



**PEO
STRI**

Mobile Applications

Army's Direction and Our Challenges

PALT Discussions

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Today's Purpose



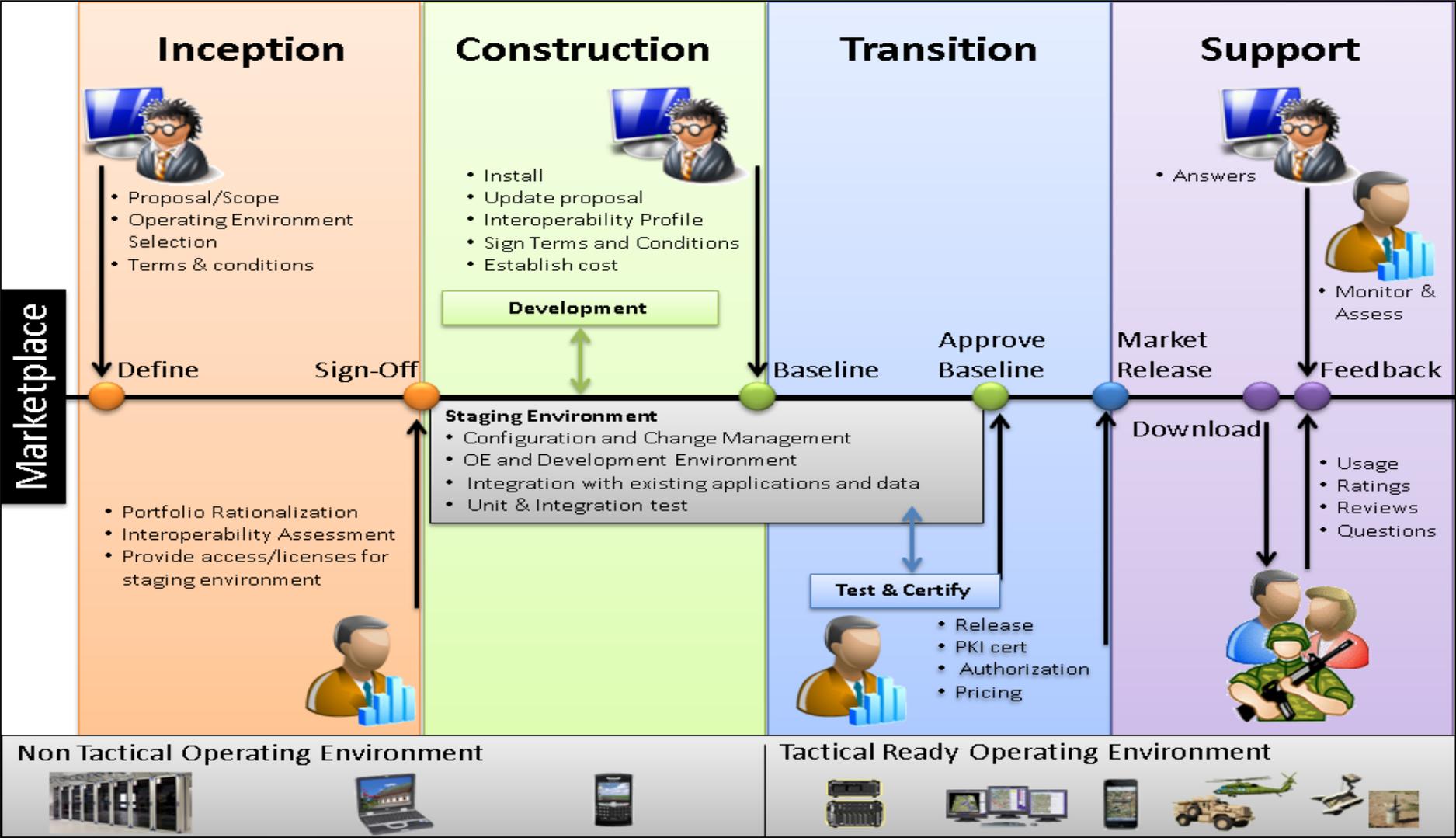
Why we asked you to be here:

- **Conduct discussions with industry to determine viability of industry base and business model.**
- **Bottom Line – Is there an interest? Looking for your recommendations.**

- **PEO STRI's Tactical Action Team (TAT)**
- **Army Software Transformation (AST) and the Army Market Place**
- **Connecting Soldiers to Digital Applications**
- **Discussion Questions to Industry**
- **POC and contact information**

- **Digital Apps Tactical Action Team (TAT) established.**
- **TAT's Objective - Determine How:**
 - 1) **A Digital App is developed and delivered as part of a solution to an existing acquisition.**
 - 2) **A Digital App is developed within the Army Marketplace Construct.**
 - 3) **A Digital App rapid acquisition would work – “could it?” within the existing acquisition policies and regulations.**

Army Software Marketplace



ASA(ALT) Common Operating Environment (COE) Implementation Plan

ASA(AL&T) developed a strategy for implementation, captured in the COE Implementation Plan, which was comprised of four steps:

1. Given scope of the Army's Software Transformation (AST) COE project, ASA(ALT) will categorize PORs into the seven (7) Computing Environments based on mission requirements (e.g. SWaP, mobility, bandwidth)
2. Select Foundational Architecture (hardware and software) for each Computing Environment
3. Configure each Computing Environment to interoperate with each other, and form the COE
4. Execute transition in a phased approach, over the next 5 years.

ASA(ALT) has set the conditions to execute these steps, including standing up a COE Governance Forum

COE Computing Environments



CE: Data Center/Cloud
Enterprise Server



CE: Command Posts



CE: Mounted



CE: Generating Force
(Pending)



CE: Mobile/Handheld

**CE: RT / Safety
Critical / Embedded**



CE: Sensors

Create Mobile Capability Environments in order to enable enhanced Warfighter training and education and to provide rapid and reliable access to relevant operational and institutional information

37th CSA's Thoughts on Future of the Army

- **“We will put the latest training technologies in the hands of Soldiers more quickly with the goal of providing learning at the point of need.” (Lead TRADOC; support G3/5/7, G8, G4.)**



What CSDA is and is not



- What CSDA is:
 - Value added assessment
 - Forcing function
 - Enabler of ALC 2015
 - Enabler of Doctrine 2015
 - Operational Use Cases



**Enabling both the “Point of Learning”
and the “Tactical Edge”**



- What CSDA is NOT
 - “Specific” Program of Record w/ Funding Stream
 - “Single” Requirement

- 1. How do you feel PEO STRI should approach military training using Mobile Applications?**
- 2. The Army is interested in collaborating with industry on various key features of mobile applications. We feel this will better support rapid application development. Do you have thoughts on how we could isolate and categorize these features to support rapid development?**
- 3. Is there a business model that would allow you to participate in supplying mobile training apps to the Army?**
- 4. What types of training capabilities can be satisfied with the use of a mobile applications?**
- 5. The Army Market Place Agile Software Delivery Model focuses on rapid development of Mobile Applications. Do you have thoughts on ways PEO STRI can streamline our normal acquisition and development processes to accommodate the quick product development indicated by the Agile Model?**

Please send responses to:

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By COB 16 Mar 2012

Slides can be found at:

<https://bop.peostri.army.mil/sites/bop/Contract%20Vehicles/STOCII.aspx>