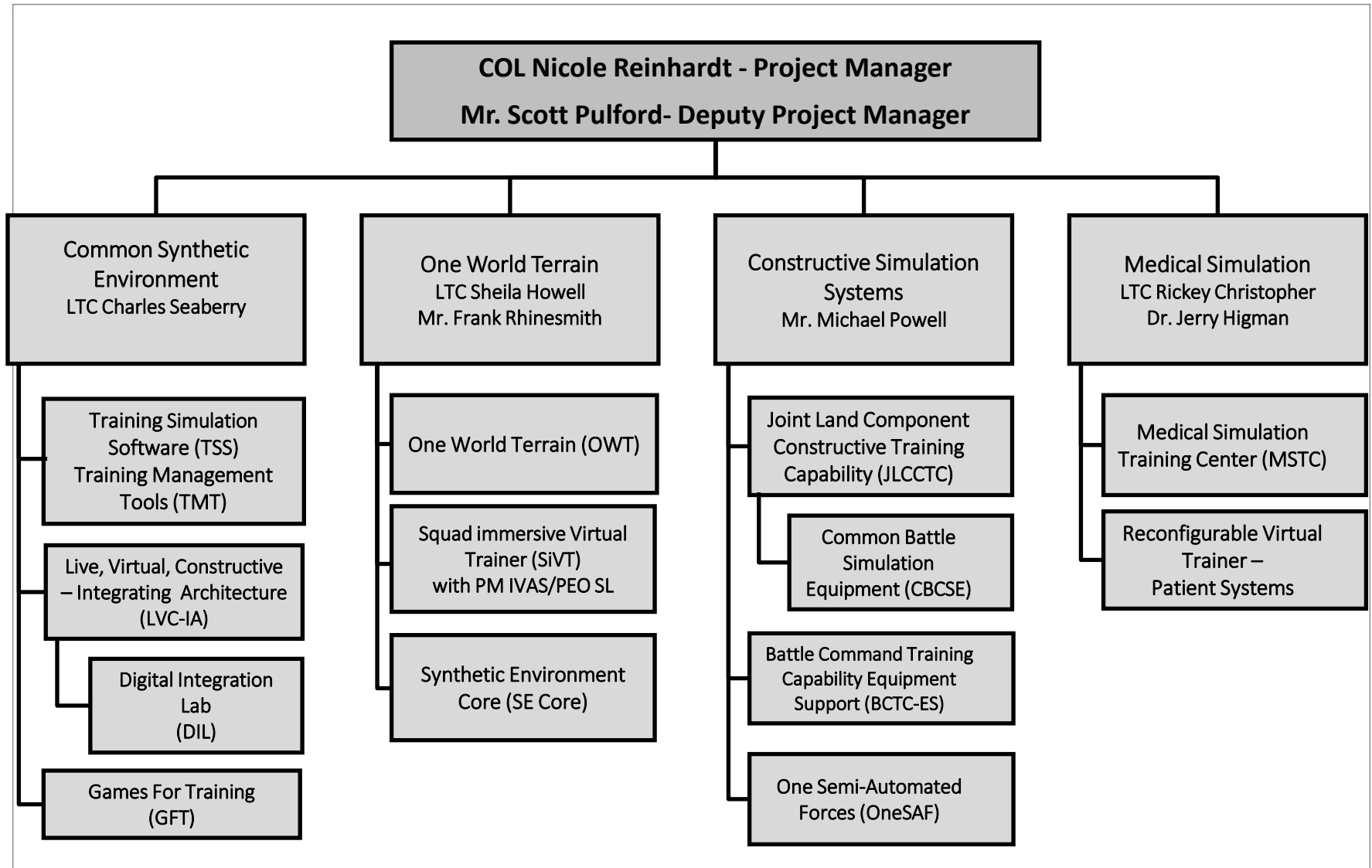


# PM SE

Mr. Scott Pulford | Deputy Project Manager Synthetic Environment

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## Existing

### Joint Land Component Constructive Training Capability (JLCCTC)

JLCCTC trains Commanders and their staffs in tactical operations across all War Fighting Functions. JLCCTC stimulates Mission Command Systems.

### Live, Virtual, Constructive – Integrating Architecture (LVC-IA)

LVC-IA is a net-centric linkage that collects, retrieves and exchanges data among Live, Virtual, Constructive training enablers and Joint and Army Mission Command Information Systems providing an LVC Integrated Training Environment.

### One Semi-Automated Forces (OneSAF)

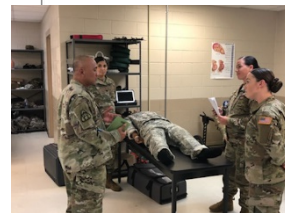
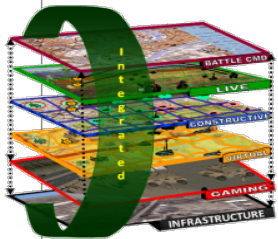
OneSAF is an Open Source (Software only) simulation designed to represent brigade and below, combat and non-combat operations.

