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Exhibit R-2, PB 2011 Army RDT&E Budget Item Justification									DATE: February 2010		
APPROPRIATION/BUDGET ACTIVITY				R-1 ITEM NOMENCLATURE							
2040: Research, Development, Test & Evaluation, Army BA 3: Advanced Technology Development (ATD)				PE 0603015A: Next Generation Training & Simulation Systems							
COST (\$ in Millions)	FY 2009 Actual	FY 2010 Estimate	Base FY 2011 Estimate	OCO FY 2011 Estimate	Total FY 2011 Estimate	FY 2012 Estimate	FY 2013 Estimate	FY 2014 Estimate	FY 2015 Estimate	Cost To Complete	Total Cost
Total Program Element	24.769	25.362	15.334	0.000	15.334	13.317	19.060	20.236	21.481	0	154.893
HB5: IMMERSIVE ENVIRONMENTS DEMONSTRATIONS (CA)	1.993	1.990	0.000	0.000	0.000	0.000	0.000	0.000	0.000	Continuing	Continuing
S28: Immersive Learning Environments	4.728	3.001	3.054	0.000	3.054	3.154	3.257	3.353	3.442	Continuing	Continuing
S29: MODELING & SIMULATION - Adv Tech Dev	3.769	5.852	7.380	0.000	7.380	5.262	5.320	6.368	7.402	Continuing	Continuing
S31: Modeling and Simulation Infrastructure Technology	9.794	10.460	4.900	0.000	4.900	4.901	10.483	10.515	10.637	Continuing	Continuing
S33: TRAINING AND SIMULATION SYSTEMS INITIATIVES (CA)	4.485	4.059	0.000	0.000	0.000	0.000	0.000	0.000	0.000	Continuing	Continuing
A. Mission Description and Budget Item Justification											
Efforts in this program element (PE) mature and demonstrate tools to enable effective training capability for the Warfighter. The PE matures and demonstrates simulation technologies developed by the Institute for Creative Technology (project S28); incorporates advanced modeling and simulation (M&S), training, and leader development technology into immersive training demonstrations as well as demonstrates a framework for future embedded training and simulation systems for future force combat and tactical vehicles, and dismounted Soldier systems (project S29); develops, integrates and demonstrates an overarching M&S architecture that incorporates multi-resolution entity-based models, simulations, and tools to enable Network-Centric Warfare (NCW) M&S capability (project S31). Immersive Environments Demonstrations (project HB5) and Training and Simulation Initiatives (project S33) fund congressional special interest items. Work in this PE is related, to and fully coordinated with efforts in PE 0602308A (Advanced Concepts and Simulation), PE 0602785 (Manpower/Personnel/Training Technology), PE 0602787A (Medical Technology), and PE 0603007A (Manpower, Personnel and Training Advance Technology). The cited work is consistent with the Director, Defense Research and Engineering Strategic Plan, the Army Modernization Strategy, and the Army Science and Technology Master Plan. Work in this PE is performed by the Research, Development, and Engineering Command (RDECOM), Simulation and Training Technology Center (STTC), Orlando, FL.											

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Exhibit R-2, PB 2011 Army RDT&E Budget Item Justification				DATE: February 2010	
APPROPRIATION/BUDGET ACTIVITY 2040: Research, Development, Test & Evaluation, Army BA 3: Advanced Technology Development (ATD)		R-1 ITEM NOMENCLATURE PE 0603015A: Next Generation Training & Simulation Systems			
B. Program Change Summary (\$ in Millions)					
	FY 2009	FY 2010	FY 2011 Base	FY 2011 OCO	FY 2011 Total
Previous President's Budget	25.298	19.415	19.407	0.000	19.407
Current President's Budget	24.769	25.362	15.334	0.000	15.334
Total Adjustments	-0.529	5.947	-4.073	0.000	-4.073
• Congressional General Reductions		-0.133			
• Congressional Directed Reductions					
• Congressional Rescissions		0.000			
• Congressional Adds		6.080			
• Congressional Directed Transfers					
• Reprogrammings	0.180	0.000			
• SBIR/STTR Transfer	-0.709	0.000			
• Adjustments to Budget Years	0.000	0.000	-4.073	0.000	-4.073
Change Summary Explanation					
FY10 Congressionally directed increases.FY11 funding realigned to higher priority efforts.					

