



Defense
GAMETECH
Users' Conference

'08

Panel Discussion

Pete Marion

Customer Support Executive

April 30, 2008



Army Training Roadmap

- **The Immersive Learning Environment concept is built on a common framework:**

- **Common Components**

- AAR, Scenario Generation, Data Logging, User Scenario Editing Tools, Game Engine, etc.

- **Common Standards**

- SCORM, DIS/HLA interfaces, other open standards as defined by collaborative industry, academia, gov't coordination.

- **Architectures**

- Service-oriented facilitated through web services

- **Immersive Learning Simulations**

- Industry provided level 3 and 4 immersive learning



**Training and Test Environment
Unique requirements for the military community**



Progress Report



Immersive Learning Environment is built on a common framework:

<p>– Needs</p> <ul style="list-style-type: none"> • Provided by operational user 	<p>Directed POR DA Funding & POM TRADOC TCM</p>	
<p>– Common Components</p> <ul style="list-style-type: none"> • AAR, Scenario Generation, Data Logging, User Scenario Editing Tools, Game Engine, etc. 	<p>General user and industry recognition for common components & user friendly tools</p>	
<p>– Common Standards</p> <ul style="list-style-type: none"> • SCORM, DIS/HLA interfaces, other open standards as defined by collaborative industry, academia, gov't coordination. 	<p>Some initial groups forming to discuss standards for LVC interface. No formal or informal standards for Game development</p>	
<p>– Architectures</p> <ul style="list-style-type: none"> • Service-oriented facilitated through web services 	<p>None identified</p>	
<p>– Immersive Learning Simulations</p> <ul style="list-style-type: none"> • Industry provided level 3 and 4 immersive learning 	<p>Government requirements w/o greater clarity on common standards or architectures future difficult</p>	





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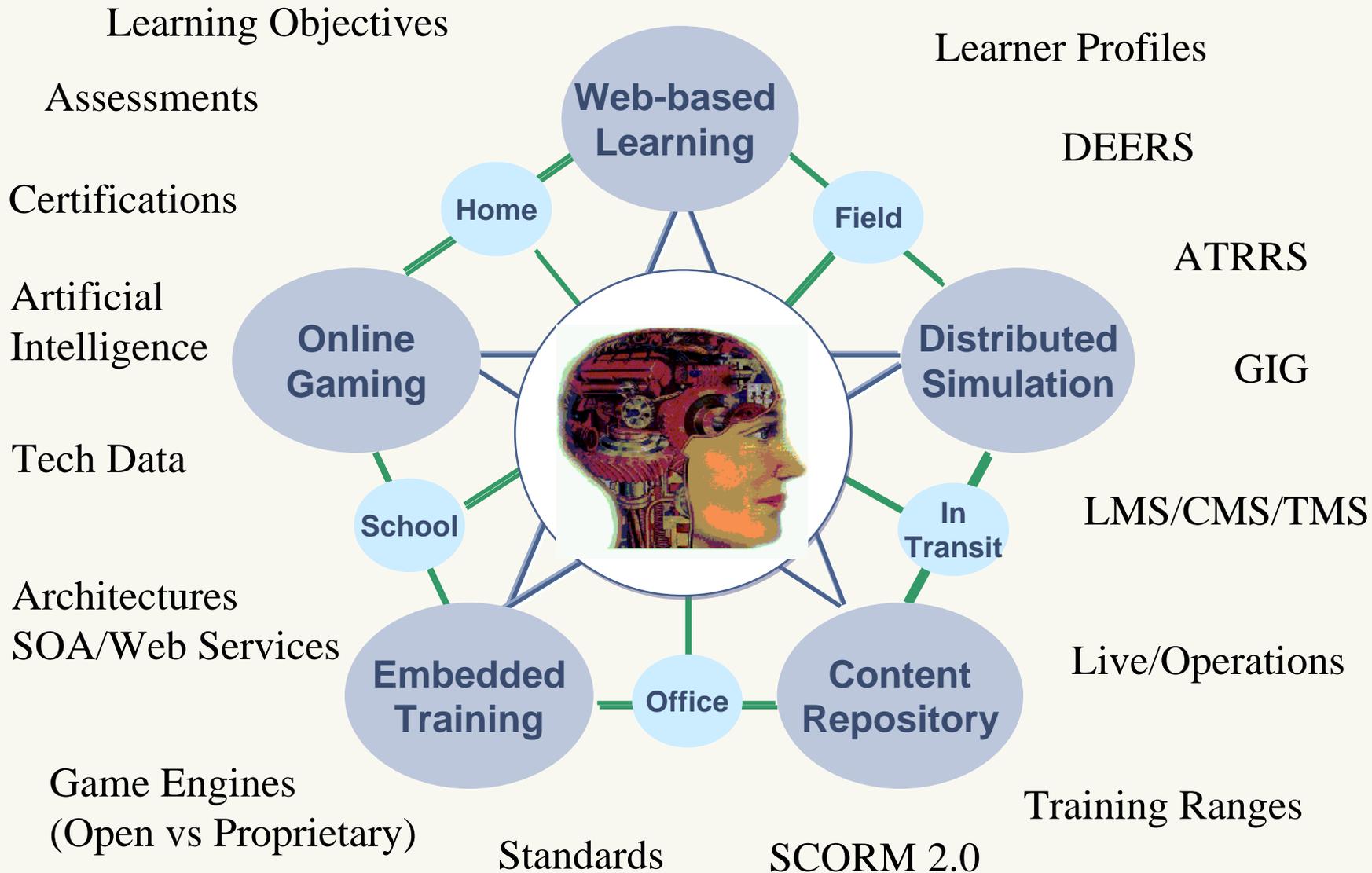
Paul Jesukiewicz

ADL Co-Lab Hub





Virtual Learning Environment





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Dr. Alicia Sanchez
DAU
April 30, 2008

FY08 ~ All About Process

- Are we really building games?
- How do we meet requirements with games, not create requirements to use games?
- How do we expand the utility of game based training and education?
- How do we ensure that we are able to enhance our progress as an industry?



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LTC Gary Stephens
PM ACTT
April 30, 2008

Games for Training Strategy

