

PM ITE



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Deputy Project Manager Integrated Training Environment





# Changes Since November 2016 Briefing

- **Previous opportunities removed from this briefing:**
  - Close Combat Tactical Trainer Post Deployment Software Support – in Source Selection
  - Battle Command Training Capability-Equipment Support (BCTC-ES) - in Source Selection
  - Synthetic Environment Core – in Source Selection
- **New Opportunities**
  - Games For Training - Next Generation Gaming
- **Other Information**
  - STE Update
  - S2T Portal












# One Semi-Automated Forces (OneSAF)

## Description/Summary of Program Requirements

OneSAF is a composable Computer Generated Forces (CGF) simulation designed for brigade and below, combat and non-combat operations. OneSAF represents a full range of operations, systems and control processes in support of simulation applications applied to the six Army Modeling and Simulation communities (Analysis, Acquisition, Intelligence, Training, Experimentation, Test and Evaluation). OneSAF is designed, and continues to evolve, in order to meet the constructive simulation challenges of each of these communities.

### Characteristics:

- Supports the full range of Warfighting Functional areas
- Provides high fidelity environmental representation
- Provides composability of entity, unit and system levels
- Web enabled
- Implements interoperability using DoD/industry standards
- Supports multiple operating systems (Linux, Windows)
- Provides Common Components, Environmental Runtime Component (ERC) and Mission Command (MC) Adapter










ACQUISITION STRATEGY	PERIOD OF PERFORMANCE	MILESTONES									
<ul style="list-style-type: none"> <li>• Competition: Small Business Set-aside</li> <li>• Contract Type: Single Award IDIQ</li> </ul>	<ul style="list-style-type: none"> <li>• Six Years</li> <li>• One Year Base</li> <li>• Five, One-Year options</li> </ul>	<table style="width: 100%; text-align: center;"> <tr> <td>5 May 17</td> <td>4QFY17</td> <td>4QFY18</td> </tr> <tr> <td></td> <td></td> <td></td> </tr> <tr> <td>Draft RFP Released</td> <td>RFP</td> <td>Contract Award</td> </tr> </table>	5 May 17	4QFY17	4QFY18				Draft RFP Released	RFP	Contract Award
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<p><b>Organization:</b> PM ITE</p> <p><b>Phone:</b> (407) 384-3601</p> <p><b>Email:</b> usarmy.orlando.peo-stri.list.pm-ite@mail.mil</p>	<ul style="list-style-type: none"> <li>• Mission, Customer and Foreign Military Sales</li> <li>• Estimated Value: \$103M</li> </ul>	<ul style="list-style-type: none"> <li>• Current contracts with:             <ul style="list-style-type: none"> <li>• CESI</li> <li>• Leidos+</li> </ul> </li> </ul>									



# Close Combat Tactical Trainer (CCTT) Manned Module Modernization

## Description/Summary of Program Requirements

The CCTT Manned Module Modernization contract will be utilized to perform a full system tech refresh and implement concurrency upgrades throughout the fleet. This contract will include scope for all M1 Abrams, M2 Bradley, and Reconfigurable Vehicle Simulator (RVS) module types. The efforts will include implementation of a new Input/Output subsystem, analysis and implementation of new visual display components (monitors, projectors, etc.), reduction of module computer hardware, virtualization, concurrency updates for the M1, M2, and RVS modules, development of new kits for the Joint Light Tactical Vehicle and Armored Multi-Purpose Vehicle, updates to the technical data package, hardware procurement and fielding.










ACQUISITION STRATEGY	PERIOD OF PERFORMANCE	MILESTONES									
<ul style="list-style-type: none"> <li>Competitive - Full &amp; Open</li> <li>Contract Type: Single Award ID/IQ</li> </ul>	<ul style="list-style-type: none"> <li>Five Years</li> </ul>	<table border="0"> <tr> <td>4 May 17</td> <td>4QFY17</td> <td>4QFY18</td> </tr> <tr> <td></td> <td></td> <td></td> </tr> <tr> <td>Draft RFP Released</td> <td>RFP</td> <td>Contract Award</td> </tr> </table>	4 May 17	4QFY17	4QFY18				Draft RFP Released	RFP	Contract Award
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# Aviation Combined Arms Tactical Trainer (AVCATT) Concurrency & Manned Module Modernization

