A Meeting of the Minds

Four Generations of Chief Scientists Collaborate

By Kristen Dooley

Dr. Roger Smith, the new Chief Scientist and Chief Technology Officer (CTO) for the Program Executive Office for Simulation, Training and Instrumentation (PEO STRI), initiated a “Chief Scientist Meeting” which took place August 18.

The purpose of the meeting was to determine the advancements the position has made on behalf of PEO STRI and the Army. Three former chief scientists were invited back to share their personal accounts with Smith.

“I wanted this to be an informal exchange of ideas,” said Smith.

Ron Hoffner (’77-’96), Jerry Stahl (’96-’98), and Michael Macedonia (’98-’05), all former chief scientists, discussed the important technologies, systems, people, and problems during each of their tenures as CTO.

“Overall, I think you will find three main themes in doing your job – the Soldier, the people and business,” said Hoffner.

“They will wax and wane as to what comes first, and what comes second and third, but all three will always be important.”

Hoffner was the original and longest-serving CTO to PEO STRI. During the meeting, he was the first to reminisce on his tenure at PEO STRI and shared the great milestones that marked the beginning of the position.

“I refer to the years from 1976 to 1982 as the ‘train as you fight’ years,” said Hoffner.

“It was then that the Army learned the better a Soldier was trained, the more effective he was.”

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Col. Dietrick Embraces New Role, Stress Importance of Teamwork

By Kristen Dooley

After a one-year deployment in Kuwait, Col. Kevin Dietrick has returned to the Program Executive Office for Simulation, Training and Instrumentation (PEO STRI) as the new Deputy Program Executive Officer (DPEO).

“The information age is upon us, and STRI is perfectly situated to be a leader in the development of more advanced training products for our Army,” said Dietrick. “I’m excited about the vision and direction of the PEO, and look forward to being part of the future effort.”

Before he accepted the position as DPEO, Dietrick was the Program Manager for Constructive Simulation (PM ConSim).

“I think the highlight of an acquisition career occurs when you get to manage programs at the grass roots level,” said Dietrick. “I learned a lot from that experience and, yes, to some degree I miss being down in the trenches. Mostly I miss the direct, day-to-day contact with the people managing the programs,” he added.

Alternatively, Dietrick said he is now in the position to help the Project Managers (PMs) succeed.

“I think my recent experience at that level will influence my focus at the PEO level,” said Dietrick. “The PM’s are our producers of product, and we should always remember that regardless of where we work on the PEO staff, our efforts must be such that they help PM’s succeed,” Dietrick said.

In between his position as the PM for ConSim and his new role as DPEO, Dietrick spent a year in Kuwait serving as a liaison officer for the Assistant Secretary of the Army for Acquisition, Logistics and Technology to Army Central Command.

“I’m very glad to be home, reunited with family and friends, but this recent tour in the desert represents the highlight of my career,” said Dietrick. “Weather and climate aside, it was a very rewarding experience that gave me a high-level view of Army modernization efforts,” Dietrick said. “It truly opened my eyes to the great work being done by the Army acquisition community, and it was very satisfying to see our products being put to use by the Warfighter. Our efforts are saving lives every day, and we should be proud of our accomplishments,” he added.

Throughout his career with the Army, Dietrick has been fortunate to experience success at many levels. He attributes teamwork as the reason for all his achievements.

Specifically in the case of PEO STRI, Dietrick said that the highly talented workforce is what makes PEO STRI a strong and successful organization.

“PEO STRI has a strong talent base at all levels, and I think the real key here is what the PEO collectively can accomplish,” said Dietrick. ■
During this time, there were many stand-alone training devices and very few collective training devices. “MILES [the Multiple Integrated Laser Engagement System] was one of the things that brought PEO STRI to be,” said Hoffner.

Hoffner’s term was marked by flight simulators, the Apache program and basic marksmanship training. He said it was a time of low-cost training, communication technology, high innovation and an emphasis on behavioral science.

“We were doing things in 1990 that the commercial world didn’t see until the late-’90s,” said Hoffner.

Hoffner provided Smith with advice, including the recommendation to continually listen to what the Army wants and what the Soldiers need.

“When you come to the end of the day, the Soldier is what you are all about. Your issues will be safety, effectiveness and cost,” said Hoffner.

Hoffner retired in the spring of 1996 and Stahl stepped into the position.

“I walked in the door with a completely different set of attributes,” said Stahl. “My background was in acquisition, not modeling and simulation. My focus was to expand the tech-based programs, which were stagnant at the time.”

Stahl was the driving force in changing the organization from a major command to a PEO. He said he did this in order to expand the tech-based systems.

“I believed we were much more PEO-like than commodity-command type,” said Stahl.

In addition, Stahl was influential in amending the acronym “I/ITSEC.” Initially, the conference was called the Interservice/Industry, Training Systems and Education Conference. He changed “systems” to “simulation.”

“I made the change because PEO STRI is more than training systems, although that is probably our predominant mission,” said Stahl.

Stahl said he favored the business aspect of the chief scientist position rather than getting involved with the technologies of the various programs. After he left PEO STRI, Macedonia took over the position.

