



**Rapid Access to Technical Information  
Supporting Defense Acquisition**

Acquisition and Life Cycle Management Symposium Acquisition and Life Cycle Management Symposium Acquisition and Life Cycle Management Symposium



# DoDTechipedia

## Technology Awareness

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# Technology and the Modern World

*"We can't solve problems by using the same kind of thinking we used when we created them"*  
Albert Einstein

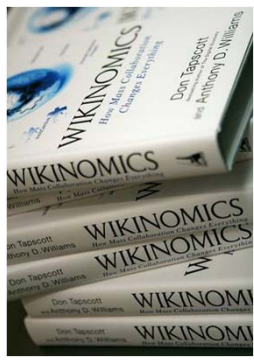
*"There is no reason anyone would want a computer in their home."*  
Ken Olson, President, DEC, 1977

*"Everything that can be invented has been invented"*  
Charles Duell, Commissioner US Patent Office, 1899

*"I think there is a world market for maybe five computers."*  
Thomas Watson, IBM Chairman, 1943

*"640K ought to be enough for anybody."*  
Bill Gates, CEO of Microsoft, 1981

*"If you don't know where you are going, you might end up someplace else"*  
Yogi Berra



*"These changes, among others, are ushering us toward a world where knowledge, power and productive capability will be more dispersed than at any time in our history – a world where value creation will be fast, fluid, and persistently disruptive."*  
Don Tapscott and Anthony Williams, Wikinomics


**"When the rate of change outside your organization exceeds that within your organization, the end is near." - Jack Welch, former CEO, General Electric**

## Report Documentation Page


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## Today's Mission Requires Rapid Incorporation of Technology




***“Our conventional modernization programs seek 99 percent solutions in years. Stability and counterinsurgency missions – the wars we are in – require 75 percent solutions in months.”***


Secretary of Defense, Robert M. Gates  
National Defense University Delivered, September 29, 2008

***“mandatory need to share budget and program information among all stakeholders, irrespective of Service or Agency ‘boundaries’ or the stage of POM deliberations. The real power is to ensure we share technical information and lessons on best practices in design, testing, manufacturing, and maintenance.”***


Under Secretary of Defense for AT&L, John Young  
AT&L Message Sept 5, 2008

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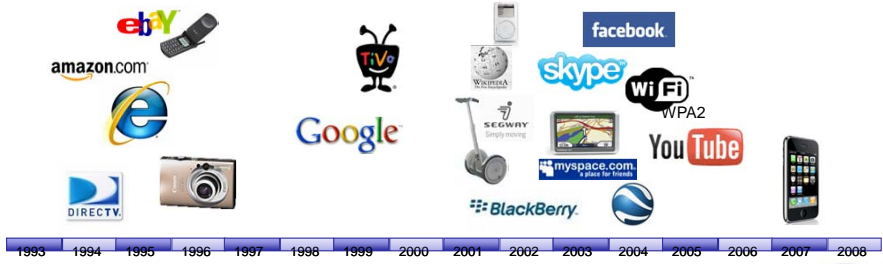


## Procurement Cycles





- “On average, DoD Acquisition Category One (ACAT I) development projects are approaching a 15 year procurement cycle”<sup>1</sup>
- At the average, an ACAT I started in 1993 would be coming on line today. How do we effectively and cost effectively integrate the technologies that have emerged in those 15 years?






1) A Market Reaction to DoD Contract Delay, ADA446349


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## Awareness In A World of Constant Change




- DoD use of technology to meet current and emerging mission needs is estimated to consume 40% of the budget or about \$200B
- The FY09 Budget provides nearly \$14B in S&T funding and \$82B in R&D investments
- Predicting how an adversary might use a new technology to harm the US requires DoD familiarity and even exploitation of emerging technologies
- DoD lacks a widely accessible tool to foster collaboration between solution providers and technology consumers – the Acquisition Community must separately engage with dozens of organizations to stay abreast of DoD technology research and investments

