



Program Executive Office for Simulation, Training & Instrumentation

Evolution of ISR Simulation

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Spring Simulation Interoperability Workshop
March 25-29, 2007
Norfolk, VA



Intel Simulation Background





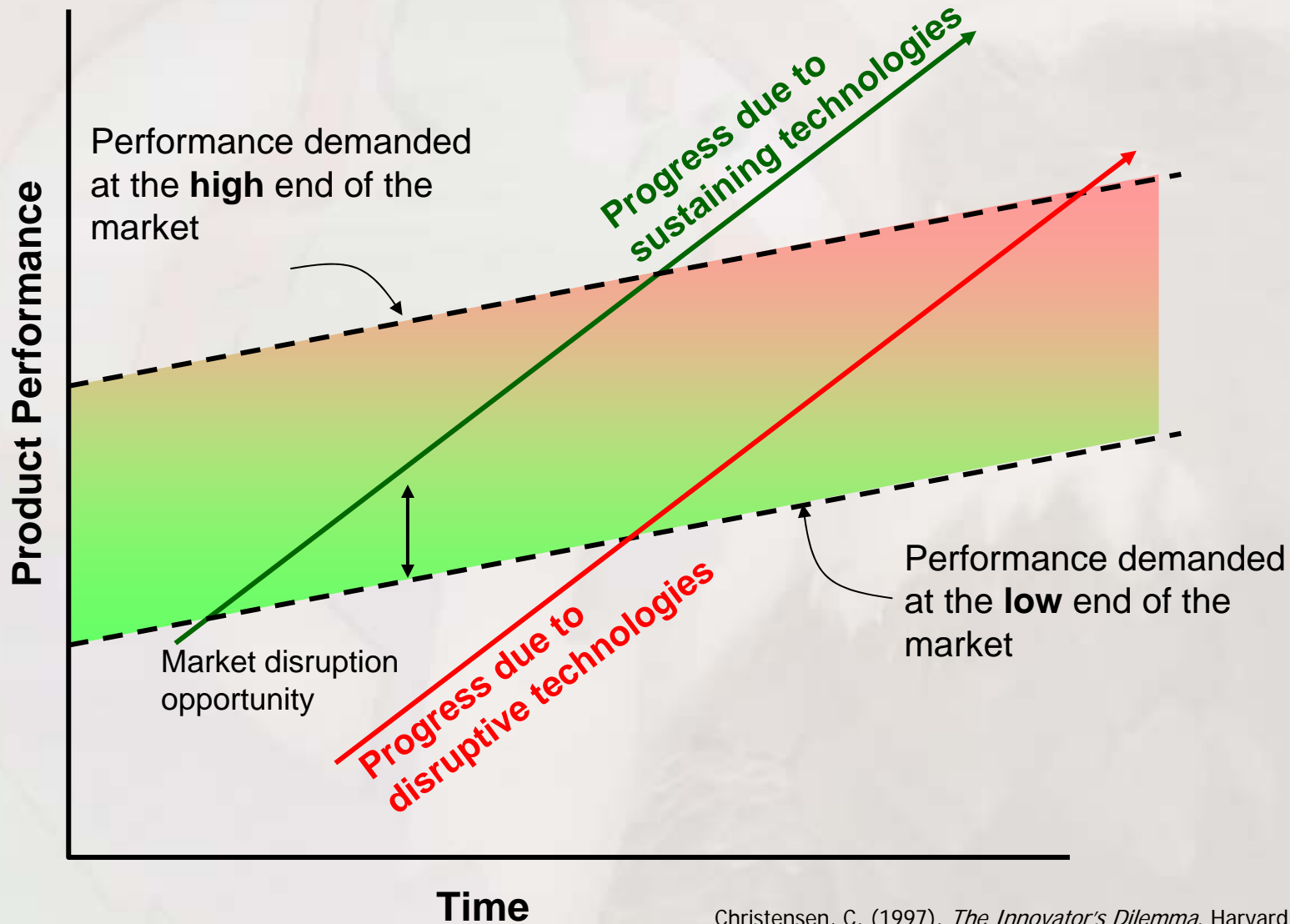
United States Forces-Korea (USFK) Headquarters Building on Main Post





