



*“The Intellectual Center
of the Army”*



Evolution of Realistic Training
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The Army Operating Concept, Win In A Complex World. This concept, for the first time, focuses on all three levels of war; tactical, operational, and strategic. The environment the Army will operate in is unknown. The enemy is unknown, the location is unknown, and the coalitions involved are unknown. The problem we are focusing on is how to “Win in a Complex World.” TRADOC PAM 525-3-1, Army Operating Concept.Preface pg.iii

5 Characteristics of the Future Operational Environment

1. Increased velocity and momentum of human interaction and events.
2. Potential for overmatch.
3. Proliferation of weapons of mass destruction.
4. Spread of advanced cyberspace and counter-space capabilities.
5. Demographics and operations among populations, in cities, and in complex terrain.

Pg 9-10 Chapter 2, TRADOC PAM 525-3-1





Train to Win In A Complex World. Train Leaders and Formations that thrive in ambiguity and chaos in a complex environment that is not only unknown, but unknowable and constantly changing.

Our current capabilities ...



The "Basics" have evolved over time, growing more complex

- X
- X
- X
- X
- X
- X
- X

- Adaptive**
- Supports Repetition**
- Develop Cognitive Dominance**
- Low Over Head**
- Available at the Point of Need**
- Agile, responsive and Pre-Active process**
- Joint, SOF, Coalition Interoperable**

	The "Basics" Then	The "Basics" Now
Shoot	<ul style="list-style-type: none"> - Effectively Engage Targets - Accuracy and precision - Hit targets with iron sights 	<ul style="list-style-type: none"> - Increasing importance of discriminate Fires - More complex Rules of Engagement - Employ optics/ night vision
Move	<ul style="list-style-type: none"> - Squad/Platoon Battle Drills - Situational awareness derived from a map - Company AO may include several grid squares - Operate in difficult terrain 	<ul style="list-style-type: none"> - Dispersed, independent movements - Situational awareness derived from a COP (common operating picture) - Company AO may include multiple districts and villages - Operate among the people in complex societies in any terrain
Communicate	<ul style="list-style-type: none"> - FM Radio Procedures - Military to military 	<ul style="list-style-type: none"> - Voice and Digital networks - Host nation, media, Interagency - Cultural awareness, negotiations, social media
Physical Fitness	<ul style="list-style-type: none"> - Basic physical conditioning 	<ul style="list-style-type: none"> - Total Fitness (physical, mental, social, resilience)
Discipline	<ul style="list-style-type: none"> - Do the right thing when no one is watching 	<ul style="list-style-type: none"> - Do the right thing as the whole world is watching

Develop a training capability that addresses the above while focusing on

- ✓
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- "Must put the intellectual ahead of the physical"**
- Training = a venue for innovation**
- Deliver tough, realistic and multiechelon training**
- Execute progressive and iterative training**
- Soldiers and Leaders that thrive in ambiguity**
- Recognize that warfare is a human endeavor**
- Joint, SOF, Coalition, Interoperability**





Win in A Complex World



FY 12-26

Integrated Training Environment

NEAR TERM ADAPT



FY 23-31

Live-Synthetic Training Environment

MID TERM EVOLVE



FY 31-45

Future Holistic Training Environment

FAR TERM INNOVATE

"Soldiers need to be better prepared through education, realistic training and sustained operations in complex and chaotic situations.."- GEN Odierno, CSA





Win in A Complex World



In the beginning... the Integrated Training Environment (ITE) (FY 12-26)

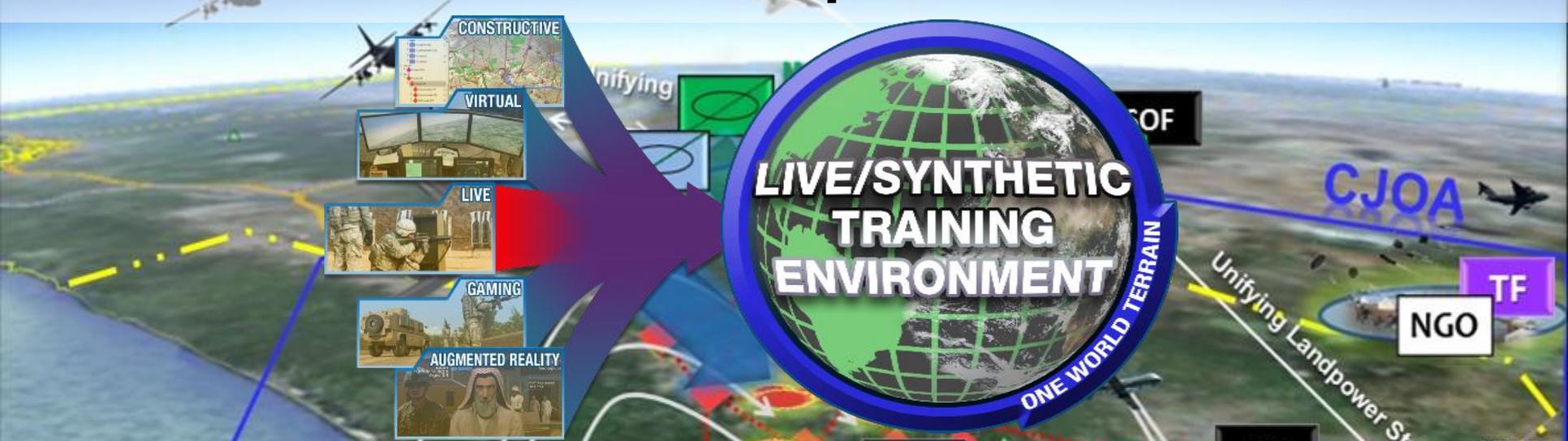
Gap: Ability to train a BCT for Decisive Action at home station, with combat multipliers, in a doctrinal Area of Operation.