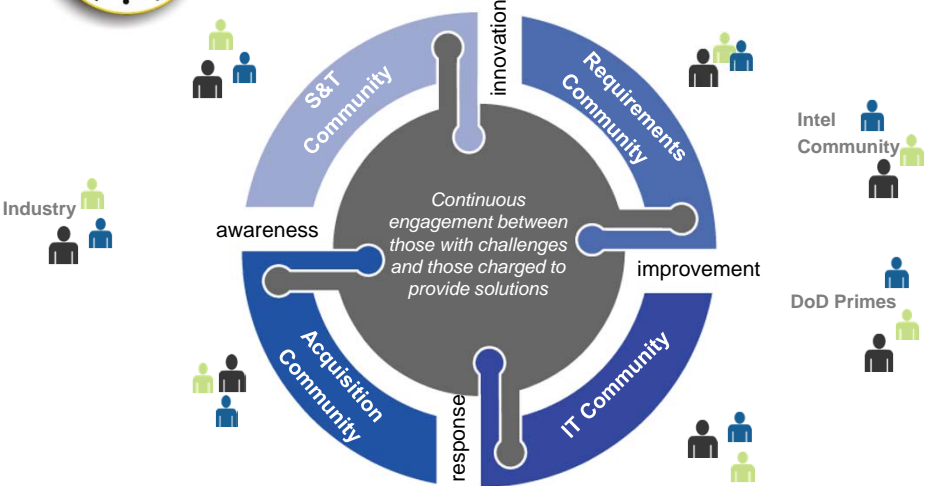


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## DoDTechlopedia's Role Foster Collaboration






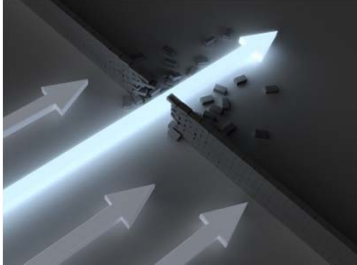
Foster communication between those with needs and those with solutions





## Why a Wiki for DoD Technology Collaboration?




- Success of Wikipedia, Intellipedia make Wikis more familiar, especially to Generations X and Y
  - Builds on how people are interacting at home, and at schools
  - Increasing awareness of wiki's in the DoD S&T users community are through interaction with Intellipedia's S&T areas
- Low technical barriers to entry
  - Browsers based - no specialized tools
  - Low bandwidth

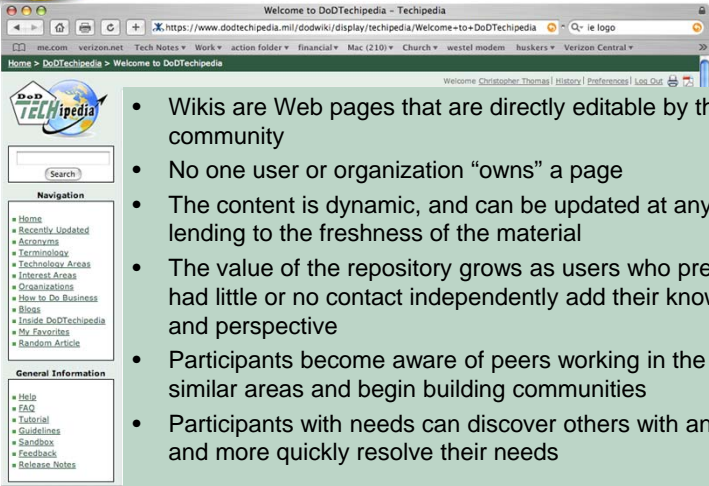


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## What is a Wiki?







- Wikis are Web pages that are directly editable by the user community
- No one user or organization “owns” a page
- The content is dynamic, and can be updated at any time lending to the freshness of the material
- The value of the repository grows as users who previously had little or no contact independently add their knowledge and perspective
- Participants become aware of peers working in the same or similar areas and begin building communities
- Participants with needs can discover others with answers, and more quickly resolve their needs

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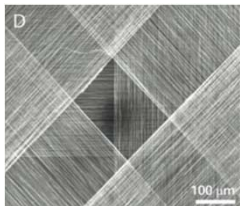
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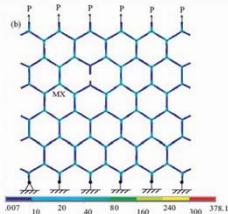
## What is a Wiki?