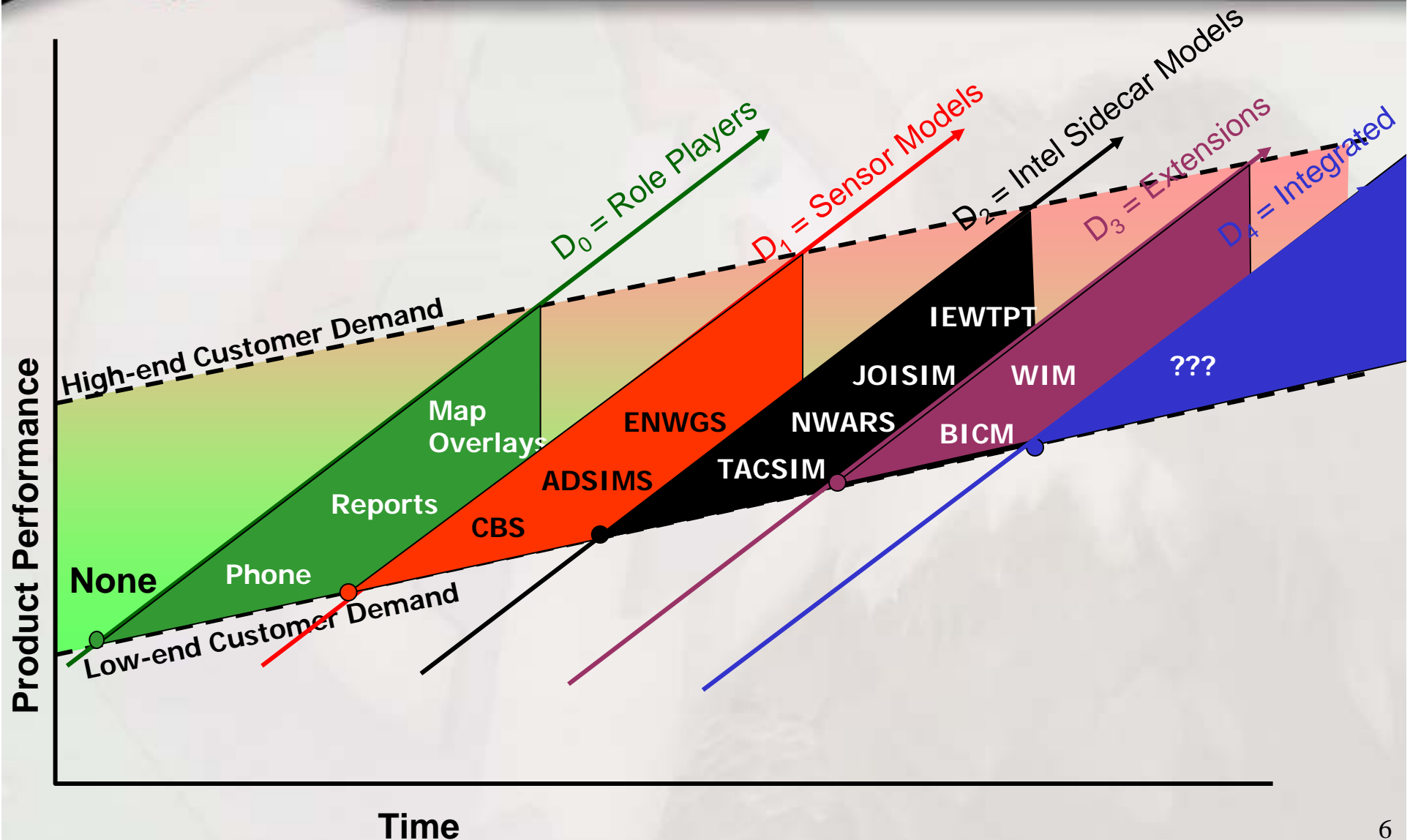


Christensen's Disruptive Innovation



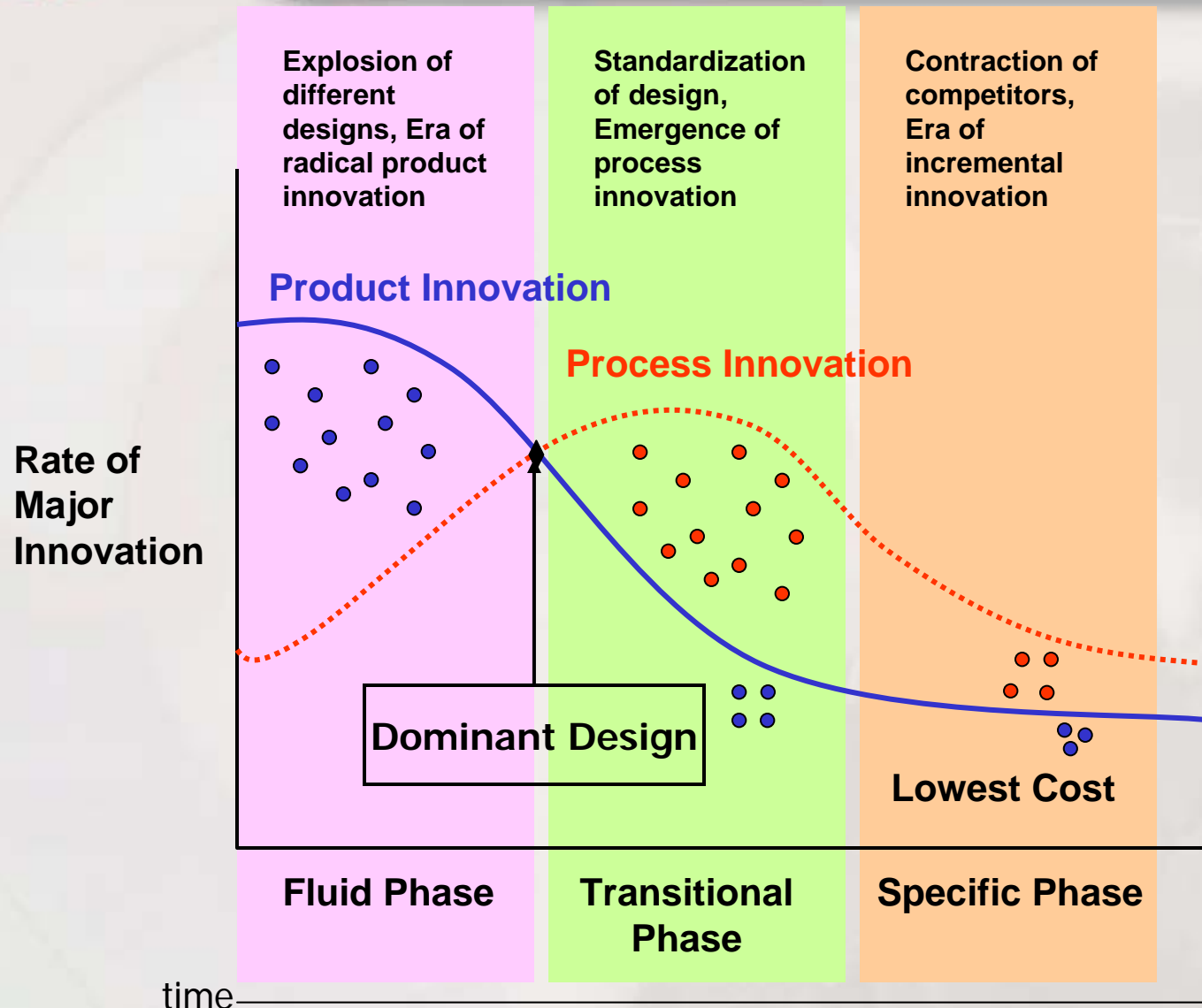


ISR Simulation Waves



