Training an Integrated ADF through simulation

An Army perspective

MAJGEN Gus McLachlan
Head Modernisation and Strategic Planning - Army
PURPOSE:
To provide an overview of the Army intent for LVC Simulation Capability Development &
Discuss how the Army will contribute to an integrated ADF system
• How does the Australian Army achieve advantage?
  – Size?
  – Platform superiority?
  – Decision superiority
  – Human performance advantage
An integrated Live, Virtual and Constructive (LVC) simulation systems architecture to support the delivery of foundation warfighting training from individual through, combined arms to joint collective training
Where are we now?

- Well I wouldn’t start from here....

- Coming to the end of 1st Generation implementation of simulation systems
  - Stand alone
  - Usually proprietary hardware and software
  - Usually procured through related platform project

- An emphasis is placed on new simulation capabilities fusing with the extant LVC architecture IOT ensure greater efficiency in training.

- World class platform simulation systems with only part realised potential.
M1A1 Tank Simulator
(Advanced Gunnery Training System)

a part task training system
ARH ‘Tiger’ Simulator
Latent potential for collective training
Where do we want to be?

• **Training is capability output focused & simulation-enabled.**
  
  – The development of simulation capability is directed by a training design and management focus not a platform acquisition focus.

• Simulation systems are based on an agreed (open?) architecture that allows integration across the combined arms and joint fighting systems.

• ADF investment in simulation is coordinated to the extent it can be used to efficiently contribute to the generation of joint effects.
Battle Simulation Sites

- LVC Fusion
- Constructive Trg (Collective)
- CBT BDE LIS Capability
- Virtual Trg (Individual)
- Virtual Trg (Collective)
Observations

• Perfect is the enemy of good enough.
  – How much system connectivity do we really need?
  – Army’s immediate priority will be constructive – live training connectivity.

• There is enormous potential in virtual simulation to advance a deeper range of human performance attributes.
  – Resilience.
  – Ethical decision making.
  – Application of complex rules of engagement.

• Army supports the HQJOC approach to a federation of simulation systems
Reconfigurable Desk tactical top trainers

Individual component skills trainer
- High Fidelity / Immersion Indiv & crew trainer
  a. Immersive desktop Tactical trainer
  b. Linked to CPT for High Fidelity COMD trainer
  c. Injects other FE
- Low Fidelity virtual simulation
  First Person – BG
  Networked To Desktop and CPT
  Combined Arms effects
- Constructive simulation
  BG-BDE-JTF-Coalition
  Networked VBS3 for visualisation
  Joint effects

Example Concept - LVC Sim Architecture ISO ACR FWF Trg
Questions