



•AFLCMC... *Providing the Warfighter's Edge*



SIMULATORS

SML Perspective

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AGENDA

- Simulators Program Office Overview
- Challenges
- Example Programs
- The Future
- Summary



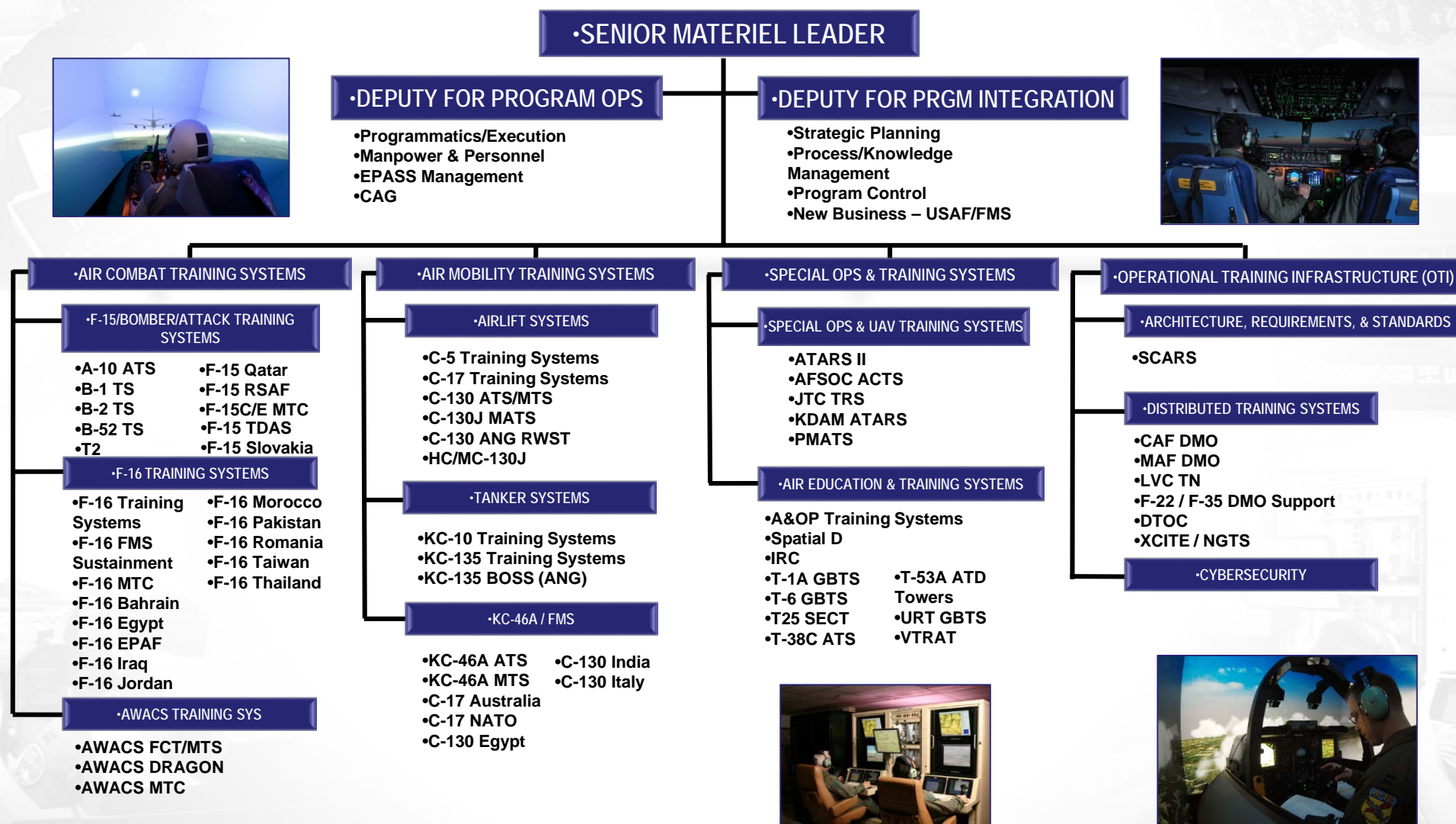
SIMULATORS PROGRAM OFFICE LEADERSHIP



As of 14 April 2019



SIMULATORS PROGRAM OFFICE ORGANIZATIONAL CHART





SIMULATORS PROGRAM OFFICE

- Approximately 500+ members strong
- Manage 63 programs and provide direct support to 9 MAJCOMs across the air & SOF domains



