



GOVERNMENT EXECUTIVE EVENTS GROUP
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Simulation 2.0

Revolutionary Changes in Military Training and Beyond

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<http://w.on24.com/r.htm?e=111397&s=1&k=6C49662F7950020411653AAC57460FA7>



Simulation 2.0: Revolutionary Changes in Military Training and Beyond

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Training Modes

LIVE



CONSTRUCTIVE



VIRTUAL



GAMING



One Million Soldiers

Regular Army:	507,082
Army Natl Guard:	333,177
<u>Army Reserve:</u>	<u>189,005</u>
Total:	1,029,264



Training One Million Soldiers

1,000 soldiers/event X 1,000 events/year

or

100 soldiers/event X 10,000 events/year

or

10 soldiers/event X 100,000 events/year

To provide a single training event in a year

Millions Served



47 million/day



130 million/day



635,000/day

Leveraging Technologies

Collaborative Environments

Game Interface

Service Infrastructure

High
Performance
Computing



Simulation as a Service

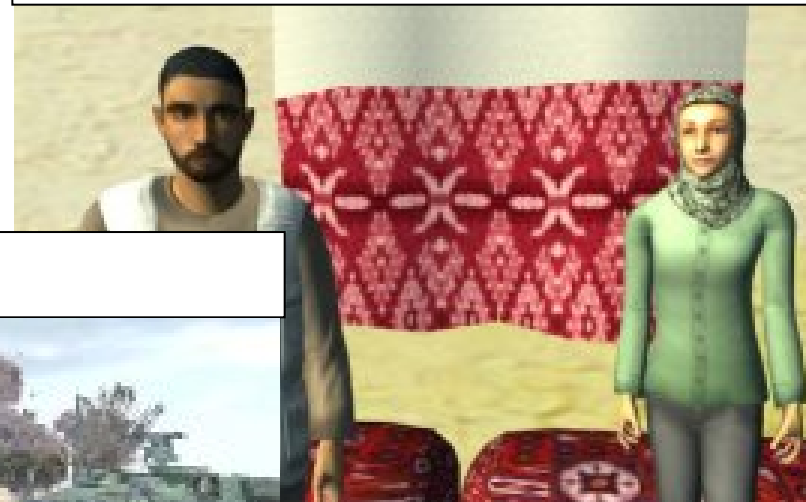
- Training is an event that is supported by technology
- The technology needs to become an accessible and extensible service
- Simulation systems and tools need to be accessible when the customer needs them, not when the provider can fit the customer in

Military Serious Games

DARWARS Iraqi Lang Trainer



IEWTPT Tactical Questioning



AMBUSH!



Americas Army

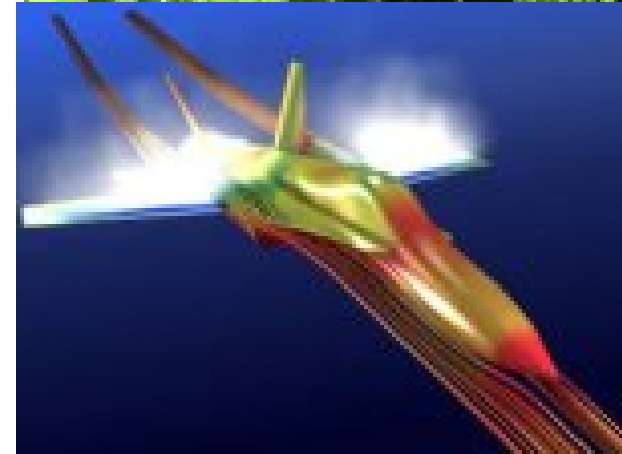
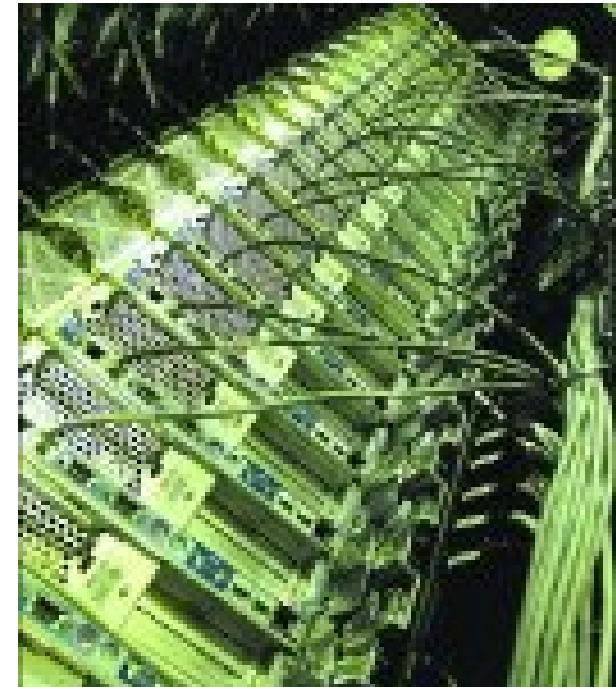


