foot soldier.

This will allow systems such as sensors, weapons, command and logistics to be simulated for every operator. With the addition of learning management capabilities, the VTS will allow users and course administrators to view training statistics for individuals and groups and to track course completions.

For more information, please contact:

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