- Portfolio includes 2,300+ Training devices and configurations worldwide
- In FY18, executed >600 contract actions and managed \$3.3B across 10 different appropriations

SPECTRUM OF TRAINING

•Virtual Reality



•Mixed Reality



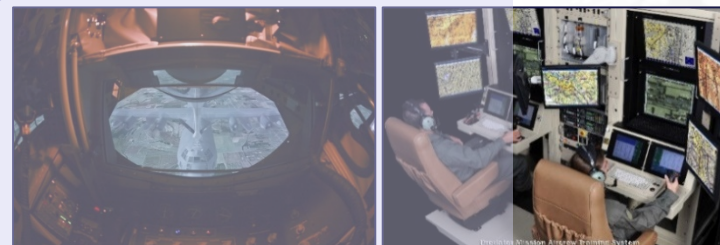
•Integrated DeskTop •Trainers



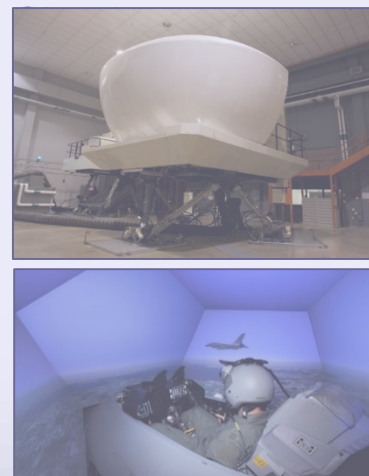
•Part Task



•Advanced Flight Training Devices



•Full Flight



•In-Aircraft •Training

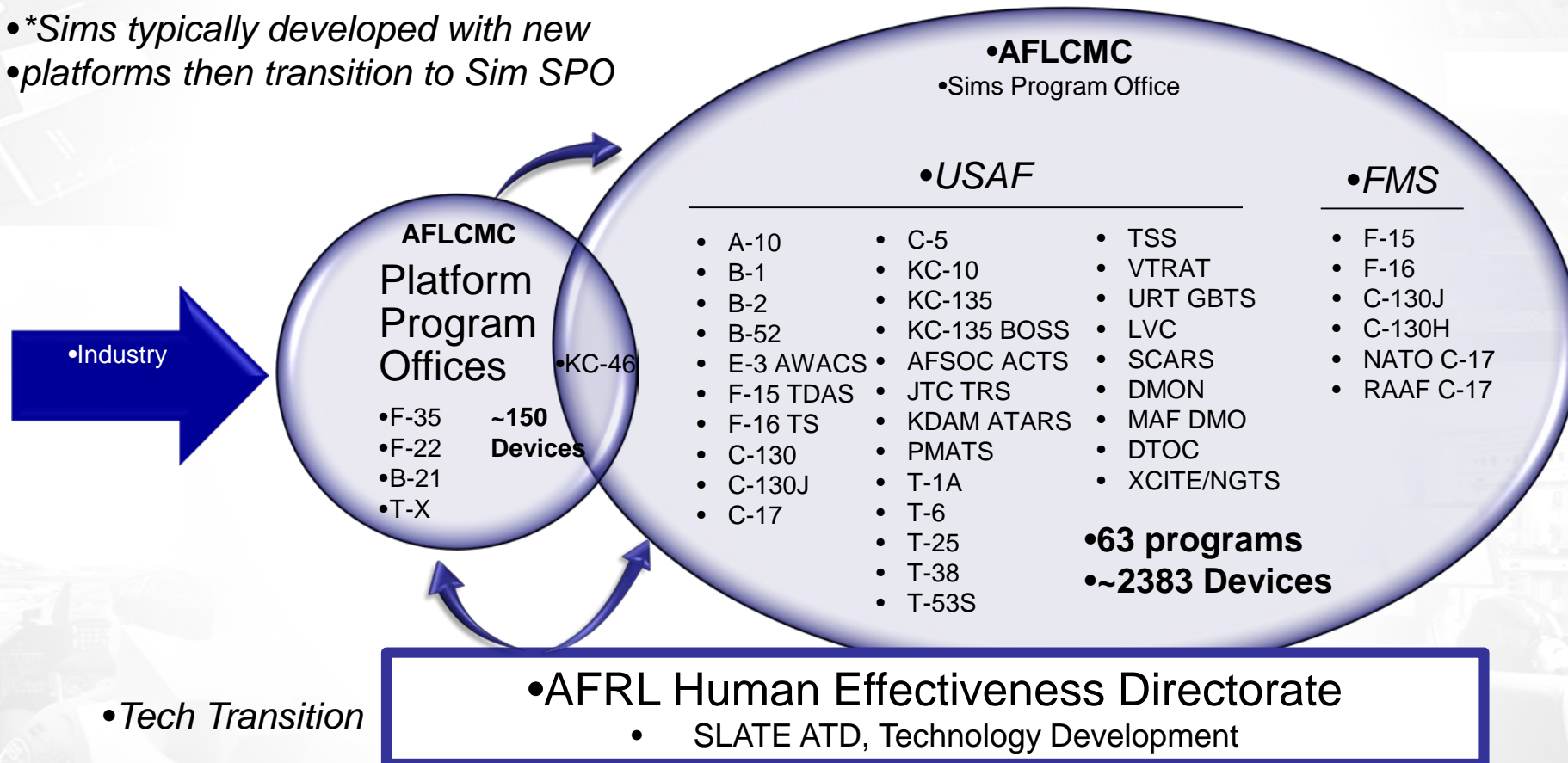


•SPECTRUM OF TRAINING

SIMULATOR UNIVERSE

•AFLCMC Program Lifecycle

- *Sims typically developed with new*
- platforms then transition to Sim SPO*



•AFLCMC/WNS & AFRL/RHA combine to form the "Training Systems Product Group"



SIMULATORS PROGRAM OFFICE CHALLENGES



- Managing diverse and dissimilar portfolio of simulator programs
- Balancing ops tempo, source selections, and training continuum
- Resource constraints
- Hardware and software obsolescence
- Cyber compliance difficult with 2,300+ training devices (most in sustainment) with a wide variation of configurations
 - Exacerbated by procurement approach
 - Not bought in lots (i.e., aircraft production)
 - Incrementally procured over decades to meet platform's operational training requirements

