



Product Manager (PdM) Range Training Systems

LtCol Jon Mohler
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Computer Generated Forces (CGF)

Description/Summary of Program Requirements

Since 2007, the United States Marine Corps (USMC) has been utilizing Infantry Immersion Trainers (IITs). While these systems provide adequate training for their intended purpose, there are training scenarios within the IITs that require the employment of Role Players. Upon analysis of these scenarios, the USMC believes there are instances where these hired actors or Role Players can be substituted using computer generated entities while still providing valuable and essential training. The USMC would like to issue an OT to develop an Immersive Training Environment (ITE) capable of replacing these Role Players in various training scenarios.

The USMC is seeking ITE capabilities designed to meet contemporary and future training requirements that adapt as changes occur in the operational environment with hardware and software Computer Generated Forces (CGF) technology that will enable the USMC infantry team leader to reinforce decision-making skills and After Action Reporting for Commanders. The CGF should be able to create high fidelity simulations primarily Shoot/No Shoot scenarios with the purpose to train Marines for the ever-changing realities of the 21st century. The CGF will provide the building blocks for creating tactical simulations requiring more than one entity.

ACQUISITION STRATEGY	PERIOD OF PERFORMANCE	MILESTONES	
<ul style="list-style-type: none"> Other Transaction (OT) NSTXL Consortium (TRex) 	<ul style="list-style-type: none"> Approximately 12 months 	<p>Q3 FY21</p>  <p>RFS Release</p>	<p>Q1 FY22</p>  <p>Prototype Award</p>
POINT OF CONTACT	FUNDING	CURRENT CONTRACT/ORIGINAL DEVELOPER/OEM (IF RECOMPETE)	
<p>PMTRASYS Phone: 407-381-8762 Email: pmtrasys@usmc.mil</p>	<ul style="list-style-type: none"> RDT&E 		