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Exhibit R-2A, PB 2011 Army RDT&E Project Justification								DATE: February 2010			
APPROPRIATION/BUDGET ACTIVITY 2040: <i>Research, Development, Test & Evaluation, Army</i> BA 3: <i>Advanced Technology Development (ATD)</i>				R-1 ITEM NOMENCLATURE PE 0603015A: <i>Next Generation Training & Simulation Systems</i>				PROJECT HB5: <i>IMMERSIVE ENVIRONMENTS DEMONSTRATIONS (CA)</i>			
COST (\$ in Millions)	FY 2009 Actual	FY 2010 Estimate	Base FY 2011 Estimate	OCO FY 2011 Estimate	Total FY 2011 Estimate	FY 2012 Estimate	FY 2013 Estimate	FY 2014 Estimate	FY 2015 Estimate	Cost To Complete	Total Cost
HB5: <i>IMMERSIVE ENVIRONMENTS DEMONSTRATIONS (CA)</i>	1.993	1.990	0.000	0.000	0.000	0.000	0.000	0.000	0.000	Continuing	Continuing
<u>A. Mission Description and Budget Item Justification</u> Congressional Interest Item funding for Immersive Environments advanced technology development.											
<u>B. Accomplishments/Planned Program (\$ in Millions)</u>											
							FY 2009	FY 2010	Base FY 2011	OCO FY 2011	Total FY 2011
Program #1 Joint Fires and Effects Training System (JFETS). Provided immersive capabilities for institutional training and enhancements to the field. Improved portable capability (smaller footprint for Joint Forward Observer Military Transition Team and deployed training), provided inclusion of Air Defense Artillery training capability as well as provided balance in training capability (Institutional and home station training) by providing enhancements to fielded Call For Fire Trainer systems. <i>FY 2009 Accomplishments:</i> FY 2009 <i>FY 2010 Plans:</i> FY 2010 <i>Base FY 2011 Plans:</i> FY 2011 Base <i>OCO FY 2011 Plans:</i> FY 2011 OCO							1.993	1.990	0.000	0.000	0.000

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Exhibit R-2A, PB 2011 Army RDT&E Project Justification				DATE: February 2010				
APPROPRIATION/BUDGET ACTIVITY 2040: <i>Research, Development, Test & Evaluation, Army</i> BA 3: <i>Advanced Technology Development (ATD)</i>	R-1 ITEM NOMENCLATURE PE 0603015A: <i>Next Generation Training & Simulation Systems</i>	PROJECT HB5: <i>IMMERSIVE ENVIRONMENTS DEMONSTRATIONS (CA)</i>						
<u>B. Accomplishments/Planned Program (\$ in Millions)</u>								
				FY 2009	FY 2010	Base FY 2011	OCO FY 2011	Total FY 2011
Accomplishments/Planned Programs Subtotals				1.993	1.990	0.000	0.000	0.000
<u>C. Other Program Funding Summary (\$ in Millions)</u>								
N/A								
<u>D. Acquisition Strategy</u>								
N/A								
<u>E. Performance Metrics</u>								
Performance metrics used in the preparation of this justification material may be found in the FY 2010 Army Performance Budget Justification Book, dated May 2010.								

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APPROPRIATION/BUDGET ACTIVITY 2040: <i>Research, Development, Test & Evaluation, Army</i> BA 3: <i>Advanced Technology Development (ATD)</i>				R-1 ITEM NOMENCLATURE PE 0603015A: <i>Next Generation Training & Simulation Systems</i>				PROJECT S28: <i>Immersive Learning Environments</i>			
COST (\$ in Millions)	FY 2009 Actual	FY 2010 Estimate	Base FY 2011 Estimate	OCO FY 2011 Estimate	Total FY 2011 Estimate	FY 2012 Estimate	FY 2013 Estimate	FY 2014 Estimate	FY 2015 Estimate	Cost To Complete	Total Cost
S28: <i>Immersive Learning Environments</i>	4.728	3.001	3.054	0.000	3.054	3.154	3.257	3.353	3.442	Continuing	Continuing