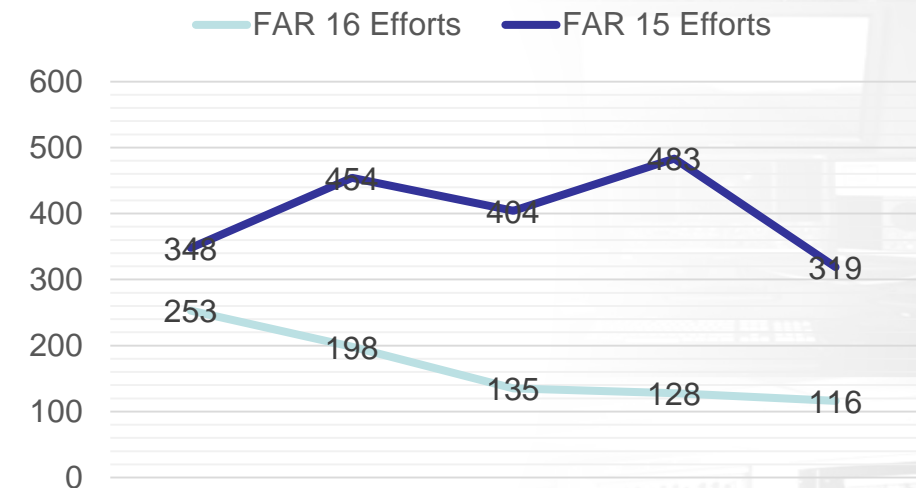




OVERCOMING THE CHALLENGES

- Strategic Contracting
- FAR Part 16.5 Procedures
- Training Systems Acquisition III IDIQ Contract
 - \$20B Ceiling: \$13.7B available
 - 25 Industry Partners: 13 Small Business Partners & 12 Unrestricted Partners
 - PoP ends 2025: Programs can order through 2028
- OTAs

Recent Efforts



AF OTI 2035 FLIGHT PLAN

•***Vision – “...a realistic, integrated training environment that allows our forces to train in an operationally and tactically relevant employment scheme to achieve and sustain full-spectrum readiness.”***



•*Simulator Program Office directly impacts lines 3 and 12 with the LVC and SCARS initiatives

•Air Force has identified 13 OTI Lines of Effort required to achieve the OTI vision.

1. Funding Strategy

2. Human Capital Plan

3. **SYNTHETIC-TO-LIVE
CAPABILITY**

4. Data and Technical Standards

5. Acquisition Policy

6. Acquisition Oversight

7. Institutionalize OTI

8. Relevant Threat Environment

9. Quality Metrics

10. Joint Interoperability

11. Multinational Interoperability

12. **COMMON
ARCHITECTURE**

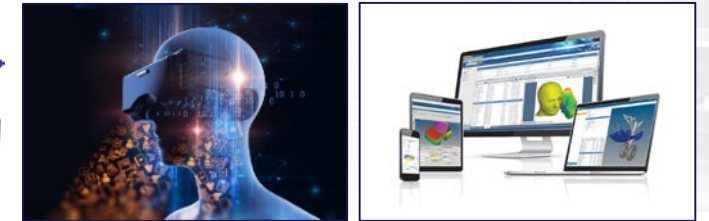
13. Exercise Oversight

INNOVATION INITIATIVES

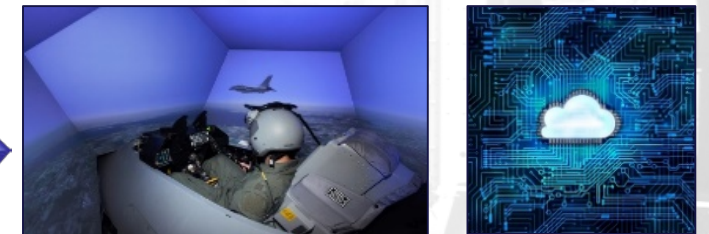
- OTAs
 - Distributed LVC
 - Fresh Adaptive Scenarios for Training (FAST)
 - B-1/B-52 cross-cutting visual system upgrade
- Innovation Cell
 - A/R & V/R
 - Cloud Technologies
 - Artificial Intelligence and Adaptive Learning
- Pitch Day
 - I/ITSEC 2019



•Innovative Initiative



•Experimentation & Prototype



•Production & Enterprise Implementation

•A technology incubator to infuse innovation in a systematic way across the enterprise