- Expanded Area of Operations through Integrated Training Environment (L,V,C,G)
- Brigade and below multi-echelon Home Station Training
- Stimulates Mission Command Information Systems (MCIS)
- Persistent capability
- Increased capability to train complexities of AOC





Win in A Complex World



Next generation training ... the Live/Synthetic Training Environment (STE) (FY 23-31)

Gaps: Replicate complexity of OE, UA partner Interoperability, Collective Training at the Point of Need

- Developed in partnership with Industry and Academia and Centers of Excellence and best ideas from the Field
- Trains Soldiers and teams in a Complex Operational Environment
- Human Dimension centric capability
- Multi-functional, multi-echelon training-Enables UA Partner Interoperability
- Delivers collective training at the Point-of-Need. A Cloud based, Common Operating Environment, Network delivered capability
- Converges Constructive, Virtual and Gaming environments into a Synthetic environment
- Live training greatly enhanced by the Synthetic environment and the eventual introduction of Augmented Reality





Win in A Complex World



Force 2025B... Future Holistic Training Environment- Live/Synthetic (FY 31-45)

Gaps: Single multi-domain global education and training capability. Increased requirements for Cyber and Interoperability capabilities.

- Developed to provide training solutions to 2025B Warfighter Challenges
- One environment for all domains: Operational, Institutional and Self Development
- Training environment = OE, (representative conditions for task proficiency training, actual conditions for mission rehearsal).
- Holistic scalable individual through collective training and education capacity
- Immersive Live/Synthetic collective training capability delivered globally at the point of need





U.S. Army Combined Arms Center and Fort Leavenworth

"We cannot expect to capture the imagination of combat-seasoned forces that have been in some of the most complex environments imaginable for almost a decade by sitting them in a classroom and bludgeoning them with PowerPoint slides. We must make the 'scrimmage' as hard as the 'game' in both the institutional schoolhouse and at home station."

-- General Martin E. Dempsey





Win in A Complex World

Integrated Training Environment



FY 12-26

In the beginning... the ITE

Gap: The ability to train a BCT for Decisive Action at home station, with combat multipliers, in a doctrinal Area of Operation.

- Expanded Area of Operations through Integrated Training Environment (LVCG)
- BDE & below Home Station Training
- Stimulates Mission Command Information Systems (MCIS)
- Persistent capability
- Increased capability to train complexities of AOC

Live-Synthetic Training Environment



FY 23-31

Next generation training ... the STE

Gaps: Replicate complexity of OE, UA partner Interoperability, Collective Training at the Point of Need

- Developed in partnership with Industry and Academia and Centers of Excellence Trains
- Soldiers and teams in a Complex OE
- Human Dimension centric capability
- Multi-functional, multi-echelon training-Enables UA Partner Interoperability
- Delivers collective training at the Point-of-Need. A Cloud based, Common Operating Environment, Network delivered capability
- Converges Constructive, Virtual and Gaming environments into a Synthetic environment
- Live training greatly enhanced by the Synthetic environment and the eventual introduction of Augmented Reality

Future Holistic Training Environment



FY 31-45

Force 2025B: A single training capability/FHTE-LS

Gaps: Single multi-domain global education and training capability. Increased requirements for Cyber and Interoperability capabilities.

- One environment for all domains: Operational, Self Development and Institutional.
- Training environment = OE, (representative conditions for task proficiency training, actual conditions for mission rehearsal).
- Holistic scalable training and education capacity
- Immersive Live/Synthetic collective training capability
- Developed with 2025B material solutions



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