I/WE CLAIM:

1. A computer-implemented method for providing remote visibility into a simulation environment, the computer-implemented method being executed by a processor and comprising:

establishing over a secure public network a connection between a first videoconferencing client running on a first computer and a second videoconferencing client running on a second computer;

receiving at the first computer a first live camera feed over a secure private network, the first live camera feed encompassing a first portion of the simulation environment and being captured by a first camera, the second computer being located outside of the secure private network;

displaying within a viewer application running on the first computer the first live camera feed and at least one of:

a simulation control interface used to set and display parameters for a simulation for the simulation environment;

a computer-generated representation of a second portion of the simulation environment; and

when the simulation environment comprises a motion-based flight simulator, a second live camera feed captured by a second camera and encompassing an external portion of the motion-based flight simulator; and

granting the second videoconferencing client visual access to the viewer application through the first videoconferencing client.

2. The computer-implemented method of claim 1, further comprising:

receiving at the first computer a first live audio feed from a microphone present in the simulation environment;

transmitting through the first videoconferencing client the first live audio feed to the second computer over the secure public network to allow the second computer to play back the live audio feed in substantially real-time;

receiving at the first computer and through the first videoconferencing client a second live audio feed from the second computer; and

transmitting the second live audio feed to a speaker mounted within the simulation environment.

3. The computer-implemented method of claims 1 or 2, wherein when the simulation environment comprises an aircraft simulator and the first portion of the simulation environment encompasses a portion of instruments and controls of the aircraft simulator.

4. The computer-implemented method of claim 3, wherein the first live camera feed encompasses an internal portion of the aircraft simulator, the internal portion of the aircraft simulator comprising a screen of the aircraft simulator on which images of a computer-generated environment are displayed.

5. The computer-implemented method of any one of claims 1 to 4, wherein the simulation control interface comprises an interface of an instructor operating station.

6. The computer-implemented method of any one of claims 1 to 5, wherein the viewer application is further configured for providing a view of an interface of a data analytics platform.

7. The computer-implemented method of claim 6, wherein the view of the interface of the data analytics platform corresponds to an image of a display unit on which the interface of the data analytics platform is displayed, the image of the display being captured by a further camera connected to the private network.

8. The computer-implemented method of claim 6, further comprising granting the second videoconferencing client control over at least one of: the viewer application, an interface of an operating system and the interface of the data analytics platform.

9. The computer-implemented method of any one of claims 1 to 8, further comprising:

receiving instructions to project a visual indication within the simulation environment from the first videoconferencing client; and

controlling a projector installed within the simulation environment to project the visual indication.

10. The computer-implemented method of any one claims 1 to 9, further comprising displaying within the viewer application a third live camera feed captured by a third camera and encompassing a second portion of the simulation environment different from the first portion.

11. A system for providing remote visibility into a simulation environment, the system comprising:

a processor; and

a non-transitory storage medium operatively connected to the processor, the non-transitory storage medium comprising computer readable instructions,

the processor, upon executing the computer readable instructions, being configured for:

establishing over a secure public network a connection between a first videoconferencing client running on a first computer and a second videoconferencing client running on a second computer;

receiving at the first computer a first live camera feed over a secure private network, the first live camera feed encompassing a first portion of the simulation environment and being captured by a first camera, the second computer being located outside of the secure private network;

displaying within a viewer application running on the first computer the first live camera feed and at least one of:

a simulation control interface used to set and display parameters for a simulation for the simulation environment;

a computer-generated representation of a second portion of the simulation environment; and

and when the simulation environment comprises a motion-based flight simulator, a second live camera feed captured by a second camera and encompassing an external portion of the motion-based flight simulator; and

granting the second videoconferencing client visual access to the viewer application through the first videoconferencing client.

12. The system of claim 11, wherein the processor is further configured for:

receiving at the first computer a first live audio feed from a microphone present in the simulation environment;

transmitting through the first videoconferencing client the first live audio feed to the second computer over the secure public network to allow the second computer to play back the live audio feed in substantially real-time;

receiving at the first computer and through the first videoconferencing client a second live audio feed from the second computer; and

transmitting the second live audio feed to a speaker mounted within the simulation environment.

13. The system of claims 11 or 12, wherein when the simulation environment comprises an aircraft simulator and the first portion of the simulation environment encompasses a portion of instruments and controls of the aircraft simulator.

14. The system of claim 13, wherein the first live camera feed encompasses an internal portion of the aircraft simulator, the internal portion of the aircraft simulator comprising a screen of the aircraft simulator on which images of a computer-generated environment are displayed.

15. The system of any one of claims 11 to 14, wherein the simulation control interface comprises an interface of an instructor operating station.

16. The system of any one of claims 11 to 15, wherein the processor is further configured for granting the second videoconferencing client control over at least one of: the viewer application, an interface of an operating system and an interface of a data analytics platform.

17. The system of any one of claims 11 to 16, wherein the processor is further configured for:

receiving instructions to project a visual indication within the environment from the first videoconferencing client; and

controlling a projector installed within the simulator to project the visual indication.

18. The system of any one of claims 11 to 17, wherein the processor is further configured for displaying within the viewer application a third live camera feed captured by a third camera and encompassing a second portion of the simulation environment different from the first portion.

19. A computer program product for providing remote visibility into a simulation environment, the computer program product comprising a computer readable memory storing computer executable instructions thereon that when executed by a processor perform the method steps of:

establishing over a secure public network a connection between a first videoconferencing client running on a first computer and a second videoconferencing client running on a second computer;

receiving at the first computer a first live camera feed over a secure private network, the first live camera feed encompassing a first portion of the simulation environment and being captured by a first camera, the second computer being located outside of the secure private network;

displaying within a viewer application running on the first computer the first live camera feed and at least one of:

a simulation control interface used to set and display parameters for a simulation for the simulation environment;

a computer-generated representation of a second portion of the simulation environment; and

when the simulation environment comprises a motion-based flight simulator, a second live camera feed captured by a second camera and encompassing an external portion of the motion-based flight simulator; and

granting the second videoconferencing client visual access to the viewer application through the first videoconferencing client.

20. A kit for providing remote visibility into a simulation environment, the kit comprising:

the computer program product of claim 19; and

a pole removably securable inside the simulation environment, the pole comprising an elongated body having an adjustable length and at least one camera holding device for holding a camera, the camera holding device being securable at a desired position along the elongated body and configurable so that the camera captures images of a desired portion of the simulation environment.