

Future Mapping: Disruptive Technologies in Training Simulation

Tech	Games Client Platform	HPC Server Platform	IT Training Environment	Web 2.0 Collaboration Methods	Medical Customer Domain
Description	<p>Visually rich applications with teamwork. Heavy client-side application. No special equipment or facilities.</p>	<p>Large numbers of tightly integrated processors. Multi-exercise server machine.</p>	<p>Training simulation delivered to every soldier's desktop via browser or similar generic client. Server filled with focused content.</p>	<p>Networked collaboration tools for sharing data in real-time between multiple participants in any phase of exercise (Pre, Exer, Post). Wiki, Blog, Social networks, Google Docs, YouTube, etc.</p>	<p>Creating training environments for healing wounds, rather than creating/avoiding them. Represent results of combat, not dynamics of it.</p>
Disruption	<ul style="list-style-type: none"> •Personal experience of training •HW/SW composition of systems •LCCS •Source companies •DOD/Industrial control 	<ul style="list-style-type: none"> •Size of problems •Support staffing •Put the "reality" into VR (Dave Pratt) •Precursor to "Personal-HPC" on desktop machines 	<ul style="list-style-type: none"> •Soldier directed/initiated training •Workload at training facilities •Organizational mission at sim centers •IT security •Definition of the Army standard desktop 	<ul style="list-style-type: none"> •Constant electronic collaboration vs. Individual system data collection •Away from "MS Office-like" job execution 	<ul style="list-style-type: none"> •Mission focus •Partner organizations •Needed expertise
Action	<p>Identify game tech opportunities in larger systems (e.g. LVC, FCS)</p>	<p>Demonstrate interactive use of HPC</p>	<p>Elevate training to a basic soldier function worthy of desktop presence</p>	<p>Create experimental networks for collaboration</p>	<p>Partnerships with medical practitioners and providers</p>