Headquarters U.S. Air Force

Integrity - Service - Excellence

AF Simulator Aircrew Training Systems Roadmap



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Overview

- Where we've been
- Where we are
- Where we're going



Where We've Been

- Last decade the Air Force has made strides in migrating training into aircrew training devices
- Lead MAJCOMs (AETC, ACC, AMC, and AFSOC) determined what training would migrate based on device capabilities
 - Aircrew Training Devices (ATDs) were level C (MAF) or worse, and the CAF had UTD (part task trainers) and other low fidelity devices, some MAJCOMs had no aircrew training devices
- Flying Hour program was sacred
- AF long term vision for ATDs was limited (or disjointed)



Where We Are

- FY08 POM Flying Hours reduced
- Distributed Mission Operations and Training alive and well
- AF Senior Focus group energy initiatives
- Aircrew management issues
- MAF/CAF/AETC/AFSOC



Issues

- FY08 POM
- NDAA Section 832, language prohibiting services contracts for aircrew training...affects F-16, F-15C, AWACs MTCs
- AFMC now lead for CLS funding for all MAJCOMs
- Definition of "High-Fidelity" training systems?



Where We're Going

- DMO and DMT
 - CAF / MAF / AFSOC / Joint / Coalition
- Contracts Centralized Asset Management (CAM)
- Amount of Training in Aircrew Training devices
- AF oversight "Sim Guy"
 - AFI guidance
- AF Roadmap



- Discussion Topic: High Fidelity Simulator Definition
- ACC uses these three criteria to define a high-fidelity DMO simulation:
- Immersive provides a realistic, weapon system-like training environment (visuals, fully functional cockpits & systems)
- Connected capability to conduct long-haul training (includes local team training and inter-team training with other shooters, C2ISR capabilities, etc., located at other distributed training locations)
- Integrated Includes the ability to conduct briefings and debriefings among all participants (VTC-like sessions in a secure environment)