The synthetic training environment, STE, is designed to provide a collective multi-esulan training and mission rehearsal capability for the operational, institutional and self-development training domains It brings together live, virtual and constructive training environments into a single STE for Army Active and Reserve Components, as well as civilians It will provide training services to ground, dismounted and aerial platforms and command posts at the point of need The synthetic training environment will interact with and augment live training, which is the primary training approach for the Army The groundbreaking STE LTS project, which pioneers the future of Army weapon systems, is led by a seasoned executive who also serves as the project's dedicated product lead.

My name is Dave Brunei I'm the product lead for STLTS It's the next generation of Army weapon systems I've been with DOD and a Bennett P.O Strife for 33 years.

Being ready is everything in the world of contemporary warfare In order to reduce 40% inefficiencies and make multi-domain operations, MDO environments more realistic, a new initiative was launched to enhance live collective training with BCT weapons STE stands for a synthetic training environment, which is a family, a program that will all be together working We're just a live portion of it LTS stands for live training systems.

We're the shop that create the mile systems and the different live type systems that's used in for-soft-force training That's the shop that we're part of Finding a more effective replacement for the eye mile system and its supporting infrastructure was the objective Building a common, adaptable, and open architecture that could handle shifting battlefield needs was necessary for this, an abbreviated capability development document, ACDD, dated May 5, 2021, outlined the strategy Rapid prototyping iterations were used in the approach to find and integrate new technologies.

Starting at the Joint Readiness Training Center, JRTC, capabilities were deployed using an Agile Integration approach to speed things up To create a comprehensive and immersive training experience, the cross-functional team lead is responsible for coordinating the cooperation of various training components Hey, so I'm Lieutenant Colonel T.J Naylor I'm the synthetic training environment across functional team, live training systems lead.

I have a Master's in logistics, MBA in logistics I also have a Master's in modeling and simulation from the University of Central Florida I'm a functional area of 57 simulations officer in the Army It's been an Army 20 years Four months.

Hell yeah I'm going down, Curtis! On July 24, 2023, PEO Strai hosted an event to conduct live training exercises They called this project VALX, which stands for validation exercises, an OA or operation assessment that uses prototypes in STX lanes with CTC-created training scenarios can reduce risk with VALX So a VALX is a term we gave to it, but what it really is is a soldier touch point We didn't want to confuse it with the work that's going on by the Star Group that works with the prototypes.

But the purpose of the VALX is to get a dry run for the operational assessment that we have to do in February I can't produce this equipment until I pass an operational assessment This is our chance to get out here The testers are getting a chance to practice how they're going to gather data and what data they should gather We're taking a look at the equipment, making sure we don't have any problems with it.

We still have time to go affect some changes That's sort of what we're here A dedicated STELTS life cycle program management was also established in order to continue providing long-term support This program represents a significant advancement in military education So a soldier touch point is when we bring the equipment out and real soldiers that are qualified to work these weapons systems in the Army, they come in, they take it, they use it in a similar manner and in a similar environment that what they're going to use is their actual combat weapon in.

We get important feedback from the people that are the experts on the weapons The objectives are to test those capabilities and preparation for the operational assessment that's in early FY24 We make sure that they do all the proper things in the intended use environment for those systems The first unit that will receive that equipment will be here on JRTC So we're going to use this location and event to prepare for the operational assessment.

And this will give us basically a model to use as we develop the further increments two and three because there's three different increments within LTS This will give us a model to use as we further develop those other increments Our armed forces are better equipped to handle the difficulty of the contemporary battlefield by maximizing BCT weapon exercise, increasing realism and developing a flexible and agile training infrastructure It demonstrates our dedication to keeping our soldiers safe and prepared for whatever comes their way and is a testament to innovation So when we get this equipment, it comes to us.

It was a prototype that was developed by the start team We've taken that prototype So what they've done is they pushed the technology They mature and advance the technology, but it's not ready for production yet So they send it to us.

And one of the first things we do is we begin to ruggedize the equipment So it'll survive in the environment where it has to be And then we'll do the performance testing on it to make sure that it replicates the lethality of the weapon that it's supposed to replicate So in VALX1, we're looking primarily at those beginning systems Even though we have stinger out here, we just got it.

So we haven't had a chance to do anything to it Later on in VALX2, that's going to be focused on the stinger And he will still bring some of the other equipment back and make sure some of the changes that we made to it are good But that's why it's broken to two VALXs and so on..