

CFACC Ace

**Cognitive Skills Trainer
Designed for
Air Campaign Leaders**

CFACC Ace is a revolutionary cognitive readiness and decision-making skills trainer that will enable leaders to experience the personal and operational complexities of conducting an expeditionary air campaign. Trainees can improve their mission-essential competencies by practicing the key decision making skills needed to successfully conduct an air campaign in a challenging coalition environment.

CFACC Ace is an effective, affordable desktop simulation that focuses on key personal operational-level decisions: risk assessments, asset allocations, and personal battle rhythm. Trainees input resource allocation and level-of-effort guidance to the simulation in a format based on the daily Air Tasking Order cycle. Then trainees provide operational-level guidance to manage the following:

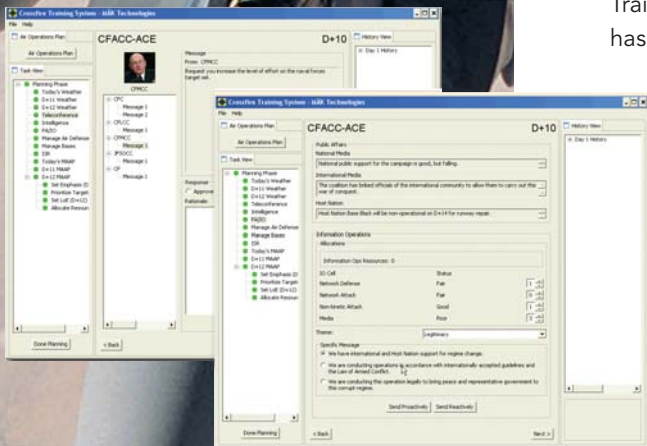
- Air interdiction
- Flexible targeting
- Defensive combat air patrol
- Close air support
- Intelligence resource allocation
- Public affairs
- Information operations
- Area air defense
- Time-sensitive targeting
- Combat search and rescue
- Theater air & ballistic missile defense
- Network attack and defense.

Trainees face a challenging coalition environment and a capable enemy, who has varying personality and leadership traits, strategies, and priorities.

CFACC Ace is unique. It is the first trainer designed using a comprehensive cognitive task analysis, based on lessons learned from past and present air campaigns and extensive interviews with current and former Air Force and Navy air component commanders, which identified the complete process a commander of a combined forces air component uses to make critical personal decisions and assessments.

FEATURES:

- First desktop trainer designed to train CFACC mission-essential competencies by focusing on the personal cognitive skills required to succeed in a complex coalition air campaign
- Simulates all aspects of CFACC duties:
 - Planning and conducting the air campaign
 - Interaction with joint and combined partners
 - Facing a challenging enemy
 - Dealing with the media
 - Managing personal battle rhythm
- Intuitive and easy-to-use graphical user interface
- Each training scenario is unique, but repeatable
- Supports single, multi-player, and mentor-in-the-loop modes
- Integrated After-Action-Review (AAR) process provides immediate performance feedback & allows reconstruction and evaluation of each training iteration



Link - Simulate - Visualize