## Description/Summary of Program Requirements

The AVCATT Concurrency & Manned Module Modernization project will be used to perform aircraft manned module upgrades and to perform system tech refresh to improve operations, reliability, and maintainability for the AVCATT and Nonrated Crew Member Manned Modules (NCM3) devices. This effort will include virtualization of manned module computers, modernization of image generators, refresh of various trailer hardware components, and concurrency updates for the UH-60, CH-47, AH-64, and UH-72 modules, hardware procurement, software upgrades, and fieldings.










ACQUISITION STRATEGY	PERIOD OF PERFORMANCE	MILESTONES									
<p><b>[Pre-Decisional]</b></p> <ul style="list-style-type: none"> <li>Competitive - Full &amp; Open</li> <li>Contract Type: Single Award ID/IQ</li> </ul>	<p><b>[Pre-Decisional]</b></p> <ul style="list-style-type: none"> <li>Nine Years</li> </ul>	<table> <tr> <td>2QFY17</td> <td>1QFY18</td> <td>1QFY19</td> </tr> <tr> <td></td> <td></td> <td></td> </tr> <tr> <td>RFI</td> <td>RFP</td> <td>Contract Award</td> </tr> </table>	2QFY17	1QFY18	1QFY19				RFI	RFP	Contract Award
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# Games For Training (GFT)

## Description/Summary of Program Requirements

GFT currently provides low cost, low overhead COTS/GOTS simulation to train Unified Land Operations platoon and below training and mission rehearsals for all six warfighting functions. The Army has been utilizing GFT and the current commercial game-based first person shooter VBS3 since 2012 at over 88 sites. The Next Generation Game (NGG) effort under the GFT program will attain all Key Performance Parameters and Key System Attributes as defined in the 2008 Gaming Capability Production Document. It is envisioned that the NGG effort could provide a single computer generated force capability that can replace the software virtual capability in the Gaming Flagship and Collective Virtual Simulators.

ACQUISITION STRATEGY	PERIOD OF PERFORMANCE	MILESTONES									
<ul style="list-style-type: none"> <li>• Still in</li> <li>• Competition: TBD</li> <li>• Contract Type: TBD</li> </ul>	<ul style="list-style-type: none"> <li>• TBD</li> </ul>	<table border="0"> <tr> <td>4QFY17</td> <td>FY18</td> <td>FY19/FY20</td> </tr> <tr> <td></td> <td></td> <td></td> </tr> <tr> <td>Industry Day</td> <td>RFIs</td> <td>Contract Award</td> </tr> </table>	4QFY17	FY18	FY19/FY20				Industry Day	RFIs	Contract Award
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# Synthetic Training Environment (STE)

**Description:** The STE is the Army next generation, collective training capability. This is a revolutionary training capability. The STE will be the Army's first truly integrated training capability and will provide a wide range of enhanced realistic training capabilities; representing the complex Operational Environment that Soldiers and Units can access anytime, anywhere. The goal is to create a sustainable, easy-to-use, and intuitive training capability that enables Units to increase training iterations, in turn building readiness faster and delivering a force capable of conducting the complex multi-domain operations that are essential to success on the modern battlefield.