A. Mission Description and Budget Item Justification

Efforts in this project mature and demonstrate immersive technologies that include the application of photorealistic synthetic environments, multi-sensory interfaces, virtual humans, and training applications on low-cost game platforms. This project uses advanced modeling, simulation, and leadership development techniques to leverage the emerging immersive technologies that are created at the Institute of Creative Technologies (ICT) University Affiliated Research Center (UARC) at the University of Southern California to formulate training demonstrations with an emphasis on urban operations and asymmetric warfare. The ICT's collaboration with its entertainment partners creates a true synthesis of creativity and technology that harnesses the capabilities of industry, and the research and development community to advance the Army's ability to train and practice military skills across the full spectrum of conflict. The cited work is consistent with the Director, Defense Research and Engineering Strategic Plan, the Army Modernization Strategy and the Army Science and Technology Master Plan. Work in this project is performed by the Research, Development, and Engineering Command (RDECOM), Simulation and Training Technology Center (STTC), Orlando, FL.

B. Accomplishments/Planned Program (\$ in Millions)

	FY 2009	FY 2010	Base FY 2011	OCO FY 2011	Total FY 2011
Program #1 Immersive Techniques: This effort demonstrates and matures technological advancements from PE 0602308A/ project D02 into complex state-of-the-art simulation environments in support of multi-student and team training. In FY09, integrated photorealistic representations of complex terrain; integrated rendering of specific individual facial features onto interactive virtual human models; demonstrated intelligent tutoring/computer coaching with virtual instructors; developed and demonstrated tools which reduced the man-hours required to convert and enhance terrain data to/from various data formats; and developed learning environment focused on preparing leaders on exercising decisions in complex environments within cultural environments. In FY10, demonstrate and refine methods and technologies that expand immersive environments to support multi-student and team training; demonstrate and mature methods to support computer generated after-action reviews, virtual human-based mentoring, and computer-directed scenario adaptation based on multi-player distributed training techniques; and	4.728	2.917	3.054	0.000	3.054

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APPROPRIATION/BUDGET ACTIVITY 2040: Research, Development, Test & Evaluation, Army BA 3: Advanced Technology Development (ATD)	R-1 ITEM NOMENCLATURE PE 0603015A: Next Generation Training & Simulation Systems	PROJECT S28: Immersive Learning Environments				
B. Accomplishments/Planned Program (\$ in Millions)						
		FY 2009	FY 2010	Base FY 2011	OCO FY 2011	Total FY 2011
mature and assess environment for leaders to practice decision making skills in complex, cultural environments. In FY11, will mature and refine software tools that rapidly author automated tutoring systems for specific training applications; will mature methods to implement training applications on portable and mobile devices. FY 2009 Accomplishments: FY 2009 FY 2010 Plans: FY 2010 Base FY 2011 Plans: FY 2011 Base OCO FY 2011 Plans: FY 2011 OCO						
Program #2 Small Business Innovative Research/Small Business Technology Transfer Programs FY 2009 Accomplishments: FY 2009 FY 2010 Plans: FY 2010 Base FY 2011 Plans: FY 2011 Base		0.000	0.084	0.000	0.000	0.000

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<u>B. Accomplishments/Planned Program (\$ in Millions)</u>						
		FY 2009	FY 2010	Base FY 2011	OCO FY 2011	Total FY 2011
<i>OCO FY 2011 Plans:</i> FY 2011 OCO						
Accomplishments/Planned Programs Subtotals		4.728	3.001	3.054	0.000	3.054
<u>C. Other Program Funding Summary (\$ in Millions)</u>						
N/A						
<u>D. Acquisition Strategy</u>						
N/A						
<u>E. Performance Metrics</u>						
Performance metrics used in the preparation of this justification material may be found in the FY 2010 Army Performance Budget Justification Book, dated May 2010.						