- For example a wiki area on Carbon Fiber nanotubes could be updated within minutes following an announcement on a manufacturing process that increases production rates




- The community of users builds the repository and self ensures the accuracy of the material. If a post on nanotube manufacturing improvement turns out to be invalidated by new information any other participant reviewing the page could immediately comment or correct the entry




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## Who can participate in DoDTechipedia?





- DoDTechipedia opens collaboration to broad community
  - DoD Employees & Contractors (via CAC registration or DTIC Registration)
  - Federal Government Employees and Contractors who are DTIC registered users (PIV access as DoD implements)



- Federal Government Wide discussion
- No Acq Sensitive, no proprietary data


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## Initial Internal Wiki Content

- **Content at Launch - Attempted to provide “just enough” content** (24 areas at launch)
  - Stimulate interest without inhibiting discussion
  - Provide initial template to offer a guide for the type of information we are hoping the Wiki will cover
  - Support from DTIC researchers
- **Growth depends on broad community participation**
- **DoDTechipedia team looking to aggressively market to expand awareness**

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## DoDTechipedia Information Categories

- **Major Areas**
  - **Technology Areas** (specific technologies – “Potential Solutions”)
  - **Interest Areas** (what we want addressed – “Challenges”)
  - **Organization Pages** (DoD Technology Components – “Where we Work Technology in DoD”)
  - **Acronyms – Terms of Reference** (definitions of common terms and acronyms)
  - **How to Do Business with DoD**
  - **Blogs** – (Personal Blog Area and Technology Area Specific)

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**DoDTechipedia**  
<https://www.dodtechipedia.mil>

**Navigation**

- Home
- Recently Updated
- Acronyms
- Terminology
- Technology Areas
- Interest Areas
- Organizations
- How to Do Business
- Blogs
- Inside DoDTechipedia
- My Favorites
- Random Article

**General Information**

- Help
- FAQ
- Tutorial
- Guidelines
- Sandbox
- Feedback
- Release Notes

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**Any User Can Edit Content, Add Attachments**

**Article** **Edit this page** **Attachments (1)** **History**

Added by [Phyllis Bell](#), last edited by [Paul Simon](#) on Oct 06, 2008 ([view change](#))

**Augmented Reality - Interactive Training**

**Contents**

- Research and Development
- Real World Examples of AR
- Documents
- References


**Research and Development**

The Department of Defense, through the **Advanced Information Technology (AIT) Branch** of the U.S. Navy, funds augmented reality programs such as the **Battlefield Augmented Reality System (BARS)**, which networks multiple users together with a command center, [1] and the **Visualization and Interaction for Wearable Head-Up Display (VetHWID)**, which is to support teams of users working together through augmented reality systems. **Augmented Reality for Urban Skills Training (ARUST)**, funded by the Office of Naval Research is another program being developed to create a low cost and effective substitute for live training. Another emerging augmented reality technology is the **Immersed Virtual Environment Scenario Training (IVEST)**, which networks trainees to enable team scenarios to take place. [4]


Another training innovation being looked at by the DoD, as a result of the 2004 DOD Training Transformation Implementation Plan, is online collaborative games, similar to **Massive Multiplayer Online Games (MMOGs)**, that will train staff in a number of different areas, particularly enhancing

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## Rich Text Edit Screen



Augmented Reality - Interactive Training - Techlopedia

UNCLASSIFIED ONLY

Augmented Reality - Interactive Training

Article | Edit this page | Attachments (1) | History

**Augmented Reality - Interactive Training**

Rich Text | Wiki Markup | Preview

**Augmented reality (AR)** is

(excerpt)

a field of computer research which deals with the superimposition of real-world and computer-generated data

(excerpt)

(footnote)

[http://en.wikipedia.org/wiki/Augmented\\_reality](http://en.wikipedia.org/wiki/Augmented_reality)

(footnote)


to provide an integrated sensory experience. Military operations often occur in urban environments. Traditional training scenarios are not adequate to prepare soldiers for these situations, as they have a number of limitations. Augmented reality training programs are a solution to these limitations, designed to enable trainees to see real objects or places and blur the line between reality and content added by technology.


(footnote)

<http://connect.educause.edu/Library/ELI/7ThingsYouShouldKnowAbout/39384>

(footnote)

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## Point of Contact

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