Macedonia advised Smith that he assumed the role during a time when training is of high importance.

“During a crisis, the Army goes back to its old principles—you don’t send an untrained Soldier into combat,” said Macedonia.

Macedonia recommended that Smith take advantage of emerging computing technologies and to consider the major expense of multiple training sites. In addition, he said that Army technology has to keep pace.

“Every Soldier has PlayStation-quality videogames on their cell phones. I would say that America’s Army on a cell phone is not that far away,” said Macedonia.

Macedonia said the biggest challenge Smith will face is budget issues since the current war has lasted longer than World War II.

“Adversely, it’s very rewarding to work during wartime because you are directly supporting the Warfighter,” said Macedonia.

Smith agreed, and began his presentation.

Smith briefly discussed the ideas he would like to implement, like simulation as software evolution and military training gaming technologies.

“I wanted to give everyone an opportunity to meet each other and reminisce,” commented Smith after the meeting. “The meeting was effective because they discussed what they did, what the organization was like and the challenges they faced.”

Smith said he received valuable information from this meeting and he could have not been happier with the outcome.

“I collected historical information that will help me in doing the job,” said Smith. “In many cases, the programs, relationships or problems that we face right now are repeats from the past. I now understand this.”

Smith said he and the former chief scientists intend to meet on a regular basis over lunch.

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New Chief Scientist
Talks Games

By Kristen Dooley

As Chief Scientist/CTO, Dr. Roger Smith is responsible for providing technological strategy and guidance to support the PEO STRI mission.

Since Smith assumed the role as Chief Scientist, many innovative ideas can already be attributed to him, especially in the area of gaming technologies as a military training solution.

“The question is whether a game does a good job of training or not,” said Smith. “The problem is that nobody knows what was being trained for when the game was made. A solution would be taking the game apart and putting it back together to make it custom [for each training mission].”

In addition, Smith said he expects that the customers of gaming products will not read the manual or attend a six-week training course. He advised that the military should use an instructional device embedded into the introduction of the game to efficiently teach Soldiers how to use the product.

Smith also proposed the idea of a military-specific internet site that would train Soldiers how to execute missions. Even when the Soldier logs off the computer, the game will progress to mirror the continuation of a real-world scenario.

“Essentially, it’s building a world for [the Soldier] to rehearse with,” said Smith.

Smith asserted that simulators are highly necessary even with the rise of gaming technology as a training device.

The future of PEO STRI’s technological advancements lies in the hands of Smith. He stated he is looking for bright ideas and industry-partners that provide a solution.

“In a way, I’m an integrator of many ideas;” said Smith. “My job is to collect and integrate various ideas.”

Before accepting the position with PEO STRI, Smith used simulators to test the Future Combat Systems, system architectures for One Tactical Engagement Simulation System, and cost estimation tools for the Joint Advanced Distributed Learning Co-Laboratory.

“Coming to government from industry is a big change,” said Smith. “I was very fortunate to be selected for the position.”

Smith published more than 80 technical papers on simulation and served on three university faculties. He has a bachelor of science in applied mathematics, master of science in statistics, master of business administration, and a doctorate in computer science.

“I think I’ll work for the government forever now,” said Smith.
PM ConSim Makes a Habit of Helping Humanity

By Kristen Dooley

Nearly 30 members from Project Manager Constructive Simulation (PM ConSim) volunteered their time with Seminole County’s Habitat for Humanity on August 5, in Sanford, Fla.

More than half of the participants installed a roof on a home donated to the McVie family. Other volunteers painted the interior, cleaned the home, and prepped the exterior for sod.

“We were told we were hanging drywall,” said Marsha Rusboldt, PM ConSim government administrator. “When we got there, they asked if we would help put a roof on the house instead. But, all the people afraid of heights got to paint.”

The volunteers worked alongside Charlotte McVie, the recipient of the house. McVie was a former medic for the Army.

Under the leadership of Col. Ken Wheeler, Bonnie Hirtle, Assistant Project Manager of Current Systems for PM ConSim, initiated the philanthropic event with the assistance of Rusboldt.

“I chose Habitat for Humanity over other organizations because they advertise very well,” said Hirtle. “Also, you see an immediate benefit to the community.”

Last October, PM ConSim participated in hanging drywall for another Habitat house. “We had done this once before and really enjoyed it,” said Wheeler. “We found it to be very rewarding. It is also a way to return something to the community.”

The purpose of the event was not only to give back, but also to bring the office together outside of the work environment.

“It’s teambuilding,” said Wheeler. “It’s nice because it is offsite and off the payroll.”

According to Seminole County’s Habitat for Humanity’s web site, the organization was founded in the fall of 1990 after a group of residents demolished the deteriorated shack of an elderly woman, “Ella Mae,” and built her a new home.

Today, needy families are selected based on three factors: need, ability to invest hours in construction of their home, and eagerness to partner.

The site maintains that “Habitat Seminole prides itself on being a hand up for families and not a handout.”

The recipient families must cover a monthly no-interest mortgage payment, attend homeowner classes, and invest numerous hours building their home.

“The families receiving the donated homes are required to put in a significant amount of time and effort,” said Wheeler.

