



COL NICK KIOUTAS
PROJECT MANAGER
PM SE

PM SE Mission

Provide relevant, integrated modeling and simulation capabilities to achieve Army readiness. PM SE converges virtual, constructive and gaming products to ensure maximum benefits are derived in concert with live training. PM SE enables tough, realistic training through the replication of the uncertainty, stress and complexity found in today's evolving operational environment.

PM SE Vision

Provide relevant, integrated modeling and simulation capabilities to achieve Army readiness.




COL Nick Kioutas
Project Manager



Mr. Scott Pulford
Deputy Project Manager

One World Terrain



LTC Mindy Brown
Product Manager


Replaced:
LTC
Sheila Howell
15 June 2023

Common Synthetic Environment



LTC Jonathan Hathaway
Product Manager

Medical Simulation



Ms. Karen Rosser
Product Manager

Constructive Simulation Support



Mrs. Sharon Halbert
Product Director



Organization	Program	RFP/S Release	Award Date
PD CSS	One Semi Automated Force (OneSAF)	1QFY24	1QFY25
PM CSE	Training Simulation Software & Training Management Tool (TSS/TMT)	2QFY25	1QFY26

Note: All Dates are Tentative



One Semi-Automated Forces (OneSAF)

Constructive simulation that models platforms, systems, and U.S. Army doctrine at the Brigade and Below levels. It is used within JLCCTC and LVC-IA.

- Cloud-enabled software (accessible remotely anywhere / anytime)
- Government Off-the-Shelf software
- Uses official U.S. Army data for unit composition
- Physics-based, entity modeling with validated data
- Supports Live, Constructive & Virtual (LVC) Domain Interoperability
- Bi-directional stimulation/simulation of Mission Command (MC) systems
- Enhanced cyber effects on MC messages
- Dense Urban Operations
- Enhanced Chemical, Biological, Radiological, Nuclear (CBRN) modeling
- Runs on multiple hardware platforms (mobile/tablet/PC/Server/Virtual)

ACQUISITION STRATEGY

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

[Pre-Decisional]

CURRENT CONTRACT/ORIGINAL DEVELOPER/OEM (IF RECOMPETE)

- Riptide Software, Inc. (owned by Phoenix Defense, Inc.)

PERIOD OF PERFORMANCE

- Six (6) Years (Tentative)
- 1- Base Year: 1QFY25 -1QFY26
- Plus five 1-Year Options

[Pre-Decisional]

FUNDING

- Mission – RDTE, OMA
- Estimated Value: ~\$100M

MILESTONES

4QFY23



Draft RFP

1QFY24



RFP

1QFY25



Contract Award

POINTS OF CONTACT

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Training Simulation Software / Training Management Tool (TSS/TMT)

Provides the capability to conduct multi-echelon Combined Arms Maneuver Training in support of Multi-Domain Operations in a Complex Operational Environment at the point-of-need from Squad through ASCC. This contract will address hardware/software Development, Production, Procurement, Fielding, and Sustainment.

- Modular Open System Approach. Soldier Centric
- Distributed Event Streaming Platform
- Web Services & Data Serialization
- Game and browser 3D Rendering
- Augmented and Virtual Reality
- CGF Behavior Service
- Micro services Architecture
- Continuous Integration / Continuous Deployment (CI/CD)

ACQUISITION STRATEGY

- Competitive
- Contract Type: Other Transaction Authority (OTA)

[Pre-Decisional]

CURRENT CONTRACT/ORIGINAL DEVELOPER/OEM (IF RECOMPETE)

- Cole Engineering Services, Incorporated (CESI)

PERIOD OF PERFORMANCE

- Base Year: 1QFY26
- 1-Year Base plus four 1-Year Options

[Pre-Decisional]

FUNDING

- Mission – RDTE, OMA, OPA
- Estimated Value: \$100M+

MILESTONES

2QFY25



RFS

1QFY26



Award

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