



# **Competency-Based Technical Continuing Education using AFIT'S AVOLVE Application**

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~2017 – DAF push for new “CoL”



Revolutionize AF learning to develop  
the most effective, innovative, and  
agile multi-domain warfighters in  
Air Force history

### CoL 2.0 Five interlinking initiatives

**On-Demand and On-Command**

**Modular learning**

**Blended Learning**

**Competency Based learning**

**Airman Learning Record**



# Competency-Based Education



**Airman A**

EDUCATION DEMONSTRATED

LEARNING NEEDED

**Airman B**

EDUCATION DEMONSTRATED

LEARNING NEEDED

**Airman C**

EDUCATION  
DEMONSTRATED

LEARNING  
NEEDED

EDUCATION  
DEMONSTRATED

LEARNING NEEDED

EDUCATION  
DEMONSTRATED

Content  
module 1

Content  
module 2

Content  
module 3

Content  
module 4

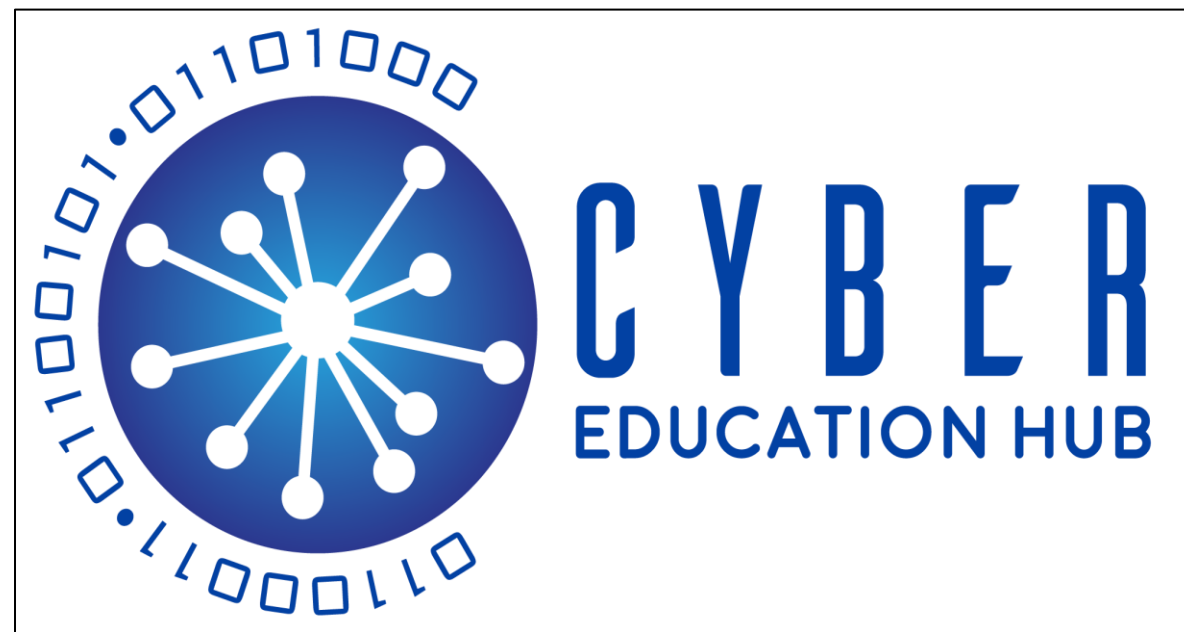
Content  
module 5

Content  
module 6

Content  
module 7



Also ~2017 – “Cyber Edu Hub”





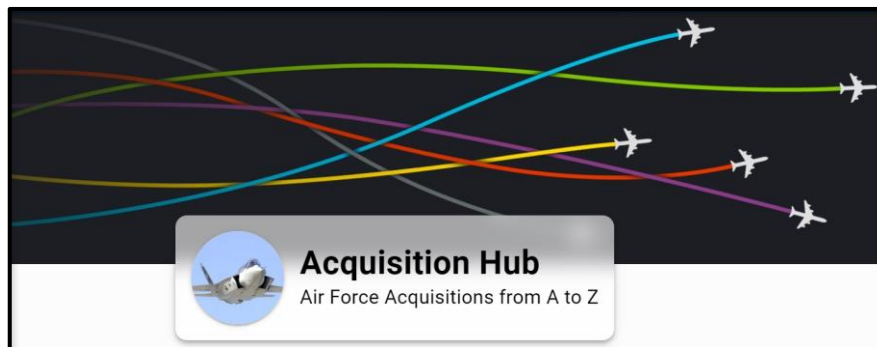
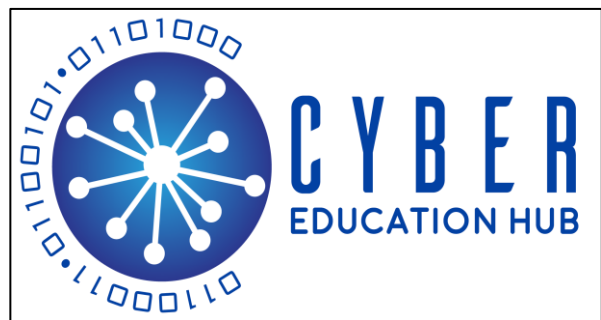