Full Spectrum Warrior

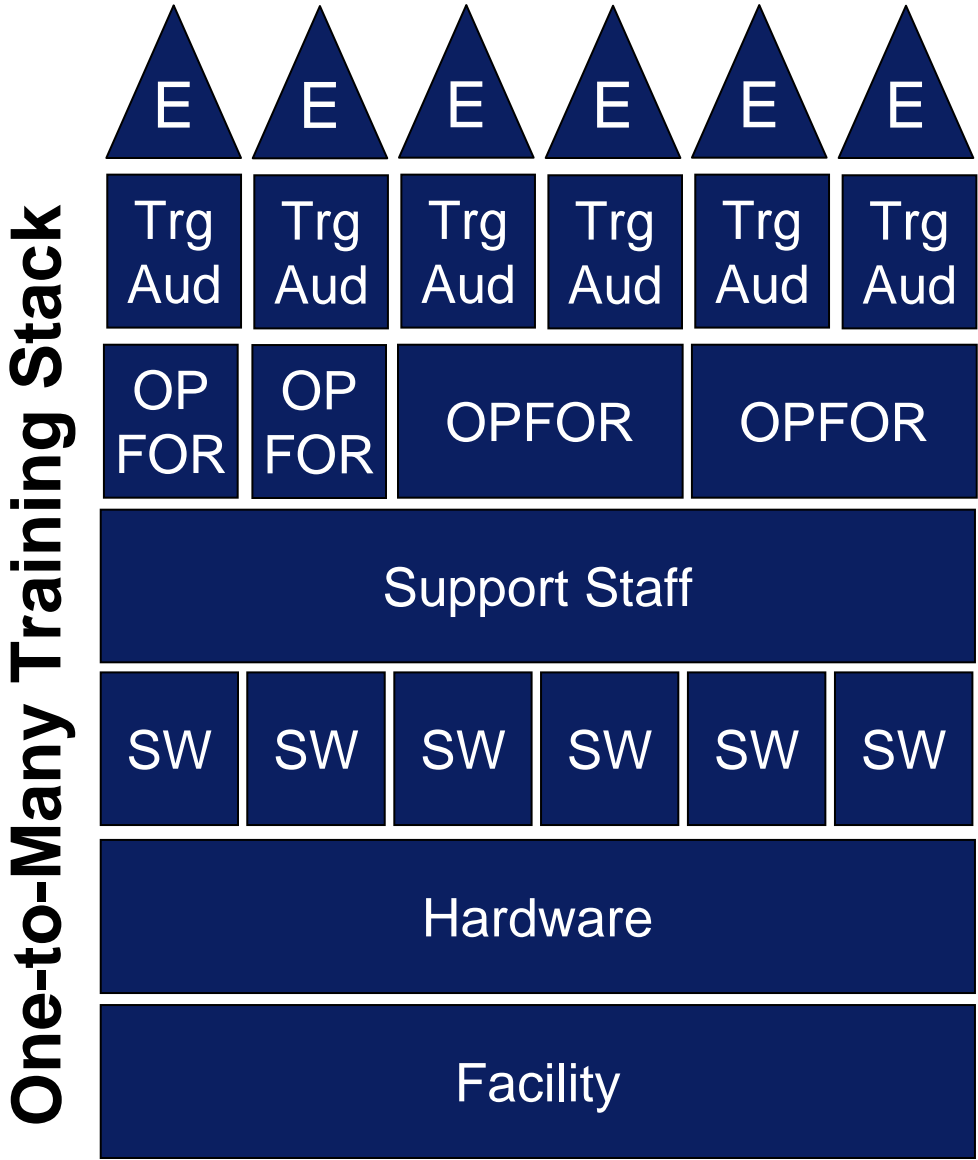
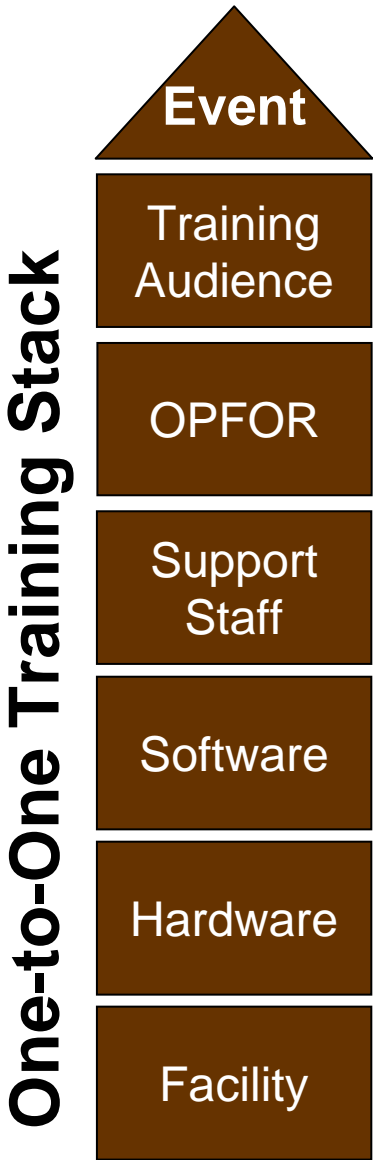