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Exhibit R-2A, PB 2011 Army RDT&E Project Justification								DATE: February 2010			
APPROPRIATION/BUDGET ACTIVITY 2040: <i>Research, Development, Test & Evaluation, Army</i> BA 3: <i>Advanced Technology Development (ATD)</i>				R-1 ITEM NOMENCLATURE PE 0603015A: <i>Next Generation Training & Simulation Systems</i>				PROJECT S29: <i>MODELING & SIMULATION - Adv Tech Dev</i>			
COST (\$ in Millions)	FY 2009 Actual	FY 2010 Estimate	Base FY 2011 Estimate	OCO FY 2011 Estimate	Total FY 2011 Estimate	FY 2012 Estimate	FY 2013 Estimate	FY 2014 Estimate	FY 2015 Estimate	Cost To Complete	Total Cost
S29: <i>MODELING & SIMULATION - Adv Tech Dev</i>	3.769	5.852	7.380	0.000	7.380	5.262	5.320	6.368	7.402	Continuing	Continuing

A. Mission Description and Budget Item Justification

Efforts in this project mature and demonstrate next generation training and simulation systems that focus on integrating virtual threats, asymmetric warfare, network-centric operations, and embedding training capabilities and technologies into operational go-to-war future force systems to include dismounted warrior systems. The synergy between these embedded training capabilities and the immersive training advanced technology development in project S28 provides Army units with a set of complementary embedded and deploy-on-demand systems that provide just-in-time, dynamic, realistic training, and mission rehearsal capabilities. Demonstrations include technologies that form a framework for future training applications for the range of future force operations such as robotic control and other sensor operations; mission planning and rehearsal; command, control, and maneuver; Command, Control, Communications, Computers, Intelligence, Surveillance, and Reconnaissance (C4ISR) network analysis to support distributed simulations; and vehicle system interface requirements. This project creates a joint environment by synchronizing virtual and constructive simulated forces with the next generation and current training systems from the Army, Navy, Air Force, and Marine forces. The cited work is consistent with the Director, Defense Research and Engineering Strategic Plan, the Army Modernization Strategy, and the Army Science and Technology Master Plan. Work in this project is performed by the Research, Development, and Engineering Command (RDECOM), Simulation and Training Technology Center (STTC), Orlando, FL.

B. Accomplishments/Planned Program (\$ in Millions)

	FY 2009	FY 2010	Base FY 2011	OCO FY 2011	Total FY 2011
Program #1 Embedded Techniques: This effort matures and demonstrates capabilities (most provided from PE 0602308A/ project C90) built into or added onto operational systems, subsystems, or equipment, to enhance and maintain the skill proficiency of Soldiers, and maximizes component commonality among combat vehicles and Soldier computer systems. In FY09, matured combat vehicle and dismounted soldier embedded training systems by conducting experiments in operational environments; conducted demonstrations, provided results and prototypes for dismounted soldier embedded training to support next generation soldier systems in collaboration with U.S. Army Natick Soldier Research, Development and Engineering Center (NSRDEC) and U.S. Army Communications-Electronic Research, Development and Engineering Center (CERDEC). In FY10, team with	3.769	5.688	5.880	0.000	5.880

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B. Accomplishments/Planned Program (\$ in Millions)						
		FY 2009	FY 2010	Base FY 2011	OCO FY 2011	Total FY 2011
CERDEC, to exploit employing modeling and simulation technologies (i.e., Force Battle Command, Real-time Adversarial Intelligence Decision aid) in embedded training for current and future Command and Control (C2) systems used to train for asymmetric urban warfare environments; exploit technology development of computer-generated behaviors to simulate terrorist/insurgency urban warfare for future embedding into C2 systems; continue technology maturity for dismounted soldier embedded training prototypes to support next generation Soldier systems in collaboration with NSRDEC and CERDEC. In FY11, will demonstrate immersive training on portable and mobile devices such as commercial personal digital assistants and militarized personal computers; will assess and demonstrate software authoring tools for real-time creation and delivery of automated tutoring systems to distributed multi-student teams.						
FY 2009 Accomplishments: FY 2009						
FY 2010 Plans: FY 2010						
Base FY 2011 Plans: FY 2011 Base						
OCO FY 2011 Plans: FY 2011 OCO						
Program #2		0.000	0.000	1.500	0.000	1.500
Advanced simulation to treat Post Traumatic Stress Disorder (PTSD): This effort matures and demonstrates advanced simulation technologies developed at the Institute for Creative Technology (ICT) to treat the effects of PTSD. In FY11, will mature and evaluate the ICT developed immersive simulation with soldiers having PTSD; will evaluate large samples Soldiers to obtain statistically significant results; will evaluate, demonstrate and quantify the immersive simulation treatment effects and the long term results of the treatment.						