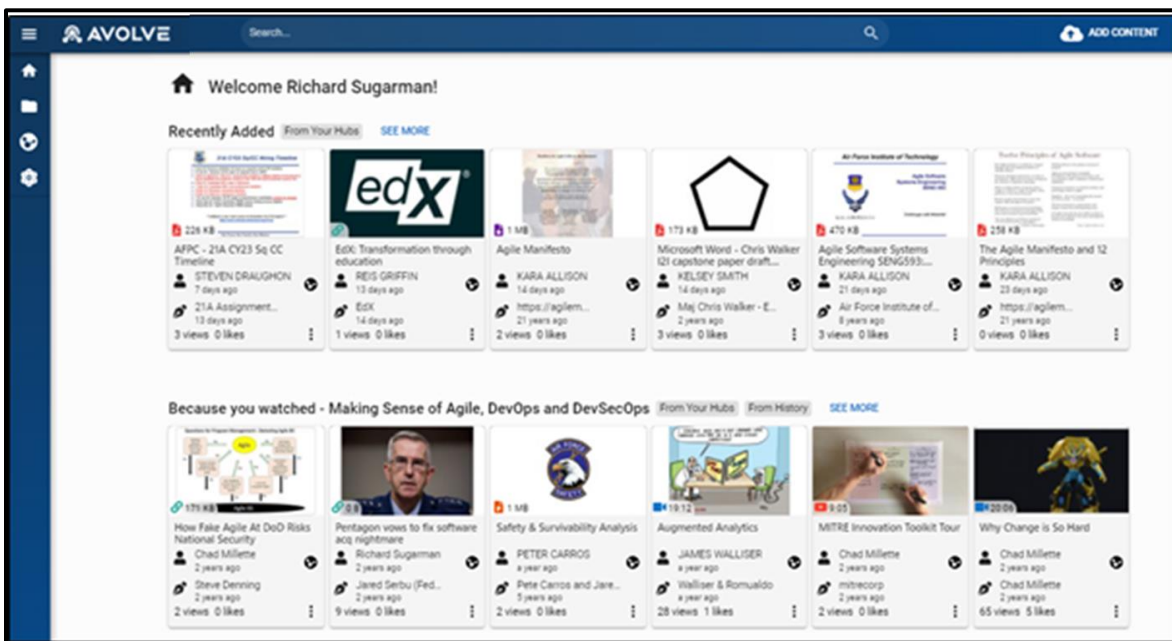


# Then...to Now



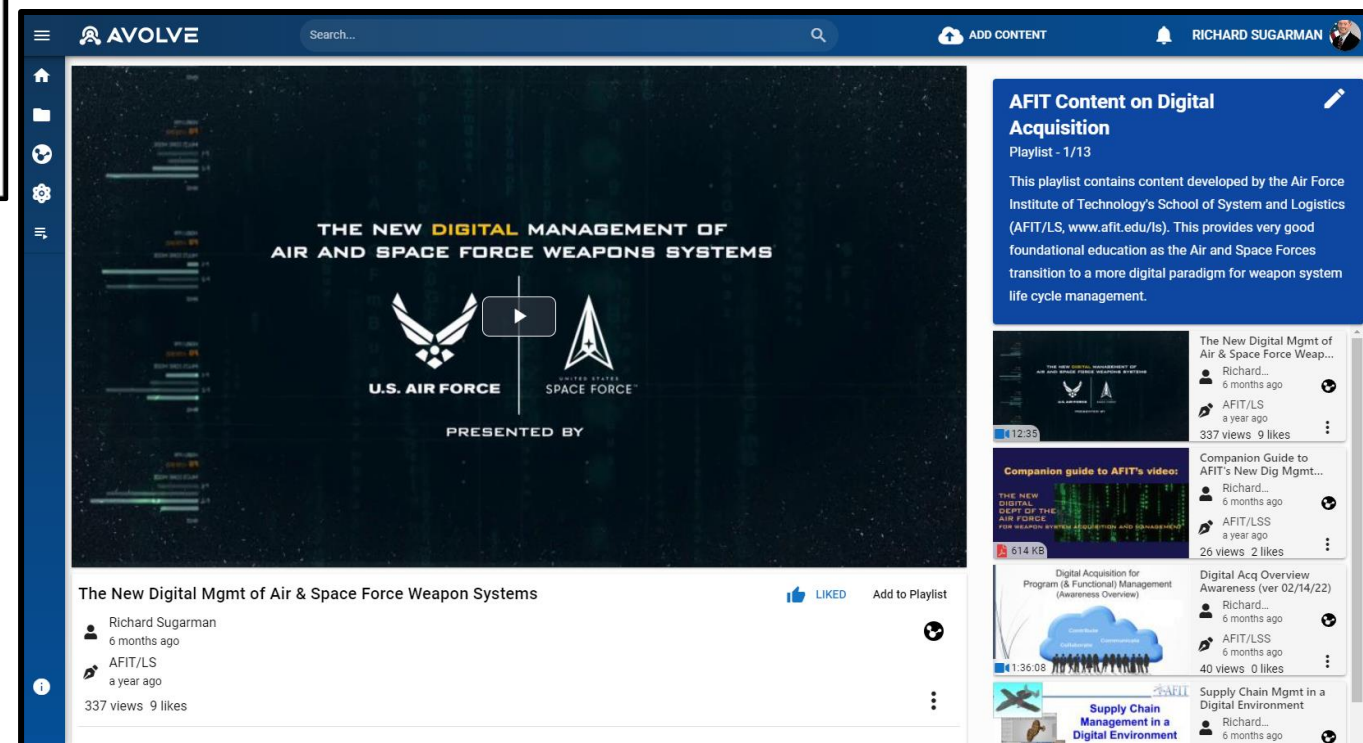
**Cyber Education Hub → Education Hub → Avolve**





- Content sharing application with look & feel of popular streaming services
- User-generated, crowd-sourced content + user-created "Playlists"

- Content organized into domain "Hubs" & tag-searchable
- CAC accessed – IL-4 certified







# Learning Paths

Guided Educational Resources

Curated paths of content designed to support *Agile Airman & Guardians*

- Learner-centric
- Competency-based
- Accessible anywhere/anytime

The screenshot displays the AVOLVE learning management system interface. At the top, there's a navigation bar with the AVOLVE logo, a search bar, and an 'ADD CONTENT' button. Below this, a sidebar on the left contains icons for home, folders, a globe, settings, and a list. The main content area is titled 'Configuration Management for Beginners' with a subtitle '2 hours 15 minutes'. A circular progress indicator shows '12%' completion. Below the title are 'START' and 'REPORT' buttons. The content is divided into three columns: 'Path Description', 'Learning Objectives', and 'Learning Path Steps'. The 'Path Description' explains the path's purpose for new learners. The 'Learning Objectives' list five key goals. The 'Learning Path Steps' list four steps, with the first step '1. Why Manage Configurations?' expanded to show a description, a 'Watch the Video' button, and an optional 'Download Annotated PowerPoint Presentation' button. Each step has a 'SHOW DETAILS' or 'HIDE DETAILS' link.

**AVOLVE** Search... ADD CONTENT

RETURN TO LEARNING PATH LAB

## Configuration Management for Beginners

2 hours 15 minutes

**12%** Learning Path Completion Percent

[START](#) [REPORT](#)

### Path Description

This learning path guides learners who are new to Configuration Management of DoD systems and software. It is based on MIL-HDBK-61B and SAE-EIA-649C. It starts with understanding why time, money, and effort put into managing configurations is necessary and walks through the CM activities in -61B and -649C

### Learning Objectives

- Understand why CM is important - the benefits of good CM and the problems that arise from poor CM;
- Know the five top-level activities in CM and the things that feed into, constrain, result from, and enable each activity;
- Possess a reference for a high-level perspective on the overall process flow to help to see connections among the five activities;
- Understand basic considerations of Data Management;

[SHOW MORE](#)

### Learning Path Steps

Select a step to navigate to content

- 1. Why Manage Configurations?** [HIDE DETAILS](#)

Understand that the reason we spend time and money managing configurations is to enable future users (testers, operators, modifiers, logisticians) to successfully accomplish their missions by ensuring that items match operation instructions match documentation.

