NAVAL AIR WARFARE CENTER
TRAINING SYSTEMS DIVISION

The United States Navy's principal center for training systems:
[RESEARCH]
[DEVELOPMENT]
[ACQUISITION]
[TEST AND EVALUATION]
[PRODUCT SUPPORT]
Army

7

FINAL SCORE

31

No. 23
Navy
AIR WARFARE AND MUCH MORE – FY19 SUMMARY*

+ Naval Aviation
  
  ![Naval Aviation](image)
  
  PROJECTS
  52
  FTE WYS
  532
  PGM VALUE
  $1,900M

+ Surface
  
  ![Surface](image)
  
  PROJECTS
  32
  FTE WYS
  155
  PGM VALUE
  $324M

+ Undersea
  
  ![Undersea](image)
  
  PROJECTS
  29
  FTE WYS
  71
  PGM VALUE
  $54M

+ Cross Warfare
  
  ![Cross Warfare](image)
  
  PROJECTS
  60
  FTE WYS
  185
  PGM VALUE
  $1,294M

+ Ready Relevant Learning
  
  ![Ready Relevant Learning](image)
  
  PROJECTS
  4
  FTE WYS
  80
  PGM VALUE
  $51M

+ International
  
  ![International](image)
  
  PROJECTS
  30
  FTE WYS
  83
  PGM VALUE
  $675M

FY19 OBLIGATIONS: $1.4B
CONTRACT ACTIONS: 1,351

PERSONAL 1,563
  Government Civilian 1,270
  CSS 253
  Military 40

*All numbers approximate
NAWCTSD PROGRAMS

PROJECTS BY PHASE

- Sustainment: 49, 18%
- R&D: 64, 23%
- Acq: 163, 59%

FUNDING BY PHASE ($M)

- Sustainment: $1,364, 31%
- R&D: $47, 1%
- Acq: $2,944, 68%

"HEALTH"

- Help needed, external visibility: 19
- Issues, may require intervention: 11
- "Got it", no help needed: 246
[FOCUS AREAS]

+ **FLEET READINESS**
  - Maintain relevant fielded devices that support current ops

+ **EXPANDED FLEET CAPABILITY**
  - Delivering integrated warfighting capability/networked training opportunities
  - Foster Live, Virtual, Constructive (LVC) training solutions

+ **LIFE-LONG LEARNING**
  - Meet needs of Navy career path training
  - Implement intelligent tutoring and AI across training areas
  - Develop embedded assessment and data analysis tools

+ **CYBER SECURITY**
Objectives

Engaging, Immersive, Stressing Experiences

“Reps & Sets”

True Warfighting Proficiency

TECHNOLOGY AS AN ENABLER

• LVC
• Data Science
• XR
  ▪ MRTS 3D (3D on 2D)
  ▪ AR
  ▪ VR/MR

• Interoperability Tools
• High-Fidelity Sims

PROCESS AND OUTCOMES
[THE IMPERATIVE AND THE ANSWER]

+ **IMPERATIVE**
  Shift from Counter-Terror focus to Peer/Near-peer Competition

+ **ANSWER**
  Increased speed and innovation

+ **ENABLERS**
  - Expanded use of existing tools
    - Other Transaction Authority (OTA)
      ~ Venture capital?
    - Cooperative Research and Development Agreement (CRADA)
    - Partnership Intermediary Agreement (PIA)
    - Technology Transfer
  - Focused on outcomes
  - “Fail fast” mindset
NavalX AND TECH BRIDGE

- Make DoN more attractive to innovators and non-traditional problem solvers
- Share best practices across DoN
- Improve connections between resources, requirements, and users

Great space in town – a “business commons” or “innovation collective”

Collaboration amongst Navy technologists and facilities

Connect to programs for requirements, funding paths, and user feedback

Improved partnerships with academia, small business, startups, venture capital, non-profits, and local organizations
INNOVATION SPACE

+ Easy access for non-DOD
+ “Open architecture” for multiple uses
  • Ongoing projects
  • Prize challenges
  • “Tech talks”/community gatherings
COLLABORATION

+ We meet Fleet needs together!