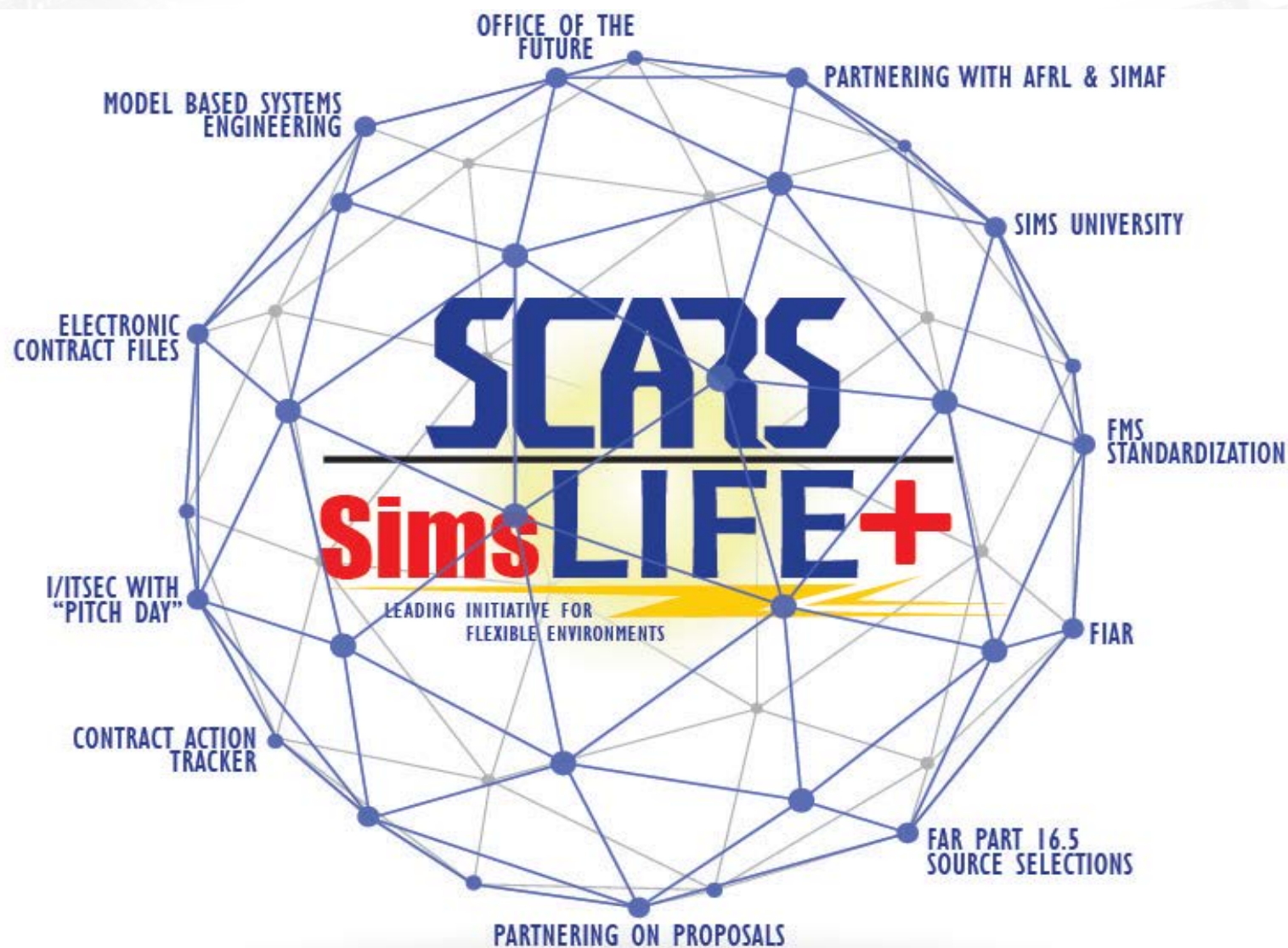
Sims **LIFE+**

LEADING INITIATIVE FOR
FLEXIBLE ENVIRONMENTS

Leading the way to a more innovative workplace
supporting multiple employee workstyle choices!