Habitat for Humanity is a non-profit, Christian organization that seeks to provide decent, affordable housing for low-income citizens. The average Seminole Habitat home is $80,000 and takes 20 weeks to build.
Cell Phone Courtesy

When in meetings, courtrooms, restaurants, or other busy areas, let your incoming phone calls go to voicemail. If you must take the call, excuse yourself and find a secluded area to converse. An alternative would be to use the e-mail or text messaging function.

Speak in your normal conversational tone and do not reveal anger or aggression during a public call because it may distract others around you. Use the vibrate feature or turn off your cell phone in public places such as movie theaters, places of worship, restaurants, etc. Many new phones have environmental settings that adjust according to your surroundings.

Alert your companions ahead of time if you are expecting a call that cannot be postponed and excuse yourself when you take the call. The people you are with should take precedence over incoming phone calls.

Do not interrupt meetings, social gatherings or conversations by answering your wireless phone or checking your voicemail.

Use prudence when discussing private matters or certain business topics in front of others because you never know who is in hearing range.

Be aware of your surroundings and respect others when walking and talking on your cell phone.

Practice wireless responsibility while driving. Call out while your vehicle is not moving and do not answer calls in heavy traffic areas or hazardous driving conditions. Use a hands-free device in order to help focus your attention on safety.
Legal Corner

Visa Applies New Rules to Government Rental Car Accidents

By Laura Cushler

In the PEO STRI Legal Office, we sometimes get a question from a distraught traveler who has had an accident or incident with their rental car while on government business. Most government travelers know that they should decline collision damage insurance when renting a car. But what happens if an accident or damage to the car occurs? What happens if you get a bill from a rental car company? This article will explain some of these rules.

The U.S. Government Car Rental Agreement states that government renters are not responsible for loss or damage to a vehicle unless the driver was not using the car in the scope of his or her employment or not in an official capacity. This means that some activities with a rental vehicle will not be covered, such as using the vehicle to push or tow another vehicle. In addition, if the driver is under the influence of alcohol or intoxicating drugs, any damage caused under those circumstances will probably not be covered under the contract.

The government travel card (otherwise known as the Bank of America Visa card) published new rules in March 2006 for reporting damage or loss to a rental car. All incidents should be reported immediately to 1-800-VISA-911, or $25,000 in property damage. Coverage includes towing and the cost of a replacement vehicle. The contract’s limits have been shown to cover approximately 95 percent of all rental car incidents. Any claims against PEO STRI mopeds, limousines, recreational vehicles, certain types of vans, and expensive and exotic automobiles such as Bentley, Porsche, and Rolls Royce. Certain models of BMW, Mercedes-Benz, Cadillac, and Lincoln are covered. If you are unsure about the type of vehicle you are renting, check with the Visa Benefits Administrator at 1-800-VISA-911 before renting the vehicle.

The best course of action if an accident or incident occurs with your rental car is to make a police report or other type of written report. Contact Visa at the number provided or online. Provide them with the written report and any statement or explanation that you have for what happened. All documentation has to be submitted to Visa within 90 days of the incident.

For more information, visit www.usa.visa.com/personal/cards/benefits or read “Questions Regarding Rental Cars While TDY” on the PEO STRI Knowledge Center legal tab.

Contact Laura Cushler in the PEO STRI Legal Office at (407) 384-3509 for additional information.
Randall King, the Program Executive Office for Simulation, Training and Instrumentation's (PEO STRI) Senior Engineer for Gaming Technologies, incorporates current gaming technologies into military training devices.

“The commercial gaming industry brings a whole new set of skills and paradigms to the table which military simulation has not had in the past - storytelling, reward systems, easy to understand interfacing, and low-cost solution thinking,” said King.

King has organized a joint gaming lab, presented an assortment of gaming technology demonstrations to key military personnel, and revealed current gaming systems at the PEO STRI Capitol Hill Demonstration.

He recommends utilizing innovative gaming technologies to fulfill certain military training needs.

“Commanders using game-based training tools are finding that the Soldiers are more enthusiastic and more engaged in the training sessions,” said King. “They are so engaged in the training that commanders have to send them away after the training sessions are over.”

King said the most rewarding part of his job is finding gaming solutions to help prepare Soldiers.

“The most exciting part of my job is being able to share my love for gaming with the military training environment that I respect and am so thrilled to be part of,” said King.

After graduating from Brigham Young University with a degree in design engineering, King worked for Rhythm & Hues as the Technical Director for Computer Special Effects. He assisted in creating the special effects in “Batman Forever,” “The Nutty Professor,” and the polar-bear themed Coca-Cola commercials.

Previously to working for PEO STRI, King was the Technical Director for Electronic Arts, who assisted in the creation of videogames such as “NCAA Football” and “NASCAR Thunder.”

With more than 13 years of experience, King was contracted by PEO STRI to explore an entire new genre of Soldier training – gaming.

“Gaming technologies will become an integral part of the military training environment,” said King. “Advances in the commercial gaming market will continue to provide opportunities for improved virtual training.”

King enjoys spending time with his family, restoring cars, working on computers, and of course, playing games.