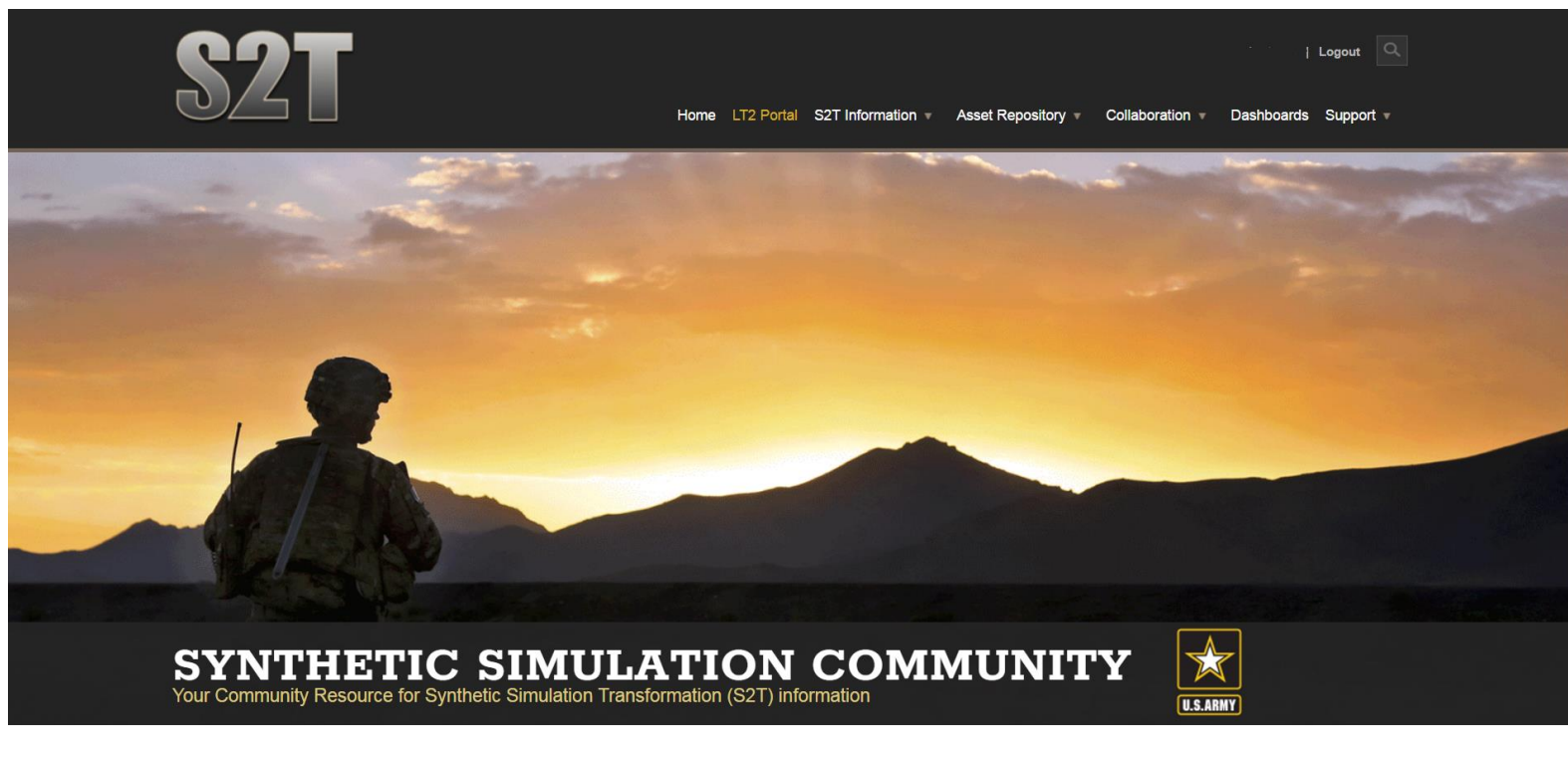
- AROCM 17-01: TRADOC to conduct an analysis to better define and scope the requirements and frame available options and the critical path in support of the STE. The analysis should have the rigor and detail necessary to support inclusion in an Analysis of Alternatives or determination of analytic sufficiency.
- Requirements and Framing Analysis completed on 12 June 2017.
- Army Requirements Oversight Council scheduled for 11 August 2017.
- Expect Material Development Decision in 1<sup>st</sup> Quarter FY18.





# Synthetic Simulation Transformation (S2T)

**Community Resource for Synthetic Simulation Transformation (S2T) information where we develop, support, and communicate our synthetic simulation initiatives for the Army**



- Purpose is to facilitate communication with developers, users, and our industry partners to support standards and common solutions for synthetic simulation
- Our goal is to reduce total ownership costs while improving quality, interoperability, and reusability across live, virtual, constructive, and Joint training and test domains for our Soldiers and the Nation