The Simulators Way Forward



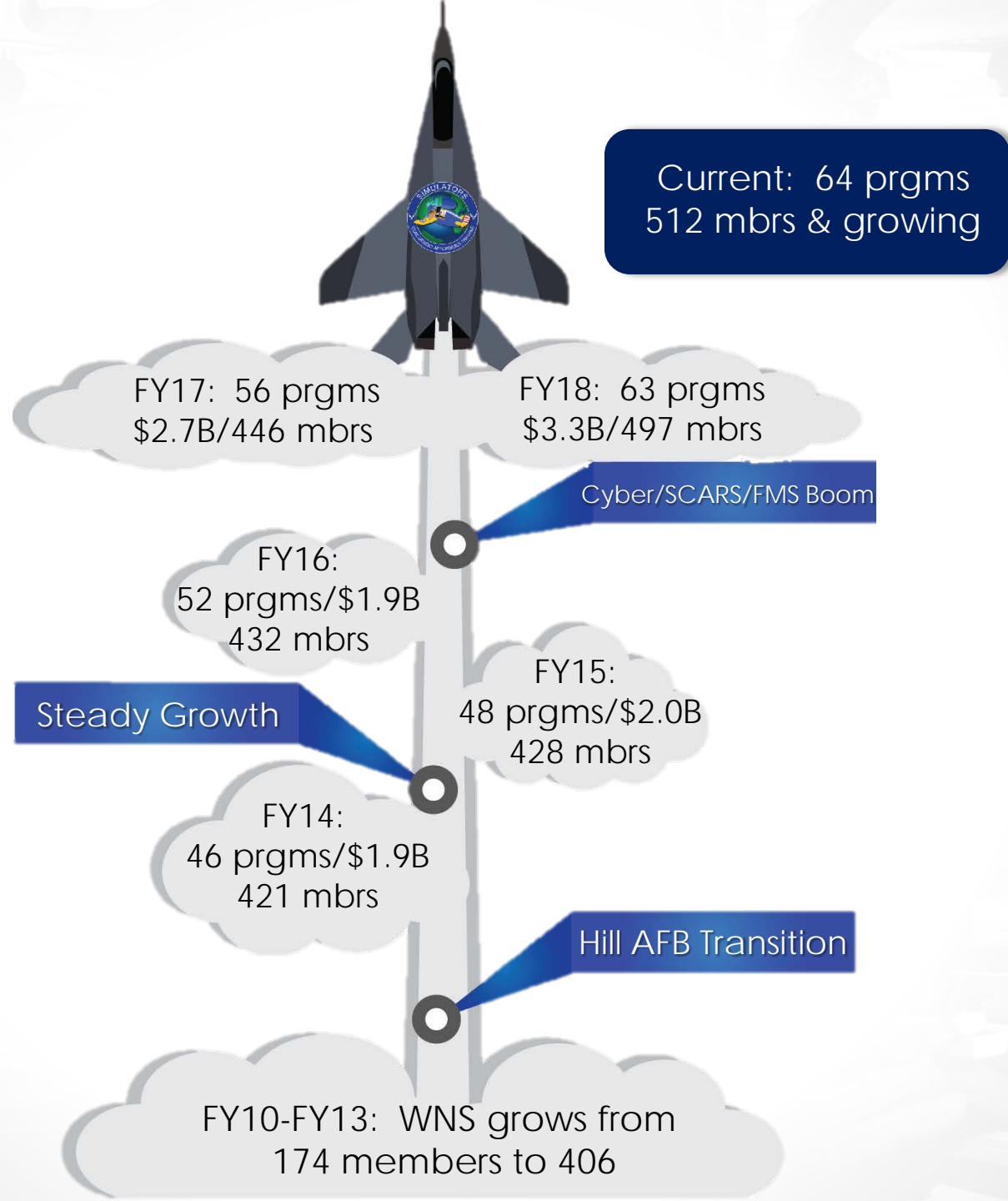


•What's the problem?

- AFLCMC doesn't have space to accommodate growth
- Simulators Program Office has used up all assigned space
 - Projecting an increase in headcount by 80+ individuals in the next 12-24 months
- WPAFB cannot quickly fix the bigger AFLCMC problem

•What are we doing?

