TSIS

TRAINING & SIMULATION
INDUSTRY SYMPOSIUM

16-18 JUNE 2020
2020 VIRTUAL EVENT

AFLCMC

ACC-ORLANDO

STTC

NAWCTSD

PEO STRI

PM TRASYS

STE CFT

PM SE

COL Marcus L. Varnadore | Project Manager Synthetic Environment

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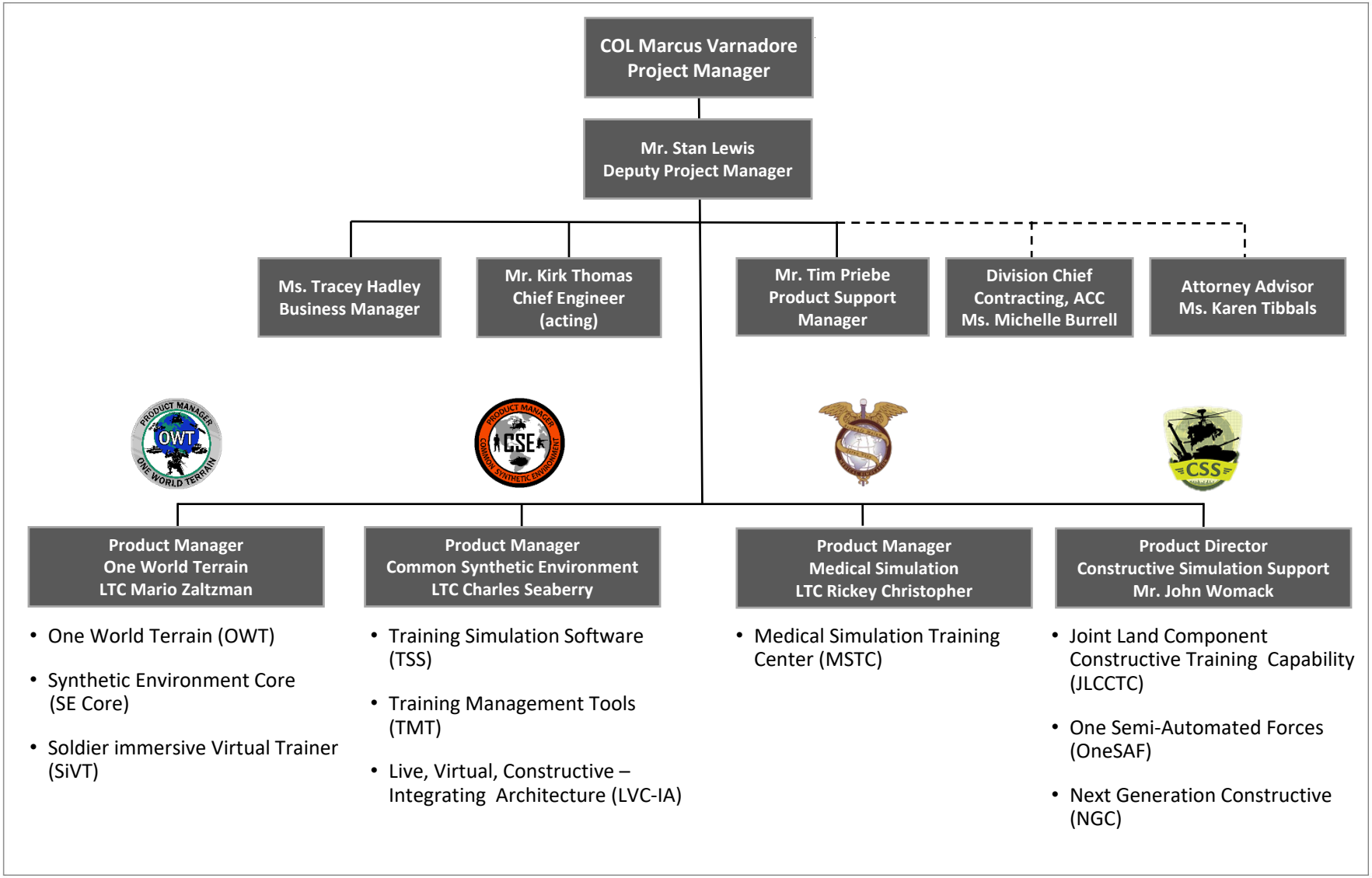
PM SE | Organization Chart



