



# 6.2 TACTICAL DECISION MAKING TECHNOLOGY



### TASK DESCRIPTION:

- DEVELOP AND VALIDATE TECHNOLOGIES TO SUPPORT A FAMILY OF LOW COST PC SIMULATIONS THAT PROVIDE REALISTIC SCENARIO BASED TACTICAL DECISION MAKING TRAINING FOR INDIVIDUAL MARINES, SMALL UNITS, AND MAGTF ORGANIZATIONS

### PAY OFF:

- ENABLE WARFIGHTING EXPERIMENTATION AND DEVELOPMENT OF CONCEPTS AND TACTICS FOR USE BY GCE, CSSE, ACE AND CE OF MAGTF
- MULTI-ECHELON, MULTI-PLAYER, NETWORK COMPATIBLE TRAINING SYSTEMS
- PROVIDES ENHANCEMENT TO FORMAL INSTRUCTION
- CD AND PC BASED - ACCESSIBLE ANYTIME, ANYWHERE

### TECHNICAL APPROACH:

- DEVELOP WARFIGHTING, STAFF TRAINING, ACE AND CE TRAINING REQMTS AND GAMING CONCEPTS
- PERFORM COGNITIVE TASK ANALYSIS (CTA)
- WORK CLOSELY WITH SME AND FORMAL SCHOOLS TO ENSURE DEVELOPMENT OF REALISTIC AND DECISION-CENTERED TDSS
- ADAPT WEB BASED GAMING INDUSTRY TECHNOLOGY TO MEET TRAINING OBJECTIVES
- FOCUS ON DISTRIBUTED ENV, CGF, SIMULATION ENGINES, TERRAIN/VISUALIZATION DATABASES, MISSION EDITORS, AND AAR TECHNOLOGIES
- PERFORM TECHNOLOGY FEASIBILITY ASSESSMENT
- DEVELOP CONCEPTUAL MODEL AND PROTOTYPE

### PERFORMERS:

- PM TRASYS (TDA)
- VARIOUS INDUSTRY- MAK, ATOMIC, TTBI. ETC

### SCHEDULE: TACTICAL DECISION MAKING TECHNOLOGY

TASKS	FY02	FY03	FY04	FY05	FY06
CSSE TDS DEVEL	△	△			
COMBATING TERROR TDS DEVEL		△	△		
COMBAT ENG TDS DEVEL		△	△		
ACE TDS DEVEL			△	△	△
CE TDS DEVEL			△	△	△
CONDUCT EVALUATIONS	△				△
TRANSITION TO 6.3 PROGRAM			◇	◇	◇

TRANSITION: USMC FAMILY OF TDSS (6.3)