- Fixing the problem ourselves
- Redesigning/updating the building 32 office space
- Implementing voluntary telework program





Simulators Goal



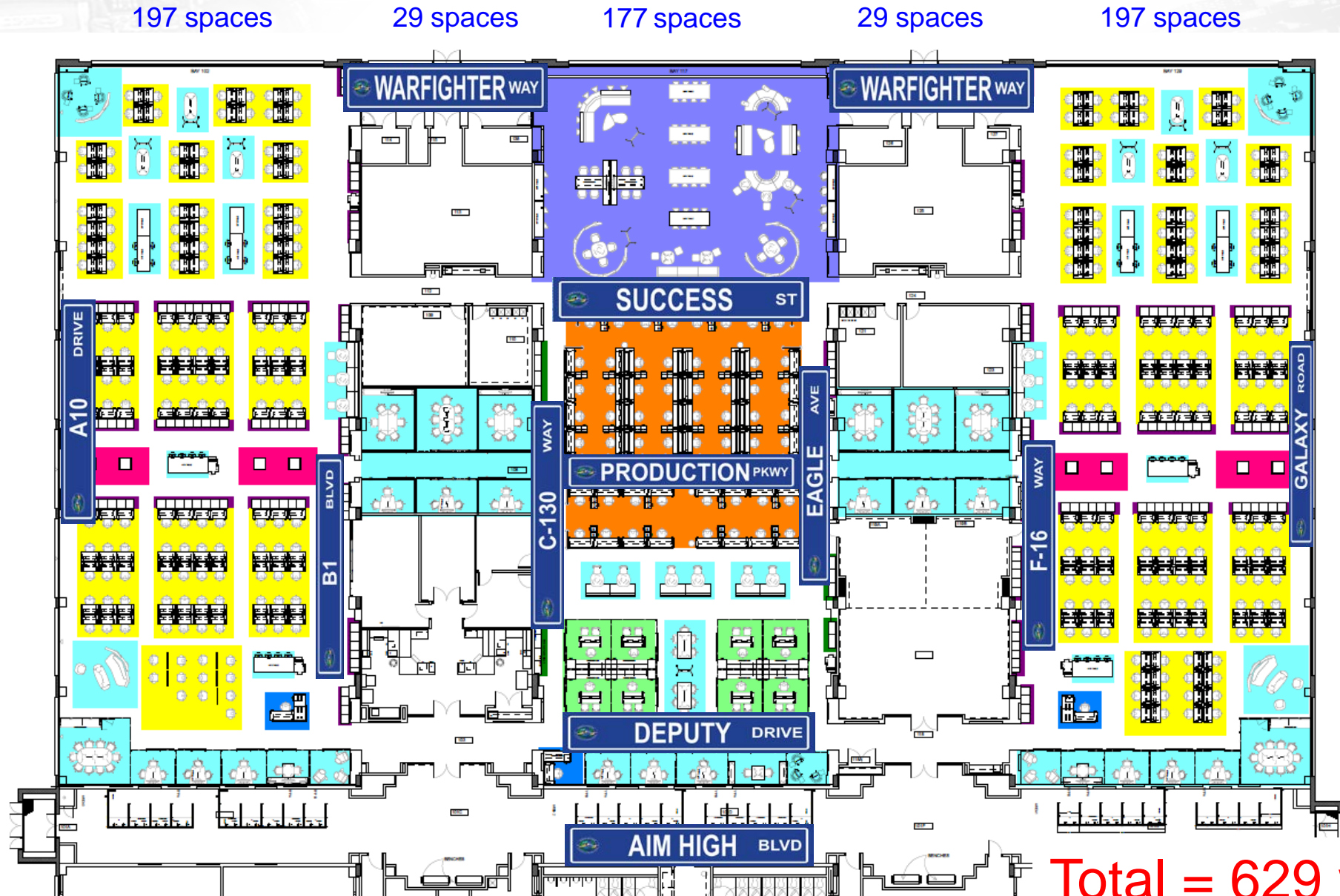
- **Full mobility; laptops/tablets and Wi-Fi throughout**
- **Multiple work-styles choices for all employees**
- **Telework Opportunities for all employees**
- **Workspace Sharing –**
 - Hoteling workstations
 - Teaming rooms
 - Casual lounge space
 - Break areas
- **Health & Welfare considered in workplace design**
 - 100% Adjustable height workstations
 - Ergonomic chairs
 - Quiet spaces for employee privacy

