

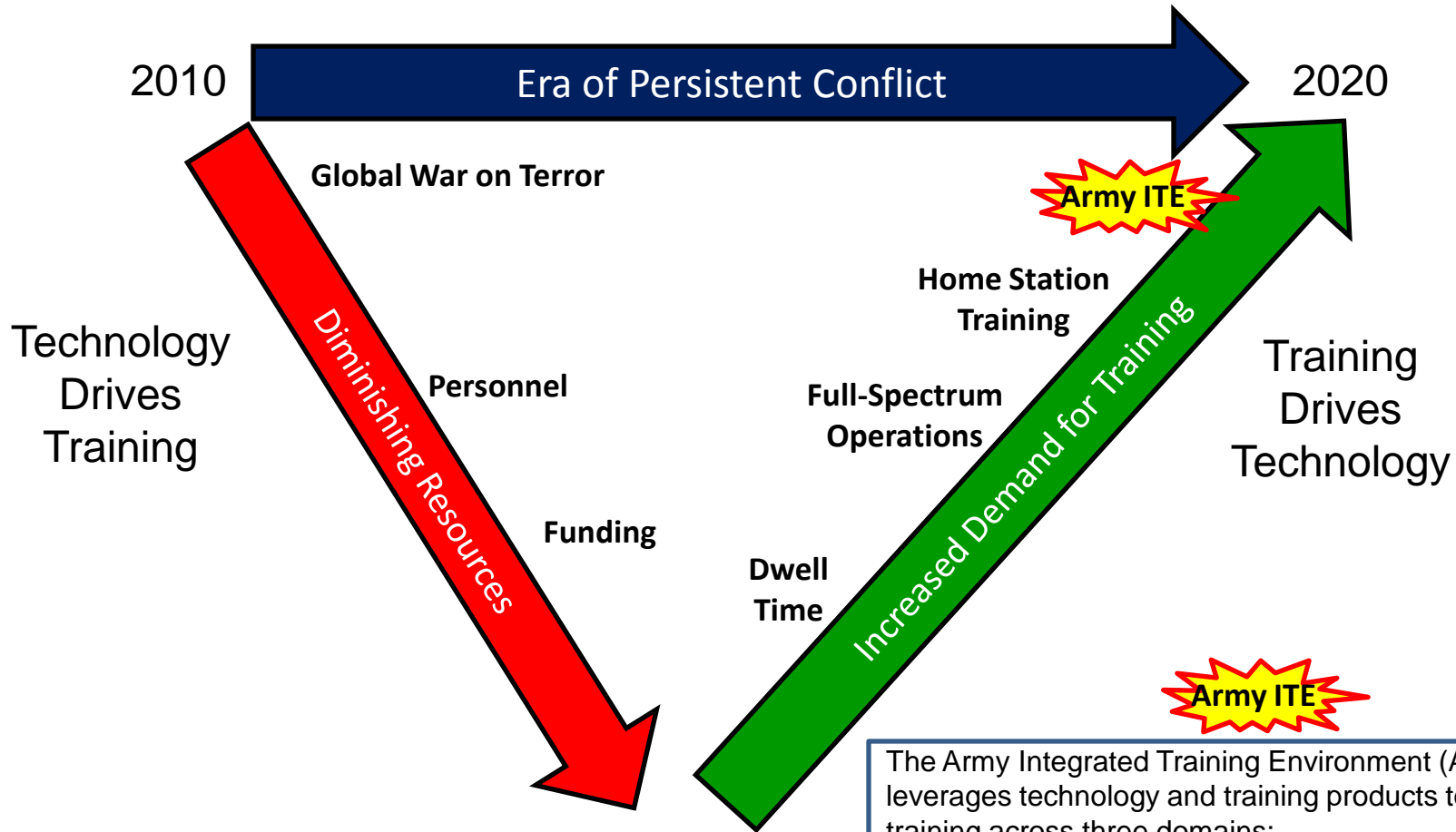
# Army Integrated Training Environment (Army ITE)

How to satisfy increased demand for high-quality, realistic training in an era of reduced resources

- Training Conditions: Current & Future
- Goals for Effective Training Simulations
- Future Training Considerations

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# Training Conditions: Current & Future



The Army Integrated Training Environment (Army ITE) leverages technology and training products to support training across three domains:

- Operational** = Warfighting Units
- Institutional** = Schools and Centers of Excellence
- Self-Development** = Individual life-long learning

# Goals for Effective Training Simulations

- Low Overhead
  - Personnel Reduction
  - Cost savings over time
- Deployable
  - Classrooms
  - Area of Operations
- Interoperable & Integrated
  - Unclassified vs Classified Environment
- Mobile
- Re-configurable
- Ease of Use

## Simulations must:

- Remain current with the Operational Environment
- Be developed concurrently with Mission Command systems (Army, Joint, Coalition, etc)
- Fall under Dept. of the Army configuration control standards

Training must drive technology



# Future Training Considerations

- Stove-piped organizations and their approaches are at risk of becoming irrelevant as training becomes more integrated.
- Focus on leveraging Commercial Off-the-shelf Technology (COTS)
- Training Aids, Devices, Simulators, and Simulations should be interactive and intuitive
  - Adapt to a wide-variety of training audiences
- Focus proposals that are tied to requirements; avoid the “shiny object” syndrome