

Use of a Flight Simulator in Higher Education: A Case Study of a Boeing 737 MAX Platform at Warsaw University of Technology

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Keywords: flight simulator, aerospace engineering education, Boeing 737 MAX, aircraft systems, human-machine interface, practical learning.

Abstract. The rapid evolution of the aerospace industry requires a shift in engineering education from purely theoretical models toward immersive, hands-on learning. This paper presents the integration of a full-scale Boeing 737 MAX flight simulator into the aerospace engineering curriculum at the Warsaw University of Technology. Unlike its conventional use in pilot training, the simulator serves here as an advanced educational laboratory for understanding modern aircraft systems and human-machine interfaces. Focusing on the course Aeronautical Systems, the platform provides students with direct access to a realistic cockpit environment. It enables practical exploration of system interdependencies, control logic, and diagnostic procedures. The paper discusses the pedagogical benefits of this non-standard application, emphasizing its role in bridging the gap between abstract theory and real-world engineering practice.