Current Building 32 furniture configuration



•Total = 322 workspaces

New Building 32 furniture configuration



Total = 629 workspaces









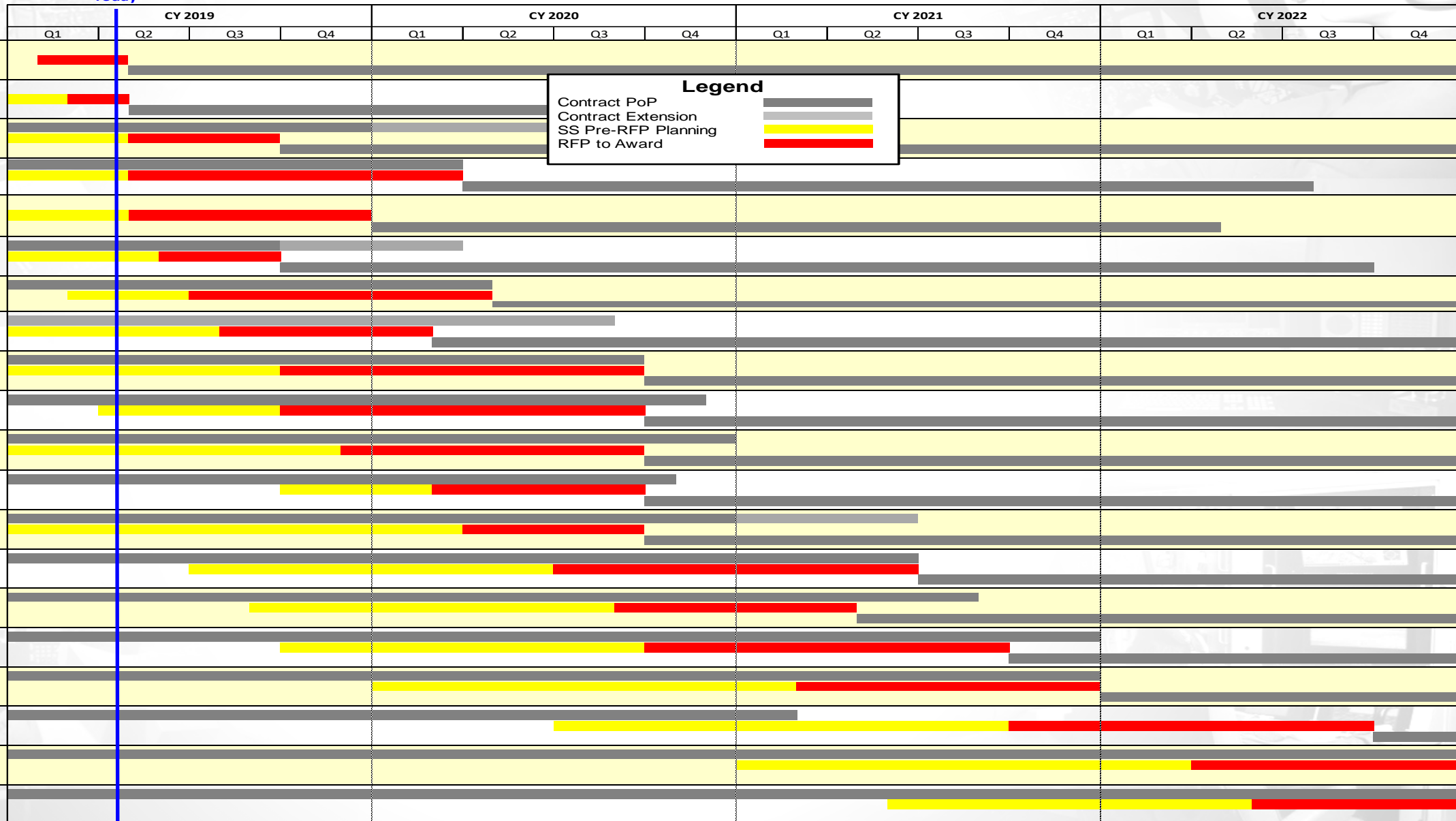




Program Office Waterfall Chart

Simulators Program Office Source Selections

Today





Questions?