Air Education and Training Command

GENERALIZED OPERATIONS SIMULATION ENVIRONMENT (GOSE)

U.S. AIR FORCE

Overview

- What is GOSE?

- Why GOSE?

- When?

- How do we get there?

What is GOSE?

- GOSE is a ***concept*** that proposes to use software simulation environments to train warfighters

  - It is NOT a <u>system</u>; instead, it is a revolutionary conceptual training model for the integration of virtual technologies

- The goal is to migrate from hardware-dependent simulators to software-dependent training environments

Why GOSE?

- Minimizes simulator concurrency issues
  - "Train like you fight"
  - Common software environment logistically easier to upgrade then hardware
- Lower O&M life cycle expenses
  - Reduces simulator downtime for upgrades and modifications
  - Reduces upgrade costs--eliminates 1-of-a-kind simulators
- Provides training capability currently not available
  - Enables the use of virtual crew members and weapon systems
  - Mobility and Portability to support AEF deployments
- GOSE *concept* can enable a tangible DoD and AF commitment to *Force Transformation* and *Force Development*

When?

- AFRL (Mesa) has already begun
    - Technology maturation by 2010
- Use technologies as they mature
    - Upgrade current capabilities using spiral development

How do we get there?

- Team with AFRL, Industry, Academia, and anybody who can contribute

- Develop out-year POM for execution

  - Incorporate requirements into AETC planning documents

  - Ensure appropriate prioritization in programming

  - Identify funding for near-term execution

Questions?

Integrity - Service - Excellence