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B. Accomplishments/Planned Program (\$ in Millions)						
		FY 2009	FY 2010	Base FY 2011	OCO FY 2011	Total FY 2011
FY 2009 Accomplishments: FY 2009						
FY 2010 Plans: FY 2010						
Base FY 2011 Plans: FY 2011 Base						
OCO FY 2011 Plans: FY 2011 OCO						
Program #3 Small Business Innovative Research/Small Business Technology Transfer Programs		0.000	0.164	0.000	0.000	0.000
FY 2009 Accomplishments: FY 2009						
FY 2010 Plans: FY 2010						
Base FY 2011 Plans: FY 2011 Base						
OCO FY 2011 Plans: FY 2011 OCO						
Accomplishments/Planned Programs Subtotals		3.769	5.852	7.380	0.000	7.380

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<u>C. Other Program Funding Summary (\$ in Millions)</u> N/A		
<u>D. Acquisition Strategy</u> N/A		
<u>E. Performance Metrics</u> Performance metrics used in the preparation of this justification material may be found in the FY 2010 Army Performance Budget Justification Book, dated May 2010.		

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COST (\$ in Millions)	FY 2009 Actual	FY 2010 Estimate	Base FY 2011 Estimate	OCO FY 2011 Estimate	Total FY 2011 Estimate	FY 2012 Estimate	FY 2013 Estimate	FY 2014 Estimate	FY 2015 Estimate	Cost To Complete	Total Cost
S31: <i>Modeling and Simulation Infrastructure Technology</i>	9.794	10.460	4.900	0.000	4.900	4.901	10.483	10.515	10.637	Continuing	Continuing

A. Mission Description and Budget Item Justification

Efforts in this project mature and demonstrate a distributed modeling and simulation (M&S) environment referred to as the Modeling Architecture for Technology, Research, and Experimentation (MATREX). MATREX develops a robust Modeling and Simulation (M&S) environment and Distributed Virtual Laboratory (DVL) wherein a collection of multi-fidelity models, simulations and tools can be integrated and mapped to an evolving architecture for conducting multi-scale (time and spatial resolution) M&S activities to provide M&S data and information to multiple users. MATREX provides a unifying M&S architecture, supporting tools and infrastructure that synchronize and integrate multi-resolution (time and space) modeling applications such as Live, Virtual, and Constructive training applications, operational studies of Network-Centric Warfare (NCW) concepts and technologies, or the modeling of Battle Command operations with elements of advanced communications, information flow, data fusion, decision-making, and information warfare. MATREX also works to address M&S issues of modeling scalability, network design, enterprise services, and third party software compatibility issues. The cited work is consistent with the Director, Defense Research and Engineering Strategic Plan, the Army Modernization Strategy, and the Army Science and Technology Master Plan. Work in this project is led by the Research, Development, and Engineering Command (RDECOM), Simulation and Training Technology Center (STTC), Orlando, FL, and executed across the Command.

B. Accomplishments/Planned Program (\$ in Millions)

	FY 2009	FY 2010	Base FY 2011	OCO FY 2011	Total FY 2011
Program #1 MATREX: This effort matures and demonstrates modeling and simulation technologies and techniques that support Army experimentation and test events to assess and improve the decision-making through the use of multi-fidelity models, simulations and tools. In FY09, investigated and developed methodologies (e.g., Distributed Data Management (DDM) and Run-Time Infrastructure (RTI) distribution strategies) to increase MATREX scalability for modeling a future force Brigade Combat Team and enabled accurate assessments of command and control concepts; matured and demonstrated technologies and techniques to shorten M&S event setup time in support of Army experimentation and test events; integrated and implemented data collection and analysis tools to assess consistency of analysis results throughout an acquisition life cycle; connected additional Army sites into the MATREX DVL to expand the Army's ability to conduct geographically-distributed M&S	9.794	10.167	0.000	0.000	0.000

