

Synthetic Training Environment



The one asymmetric advantage the Army retains over its adversaries is the training of its Soldiers and development of combat leaders....STE is critical to ensure this continues.

Now:

To retain its asymmetric training advantage and replicate the complexities of MDO, Army has to change how it trains.



divestment FY22

EST & CFFT

divestment FY24

End of useful life

begins FY 26

HITS & IMILES

Beain

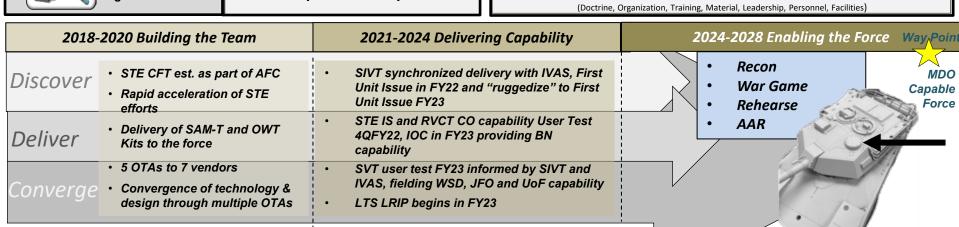
developed the most lethal combined arms maneuver force seen in 2003.

Current virtual trainers

- Modernization pause to focus on the counter-insurgency fight
- Seize the opportunity to update Army virtual training systems:
 - Holistic platform (STE IS)
 - Incorporate 3D terrain
 - Feature truly combined arms maneuver to train future combat leaders
 - Converge training and operational capabilities

Future: STE will discover, deliver, and converge the Army's first holistic training capability to train Soldiers and develop combat leaders. Next Gen Constructive Squad Immersive Virtual Training (SIVT) STE Information System (STE IS) Reconfigurable Virtual Collective Trainer (RVTC) Soldier Virtual Trainer (SVT) Life Training Strategy (LTS) **LTS RVCT (Ground & Air)** SIVT (w/IVAS) & SVT **Trainability Affordable** Convergent Realistic **STE Information System (STE-IS)**-(Network Enabled) Training Simulation Software TSS, Training Management Tools (TMT), One World Terrain (OWT)

DOTMLPF



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