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News Release

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SEA UNVEILS AUGMENTED REALITY TECHNOLOGY FOR SHIPS' OFFICER OF THE WATCH

Cohort company SEA has exploited its use of Virtual Reality (VR) and Augmented Reality (AR) in training simulation technology to develop a new Situational Awareness (SA) tool for ships' Officer of the Watch (OOW).

The AR technology, unveiled at DSEI, uses a Microsoft Hololens to present a single fused picture of all the relevant information needed by the OOW as he/she manages the vessel's course in a crowded seaway, taking data feeds from sources such as radar and a Warship Electronic Chart Display and Information System (WECDIS).

Its value as an aid to Command and Control is enhanced during night time or periods of poor visibility and enables the OOW to maintain heads up awareness from the bridge, while also providing data for points of interest not visible with the naked eye.

The system highlights fixed and dynamic hazards, identifies near horizon and over-the-horizon vessels using the ship Automatic Identification System (AIS) and provides track information, while also proposing a recommended course for avoiding action.

Preferred displayed information is flexible and can be filtered dependent upon the current task. Other benefits of the live augmented display include greater awareness of points of interest and surveillance of friendly forces, better threat anticipation, more effective use of intelligence data and better awareness of effecting arcs. By fusing the relevant data, OOWs can speed up decision making to improve their force effectiveness.

The innovative technology has been developed from SEA's DECK*sim* products used by the RN, foreign navies and civil operators for training Flight Deck Officers (FDO). It can also be used for training and is an SA tool that can be applied to both naval and commercial vessels.

SEA Business Development Executive Andy McGowan explained: "AR is a very effective way to manage information workload of the Officer of the Watch, instead of displaying all information. AR is used to display only the necessary real-time information, the make-up of which is fully configurable and can originate from various sources."

Besides the OOW application, SEA believes that the AR management tool could be used in land applications, in particular by vehicle commanders, who would benefit from AR viewing as opposed to continual reference to battlefield management screens.

SEA will be showcasing the AR technology at DSEI, using a "virtual" out of the window view, emulated display screens and a Hololens.

Caption for photo: SEA's new training technology will be an aid to Officers of the Watch

SEA will be exhibiting at DSEI with its sister companies as part of the Cohort plc on stand S6-240

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Notes to Editors:

Cohort plc is an independent technology company and the parent company of four innovative, agile and responsive businesses, EID, MASS, MCL and SEA, providing a wide range of services and products for UK, Portugal and international customers in defence, security and related markets.

www.cohortplc.com

SEA was acquired by Cohort plc in 2007 and today is a major supplier of applied research, technology development, systems integration, specialist electronic systems, engineering and software design services to the defence and security markets. Its engineering and project management skills include naval communications systems, maritime combat systems, through-life support, dismounted soldier systems, subsea engineering and traffic enforcement. Complementing its work for the UK Ministry of Defence, SEA is growing its business overseas and extending its expertise into adjacent markets, including offshore, railways and roads.

SEA employs circa 300 high-calibre staff and has offices in Beckington, Bristol, Barnstaple and Aberdeen.

www.sea.co.uk

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