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B. Accomplishments/Planned Program (\$ in Millions)					
	FY 2009	FY 2010	Base FY 2011	OCO FY 2011	Total FY 2011
efforts; conducted initial study of Internet Protocol version 6 (IPv6) and evaluated it for anticipated upgrade to DVL network. In FY10, mature a multi-organization Army laboratory data collection process to support Army technology readiness level demonstrations and to enable consistent data structure/interoperability for multi-organization use throughout the development/design cycle; assess and improve current analysis tools to provide an integrated acquisition support capability for Army decision making; improve simulation for modeling of weather, terrain, chemical-biological-radiological-nuclear effects, human behavior, human decision-making and networked sensor fusion; improve M&S support architectures for cross-domain M&S environment interoperability to include live fire testing, Soldier and hardware-in-the-loop experiments, and software-based testing environments. FY 2009 Accomplishments: FY 2009 FY 2010 Plans: FY 2010 Base FY 2011 Plans: FY 2011 Base OCO FY 2011 Plans: FY 2011 OCO					
Program #2 MATREX (Cont.): In FY11, will demonstrate cross-command data collection and analysis tools for integrated acquisition support capability; will mature integrated M&S representation of Battle Command (future force network planning, pre-operation checkout, and integration with tactical command and control devices); will integrate M&S support architectures for cross-domain M&S environment interoperability; and will fuse multi-resolution capabilities for modeling weather, terrain, chemical-biological effects and human behavior/human decision-making, networked sensor fusion, and tactical network to meet future analysis needs.	0.000	0.000	4.900	0.000	4.900

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B. Accomplishments/Planned Program (\$ in Millions)					
	FY 2009	FY 2010	Base FY 2011	OCO FY 2011	Total FY 2011
FY 2009 Accomplishments: FY 2009					
FY 2010 Plans: FY 2010					
Base FY 2011 Plans: FY 2011 Base					
OCO FY 2011 Plans: FY 2011 OCO					
Program #3 Small Business Innovative Research/Small Business Technology Transfer Programs	0.000	0.293	0.000	0.000	0.000
FY 2009 Accomplishments: FY 2009					
FY 2010 Plans: FY 2010					
Base FY 2011 Plans: FY 2011 Base					
OCO FY 2011 Plans: FY 2011 OCO					
Accomplishments/Planned Programs Subtotals	9.794	10.460	4.900	0.000	4.900

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<u>C. Other Program Funding Summary (\$ in Millions)</u> N/A		
<u>D. Acquisition Strategy</u> N/A		
<u>E. Performance Metrics</u> Performance metrics used in the preparation of this justification material may be found in the FY 2010 Army Performance Budget Justification Book, dated May 2010.		

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2040: Research, Development, Test & Evaluation, Army BA 3: Advanced Technology Development (ATD)				PE 0603015A: Next Generation Training & Simulation Systems				S33: TRAINING AND SIMULATION SYSTEMS INITIATIVES (CA)			
COST (\$ in Millions)	FY 2009 Actual	FY 2010 Estimate	Base FY 2011 Estimate	OCO FY 2011 Estimate	Total FY 2011 Estimate	FY 2012 Estimate	FY 2013 Estimate	FY 2014 Estimate	FY 2015 Estimate	Cost To Complete	Total Cost
S33: TRAINING AND SIMULATION SYSTEMS INITIATIVES (CA)	4.485	4.059	0.000	0.000	0.000	0.000	0.000	0.000	0.000	Continuing	Continuing
A. Mission Description and Budget Item Justification											
Congressional Interest Item funding for Training and Simulation Systems advanced technology development.											
B. Accomplishments/Planned Program (\$ in Millions)											
							FY 2009	FY 2010	Base FY 2011	OCO FY 2011	Total FY 2011
Program #1 Vigilant Auto-ID and Access Control System. In FY09, this Congressional Interest Item developed a person-borne improvised explosives device integrated countermeasure. FY 2009 Accomplishments: FY 2009 FY 2010 Plans: FY 2010 Base FY 2011 Plans: FY 2011 Base OCO FY 2011 Plans: FY 2011 OCO							1.595	0.000	0.000	0.000	0.000
Program #2							0.498	0.000	0.000	0.000	0.000