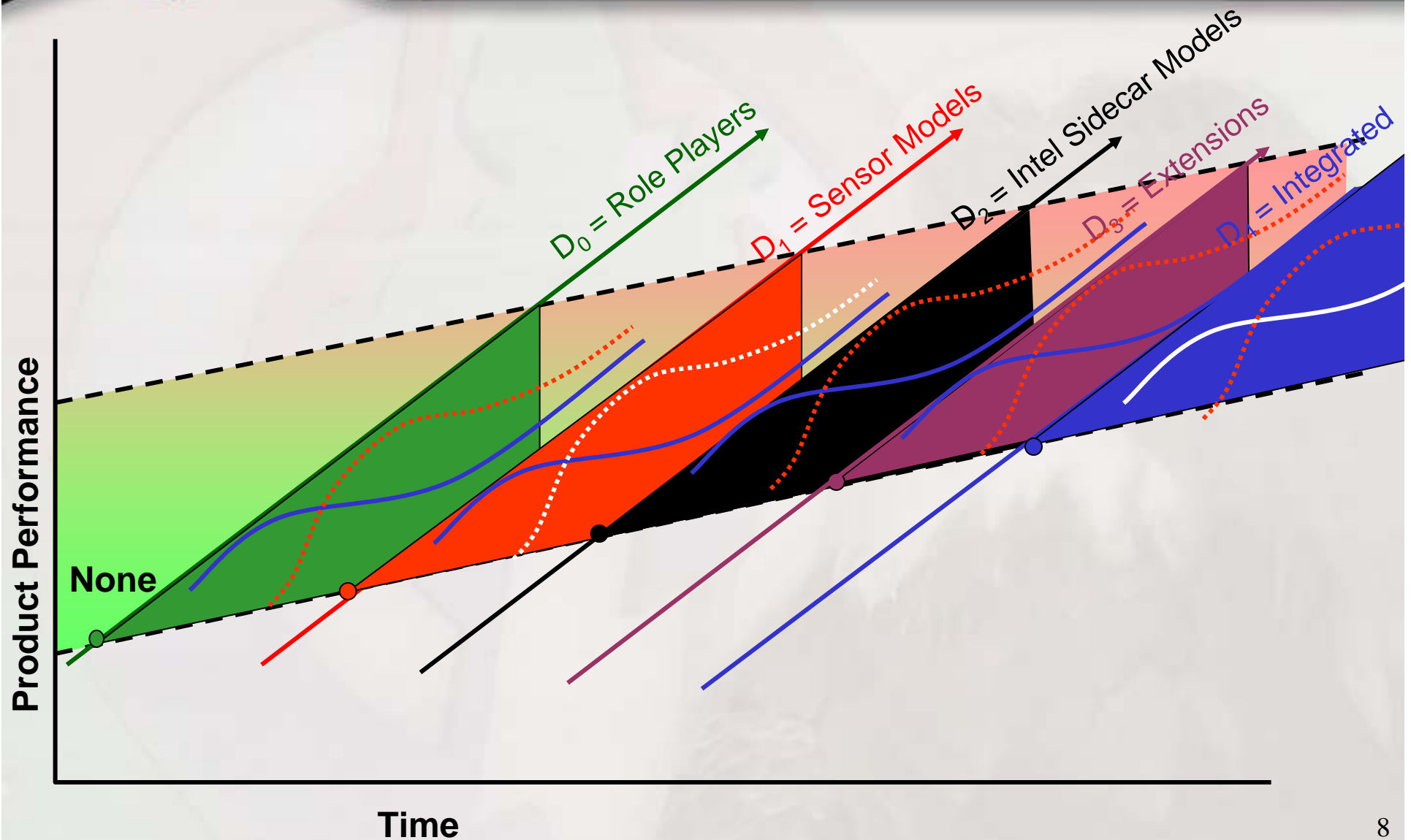


Utterback's 3-Phases of Innovation





Christensen+Utterback





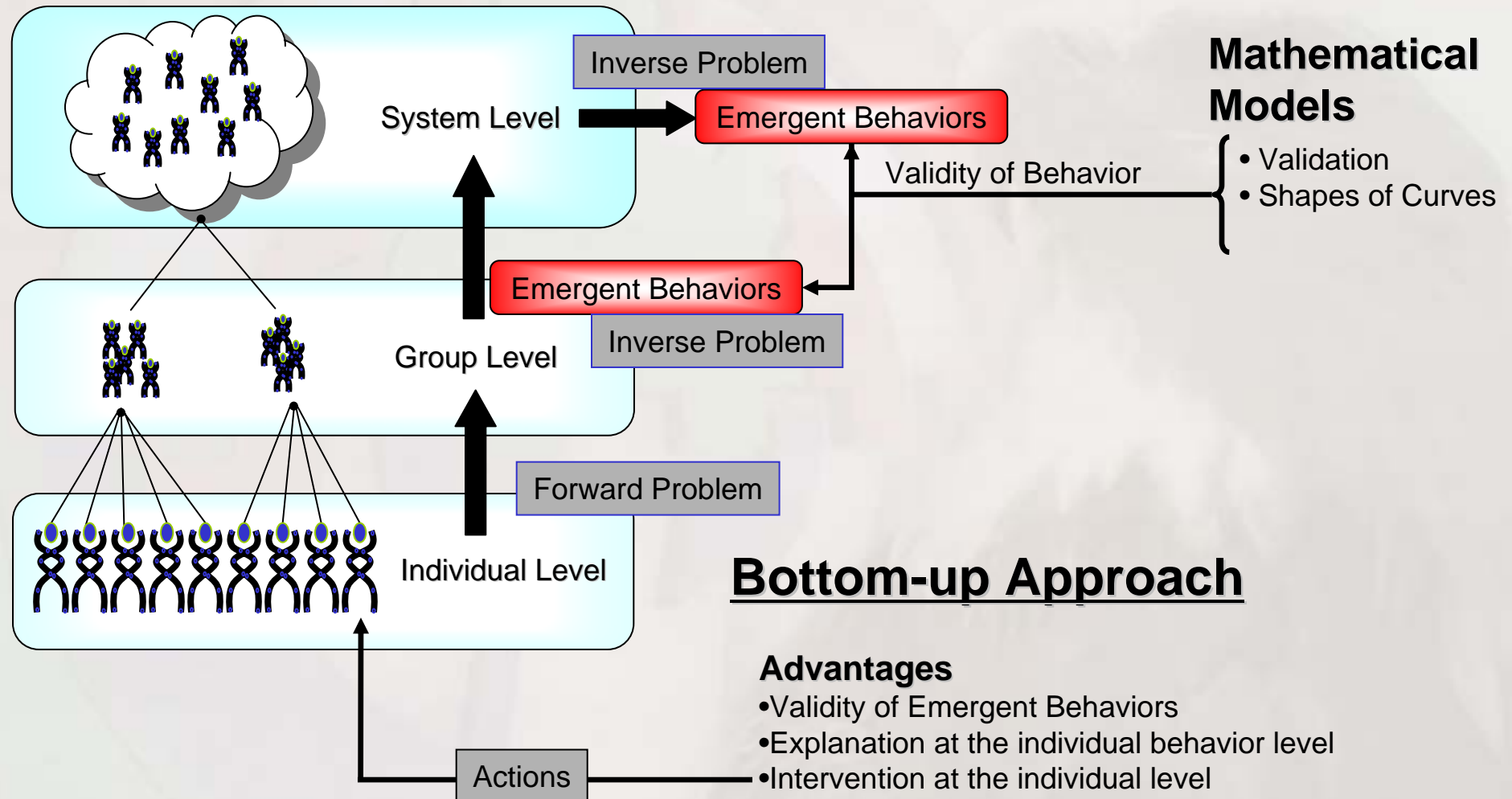
Intel in the Trenches

- 3D Interactive environment
- Soldier interacts with virtual humans to sustain HUMINT Skills.
- Utilizes translator and foreign languages
- Avatar knowledge derived from constructive simulation.





SEAS Agent-based Modeling





ISR Simulation Evolutionary Tree

Integrated?