### Synthetic Environment Core (SE Core)

SE Core enables the Army's Integrated Training Environment (ITE) by providing common terrain, common visual models, common computer generated forces and architecture

### Medical Simulation Training Center (MSTC)

The MSTC was established to address gaps in the Army's Medical Training Requirements, standardize Medical M&S Capabilities, Centralize Lifecycle Management and provide a single transition office for Army Medical M&S Science and Technology



## Emerging

### STE-IS

#### Training Simulation Software (TSS)

TSS will provide a single training environment accessible over the cloud distributed network. Provides a centralized capability to represent / adjudicate all simulation entities and user inputs.

#### Training Management Tools (TMT)

TMT will provide Soldiers and Commanders access anywhere, anytime the ability to create training scenarios. Captures and builds upon each repetition.

#### One World Terrain (OWT)

A terrain capability that provides a fully accessible representation of the globe, accessible through the Army network, useable by simulation trainers, accessible at the Point of Need.

#### Integrated Visual Augmentation System Squad Immersive Virtual Trainer (IVAS SiVT)

IVAS SiVT capability will allow for the rapid conduct and repetition of squad-level training in a Mixed Reality (MR) based synthetic environment.

#### Next Generation Constructive (NGC)

NGC will replace JLCCTC as the training vehicle for Commanders and their staffs from tactical through operational level.





## Common Battle Command Simulation Equipment (CBCSE)/Battle Command Training Center-Equipment & Support (BCTC-ES)

**The CBCSE contract is responsible for the procurement and fielding of COTS hardware and software in support of the Joint Land Component Constructive Training Capability (JLCCTC)**

- Conduct onsite fielding/site survey activities
- Procure, field and refresh COTS Common Hardware Platforms (CHPs) and hardware servers
- Procure, field and refresh COTS software licenses
- Manage COTS software license maintenance
- Provide Property Accountability of COTS Products

BCTC-ES provides the network, furniture, fixtures, equipment (FF&E) and technical tools for the Military Construction, Army (MCA) infrastructure, Reconfigurable Tactical Operation Center (RTOC), Tech Control and classrooms.

BCTC-ES-provided equipment enables the linkage of constructive simulations to Mission Command (MC) systems and extends unit communications via the Radio Wire Integration System (RWIS).

### ACQUISITION STRATEGY

#### [Pre-Decisional]

- Competitive Contract is planned to be a Small Business Set Aside
- Contract Type – Single Award ID/IQ
- The Government intends to consolidate with BCTC-ES

### PERIOD OF PERFORMANCE

#### [Pre-Decisional]

Seven (7) Years (Tentative)

- 3 Year base
- 2 – two year options

### MILESTONES

3QFY21



Market  
Research

TBD



DRAFT  
RFP

TBD\*



Contract  
Award

### CURRENT CONTRACT/ORIGINAL DEVELOPER/OEM (IF RECOMPETE)

- Phoenix Defense (former Phoenix Logistics Inc.) orders through Aug 2022

### FUNDING

- Mission and Customer
- Estimated Value: TBD

### POINT OF CONTACT

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## Live, Virtual, Constructive - Integrating Architecture (LVC-IA)

### LVC-IA is the Army's integrating architecture for the Live, Virtual, and Constructive (LVC) Integrated Training Environment (ITE) and Mission Command Information Systems (MCIS).

The LVC-IA includes common LVC components such as Enterprise AAR, C2 Adapters, Extension Kits, Terrain Databases, Cyber Security, and Hardware/Software. LVC-IA is a net-centric linkage that collects, retrieves and exchanges data among LVC training enablers and Joint and Army Mission Command Systems providing an LVC-ITE. Contract will include:

- Concurrency with core systems and MCIS
- Analysis, design, development, integration, test and fielding
- Post Deployment Software Support (PDSS)
- Help desk/field support and on-site exercise support
- Key Requirements: Concurrency, Secret cleared personnel, EVMS, Site Support, PDSS, Cyber Security/RMF

#### ACQUISITION STRATEGY

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##### [Pre-Decisional]

- Competitive: Small Business Set Aside
- Contract Type: Single Award IDIQ (Cost Plus Fixed Fee, Firm Fixed Price and Cost provisions)

#### PERIOD OF PERFORMANCE

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##### [Pre-Decisional]

- 10 Year POP

#### MILESTONES

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2QFY20



RFI /  
Industry  
day

3QFY21



Draft  
RFP

4QFY21



RFP

3QFY22



Contract  
Award

#### CURRENT CONTRACT/ORIGINAL DEVELOPER/OEM (IF RECOMPETE)

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- Cole Engineering Services, Inc.

#### FUNDING

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- Mission – RDTE, OPA, OMA
- Estimated Value: \$99.9M

#### POINT OF CONTACT

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