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B. Accomplishments/Planned Program (\$ in Millions)					
	FY 2009	FY 2010	Base FY 2011	OCO FY 2011	Total FY 2011
Experiential Technologies for Urban Warfare and Disaster Response. In FY09, this Congressional Interest Item developed crowd and digital human modeling technologies. FY 2009 Accomplishments: FY 2009 FY 2010 Plans: FY 2010 Base FY 2011 Plans: FY 2011 Base OCO FY 2011 Plans: FY 2011 OCO					
Program #3 Joint Medical Simulation Technology Research & Development Center (JMSTRDC). In FY09, this Congressional Interest Item started development of an immersive environment with virtual patients to train sick call & preliminary physical exam procedures, an adaptive instructional tutoring system to train sick call procedures, a card game to train combat medics & combat lifesavers, and training for the use of hemostatic agents. FY 2009 Accomplishments: FY 2009 FY 2010 Plans: FY 2010	1.595	1.273	0.000	0.000	0.000

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Exhibit R-2A, PB 2011 Army RDT&E Project Justification			DATE: February 2010			
APPROPRIATION/BUDGET ACTIVITY 2040: Research, Development, Test & Evaluation, Army BA 3: Advanced Technology Development (ATD)	R-1 ITEM NOMENCLATURE PE 0603015A: Next Generation Training & Simulation Systems	PROJECT S33: TRAINING AND SIMULATION SYSTEMS INITIATIVES (CA)				
B. Accomplishments/Planned Program (\$ in Millions)						
		FY 2009	FY 2010	Base FY 2011	OCO FY 2011	Total FY 2011
Base FY 2011 Plans: FY 2011 Base						
OCO FY 2011 Plans: FY 2011 OCO						
Program #4 Mobile Medic Training Program. In FY09, this Congressional Interest Item continued research and development of Combat Life Saver (CLS) applications on mobile devices. FY 2009 Accomplishments: FY 2009 FY 2010 Plans: FY 2010 Base FY 2011 Plans: FY 2011 Base OCO FY 2011 Plans: FY 2011 OCO		0.797	0.000	0.000	0.000	0.000
Program #5 HapMed Combat Medic Trainer. This is a Congressional Interest Item. FY 2009 Accomplishments: FY 2009		0.000	0.796	0.000	0.000	0.000

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Exhibit R-2A, PB 2011 Army RDT&E Project Justification			DATE: February 2010			
APPROPRIATION/BUDGET ACTIVITY 2040: Research, Development, Test & Evaluation, Army BA 3: Advanced Technology Development (ATD)	R-1 ITEM NOMENCLATURE PE 0603015A: Next Generation Training & Simulation Systems	PROJECT S33: TRAINING AND SIMULATION SYSTEMS INITIATIVES (CA)				
B. Accomplishments/Planned Program (\$ in Millions)						
		FY 2009	FY 2010	Base FY 2011	OCO FY 2011	Total FY 2011
FY 2010 Plans: FY 2010						
Base FY 2011 Plans: FY 2011 Base						
OCO FY 2011 Plans: FY 2011 OCO						
Program #6 Combat Medic Trainer. This is a Congressional Interest Item.		0.000	1.990	0.000	0.000	0.000
FY 2009 Accomplishments: FY 2009						
FY 2010 Plans: FY 2010						
Base FY 2011 Plans: FY 2011 Base						
OCO FY 2011 Plans: FY 2011 OCO						
Accomplishments/Planned Programs Subtotals		4.485	4.059	0.000	0.000	0.000

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Exhibit R-2A, PB 2011 Army RDT&E Project Justification		DATE: February 2010
APPROPRIATION/BUDGET ACTIVITY 2040: <i>Research, Development, Test & Evaluation, Army</i> BA 3: <i>Advanced Technology Development (ATD)</i>	R-1 ITEM NOMENCLATURE PE 0603015A: <i>Next Generation Training & Simulation Systems</i>	PROJECT S33: <i>TRAINING AND SIMULATION SYSTEMS INITIATIVES (CA)</i>
<u>C. Other Program Funding Summary (\$ in Millions)</u> N/A		
<u>D. Acquisition Strategy</u> N/A		
<u>E. Performance Metrics</u> Performance metrics used in the preparation of this justification material may be found in the FY 2010 Army Performance Budget Justification Book, dated May 2010.		

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