IEWTPT

WIM

SEAS

JOISIM

FIRESTORM

BICM

TACSIM

NWARS

ACRES

JESS/
CBS

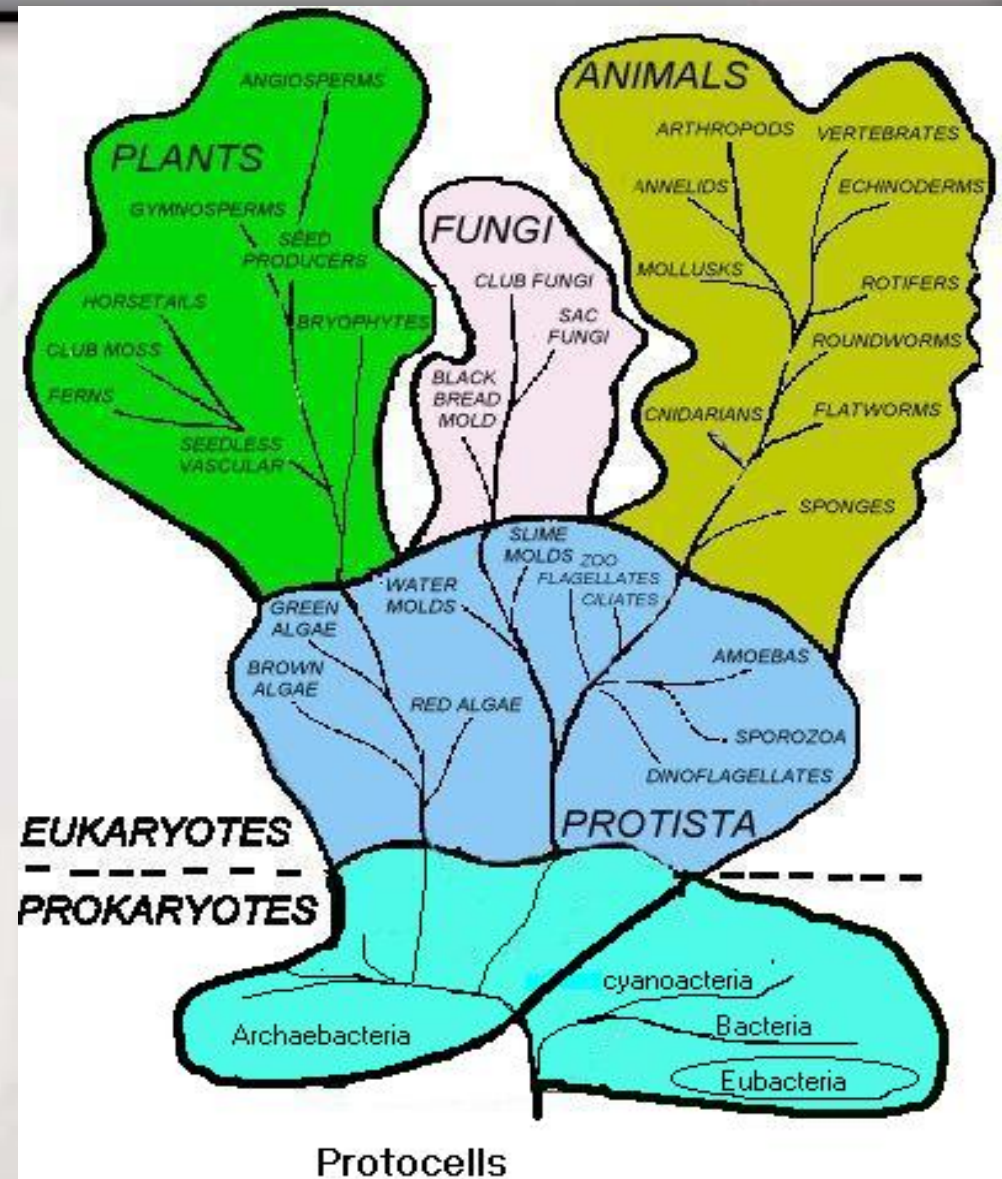
ENWGS

ADSIMS

Phone

Reports

Map
Overlays





ISR Sim Evolutionary Tree

- How has ISR simulation evolved?
 - ❖ Which systems introduced new ideas?
 - ❖ Which systems improved on existing ideas?
 - ❖ When were we improving process rather than product?
- What does this teach us about the current position of ISR simulation?
 - ❖ Right now, are we ready for innovation or just enhancements?
- Could this sub-community benefit from a family tree of systems?
 - ❖ Like the wall-sized ones that Jack Thorpe did in the late 1990's