[Watch the Video](#)

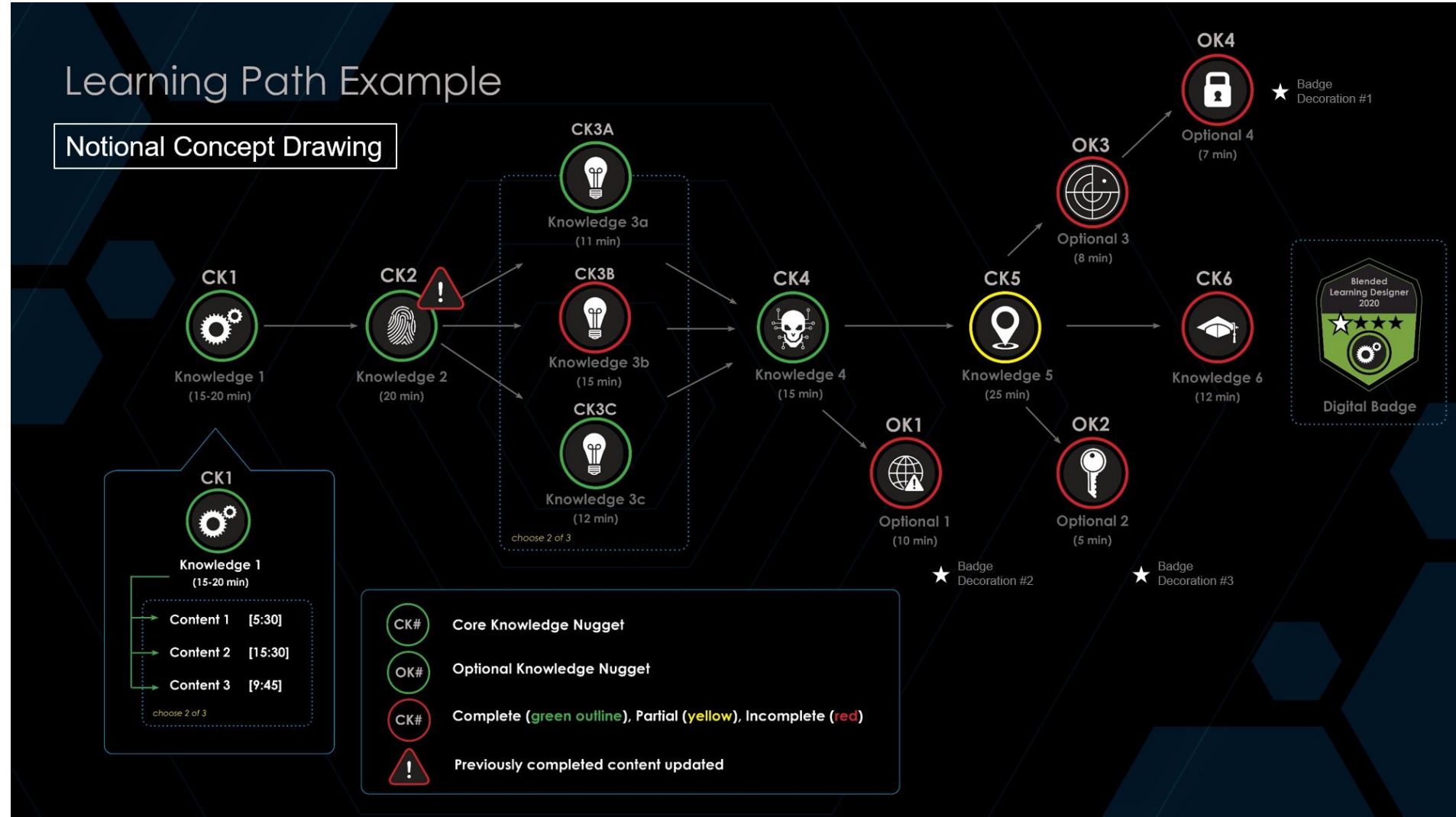
[Optional - Download Annotated PowerPoint Presentation](#)
- 2. DoD Configuration Management Guidance** [SHOW DETAILS](#)
- 3. Top-level CM Activity Flows** [SHOW DETAILS](#)
- 4. CM Activities Examined Individually** [SHOW DETAILS](#)





# Future Capabilities

- Gamification
- Adaptive scenarios
- Artificial Intelligence
- Digital Badging





**For those with CAC-access:**  
**<https://avolve.apps.dso.mil>**

(Note: 1<sup>st</sup>-time login requires setting  
up a Platform One account)

If you do not have CAC-access, can still  
learn more about Avolve at:

<https://www.afit.edu/CYBER/page.cfm?page=1849>



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