



# TRAINING & SIMULATION

INDUSTRY SYMPOSIUM

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# Challenge: Meet the Army's Training and Educational Needs for 2015



**Objective:** Develop and assess an integrated technology-enabled learning environment and prototype training materials to provide integrated training support across multiple platforms (e.g. personal computer, mobile device, virtual worlds) consistent with TRADOC's "The US Army Learning Concept for 2015"



## Technology Challenges:

- Determining best technologies and practices for administering training & assessments across multiple delivery platforms
- Determining how and when Soldiers learn best in collaborative environments and the assessment of group performance in these training environments
- Authoring tools that are user friendly with minimum train-up time, support the rapid development of learning principle-based content across several platforms (e.g. game-based, mobile device, virtual worlds, etc.) and support the insertion of user (training developer, instructor, Soldiers) generated content
- Robustness in the face of military use and security once deployed on military networks



Advanced training methods



Individual and group training and assessment



Mobile and desktop platforms



Secure networked performance tracking



Ability to tailor training

Provide integrated training support across multiple platforms, consistent with proposed US Army Training and Doctrine Command (TRADOC) training concepts.

## Program: Soldier-Centered Army Learning Environment (SCALE)



SFC Paul Ray Smith Simulation & Training Technology Center