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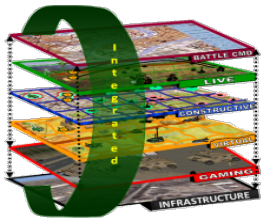
PM SE | Major Programs

Existing

Joint Land Component Constructive Training Capability (JLCCTC)
JLCCTC trains Commanders and their staffs in tactical operations across all War Fighting Functions. JLCCTC stimulates Mission Command Systems.



Live, Virtual, Constructive – Integrating Architecture (LVC-IA)
LVC-IA is a net-centric linkage that collects, retrieves and exchanges data among Live, Virtual, Constructive training enablers and Joint and Army Mission Command Systems providing an LVC Integrated Training Environment.

One Semi-Automated Forces (OneSAF)
OneSAF is an Open Source (Software only) simulation designed to represent brigade and below, combat and non-combat operations.

Synthetic Environment Core (SE Core)
SE Core enables the Army's Integrated Training Environment (ITE) by providing common terrain, common visual models, common computer generated forces and architecture.

Medical Simulation Training Center (MSTC)
The MSTC was established to address gaps in the Army's Medical Training Requirements, standardize Medical M&S Capabilities, Centralize Lifecycle Management and provide a single transition office for Army Medical M&S Science and Technology.

Emerging

Training Simulation Software (TSS) TSS will provide a single training environment accessible over the cloud distributed network. Provides a centralized capability to represent and adjudicate all simulation entities and user inputs.

Training Management Tools (TMT)
TMT will provide Soldiers and Commanders access anywhere, anytime the ability to create training scenarios. Captures and builds upon each repetition.

One World Terrain (OWT)
A terrain capability that provides a fully accessible representation of the globe, accessible through the Army network, useable by all simulation trainers, accessible at the Point of Need.

Soldier immersive Virtual Trainer (SiVT)
HUD + STE (SiVT) = IVAS. PEO STRI's collaboration with PEO Soldier's IVAS will provide Increment 1 of the Soldier/Squad Virtual Trainer (S/SVT).

Next Generation Constructive (NGC)
NGC will replace JLCCTC as the training vehicle for Commanders and their staffs from tactical through operational level.

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Live, Virtual, Constructive - Integrating Architecture (LVC-IA)

LVC-IA is the Army's integrating architecture for the Live, Virtual, and Constructive (LVC) Integrated Training Environment (ITE) and Mission Command Information Systems (MCIS). The LVC-IA includes common LVC components such as Enterprise AAR, C2 Adapters, Extension Kits, Terrain Databases, Cyber Security, and Hardware/Software. LVC-IA is a net-centric linkage that collects, retrieves and exchanges data among LVC training enablers and Joint and Army Mission Command Systems providing an LVC-ITE. Contract will include:

- Concurrency with core systems and MCIS
- Analysis, design, development, integration, test and fielding
- Post Deployment Software Support (PDSS)
- Help desk/field support and on-site exercise support

All matters on LVC-IA are Pre-Decisional.

ACQUISITION STRATEGY

[Pre-Decisional]

Competitive: TBD

Contract Type: Single Award ID/IQ (Cost Plus Fixed Fee, Firm Fixed Price and Cost provisions)

CURRENT CONTRACT/ORIGINAL DEVELOPER/OEM (IF RECOMPETE)

Prime: Cole Engineering Services, Inc.

PERIOD OF PERFORMANCE

[Pre-Decisional]

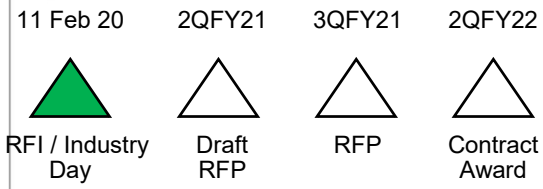
TBD

FUNDING

Mission – RDTE, OPA, OMA

Estimated Value: TBD

MILESTONES



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