## Future Mapping: Disruptive Technologies in Training Simulation

<table>
<thead>
<tr>
<th>Tech Description</th>
<th>Games</th>
<th>HPC</th>
<th>IT</th>
<th>Web 2.0</th>
<th>Medical</th>
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</thead>
<tbody>
<tr>
<td><strong>Client Platform</strong></td>
<td>Visually rich applications with teamwork. Heavy client-side application. No special equipment or facilities.</td>
<td>Large numbers of tightly integrated processors. Multi-exercise server machine.</td>
<td>Training simulation delivered to every soldier’s desktop via browser or similar generic client. Server filled with focused content.</td>
<td>Networked collaboration tools for sharing data in real-time between multiple participants in any phase of exercise (Pre, Exer, Post). Wiki, Blog, Social networks, Google Docs, YouTube, etc.</td>
<td>Creating training environments for healing wounds, rather than creating/avoiding them. Represent results of combat, not dynamics of it.</td>
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<td><strong>Server Platform</strong></td>
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<td><strong>Training Environment</strong></td>
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<td><strong>Collaboration Methods</strong></td>
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<td><strong>Customer Domain</strong></td>
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### Disruption

- Personal experience of training
- HW/SW composition of systems
- LCCS
- Source companies
- DOD/Industrial control

### Action

- Identify game tech opportunities in larger systems (e.g. LVC, FCS)
- Demonstrate interactive use of HPC
- Elevate training to a basic soldier function worthy of desktop presence
- Create experimental networks for collaboration
- Partnerships with medical practitioners and providers

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### Tech

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