High Performance Computing

- Large Cluster Machines
 - ❖ Support multiple exercises and experiments simultaneously
 - ❖ Scale events to represent entire country populations
- Hardware-independent Simulation
 - ❖ Instant hot-swap when an error occurs or when load needs to be balanced
- Hardware available to all customers, not just local sim center schedule



Service-based Sim Center



My Web 2.0



WIKIPEDIA
The Free Encyclopedia



Flock

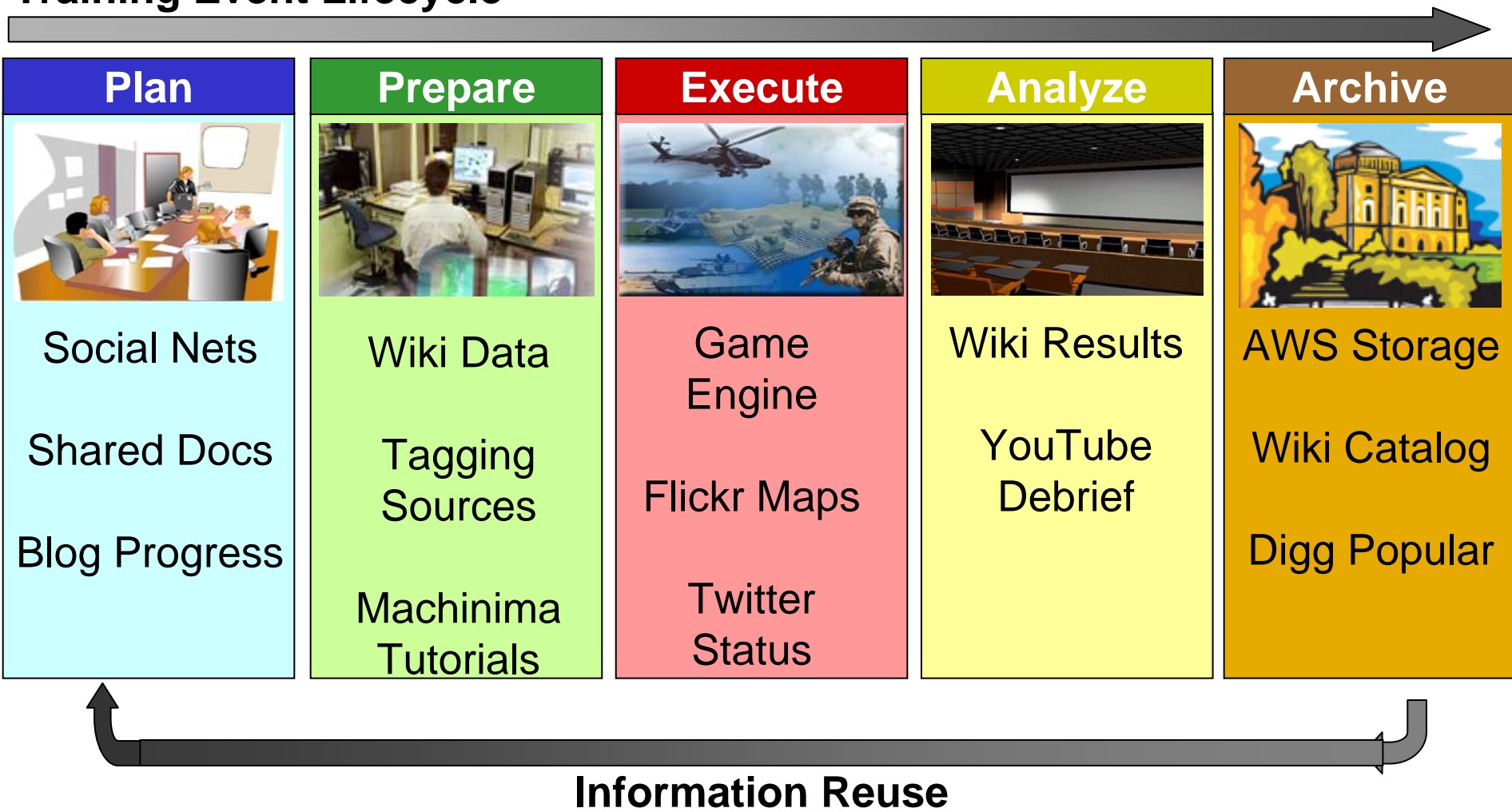


LIVEJOURNAL



Collaborative Environments

Training Event Lifecycle



...not everyone lives in a castle



“But even here 80% of soldiers have access to a laptop computer and network”
- SFC Richard Colon, US SOCOM, Iraqi Desert

- Military IT Infrastructure
 - ❖ Security configurations vary by organization and by day
 - ❖ Apps cannot be guaranteed to work from any node in the IT network
- Ownership of Training Applications
 - ❖ Military apps have typically fallen into 3 major camps: Business, Mission, Training
 - ❖ Each have their own separate networks
 - ❖ Running a Training app across the Business infrastructure raises a number of supportability and contracting questions

Conclusion ... Advantages

- Reduced equipment ownership costs and obsolescence
- On-demand user access to the best applications
- Commercial IT architectures
- Centralized control of server applications
- Currency of client applications



Questions

