



Joint Simulation Environment

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Why JSE?





PLATFORM MISSION EFFECTIVENESS

• Full Fifth Gen+ assessments not possible on open air ranges. Requires realistic, high density threat environment and high fidelity platform representation

INTEGRATED WARFIGHTING CAPABILITY

• Impossible to scale few vs few live tests to accurately assess theater-wide, multi-platform capabilities

AFFORDABILITY

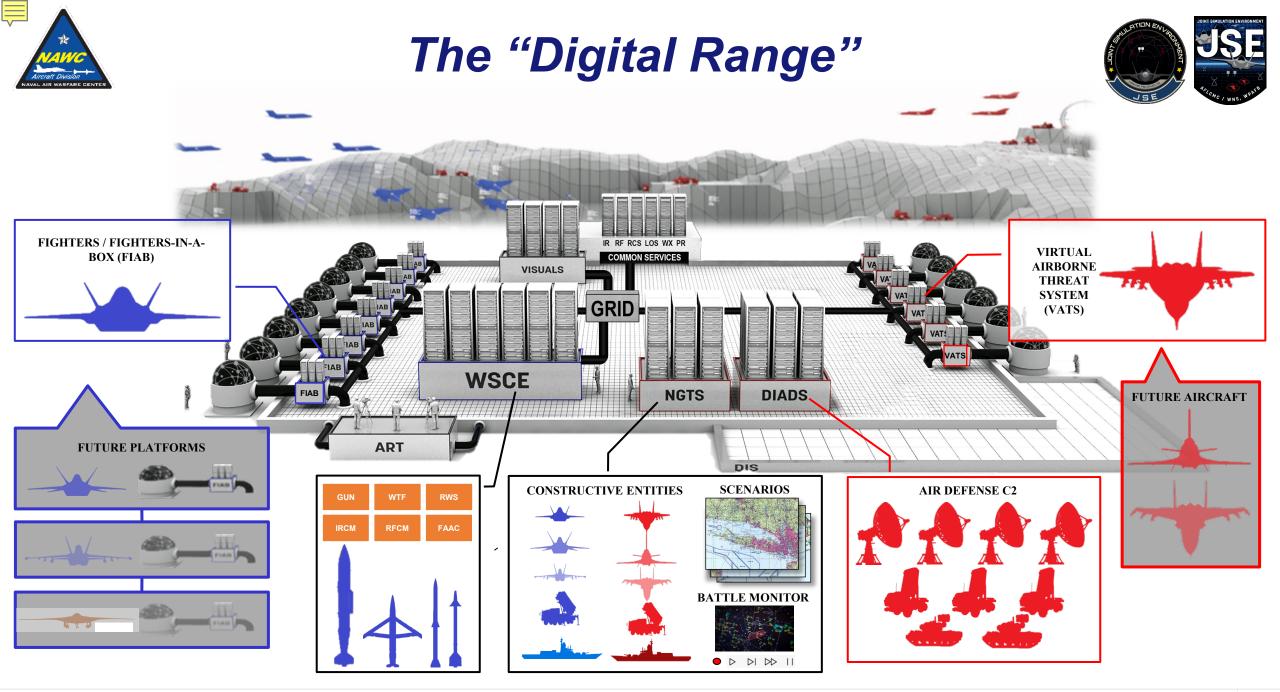
• Modern system-of-systems capability complexity makes open air testing prohibitively expensive

READINESS

• Realistic environments for high end, multi-platform tactics training are severely limited

JSE ENABLES FIFTH GEN+ OPERATIONAL TEST AND HIGH END TACTICS TRAINING IN THE WORLD'S HIGHEST FIDELITY, HIGHEST DENSITY THREAT ENVIRONMENT

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Joint Simulation Environment Delivering High-End Warfighting Proficiency



"More Instructor Under Training sorties completed in one week than in typical 12-18 months"

"Best threat rep we've ever seen"

"First time I've had a sense of fear in the cockpit"

"By far the best training we can get"

• Past two years: TOPGUN (x11), USAF Weapon School (x6), Operational Units (x27)

• 50,000+ weapons engagements / 1200+ missions executed / 9,000+ F-35 sorties / 900+ pilots

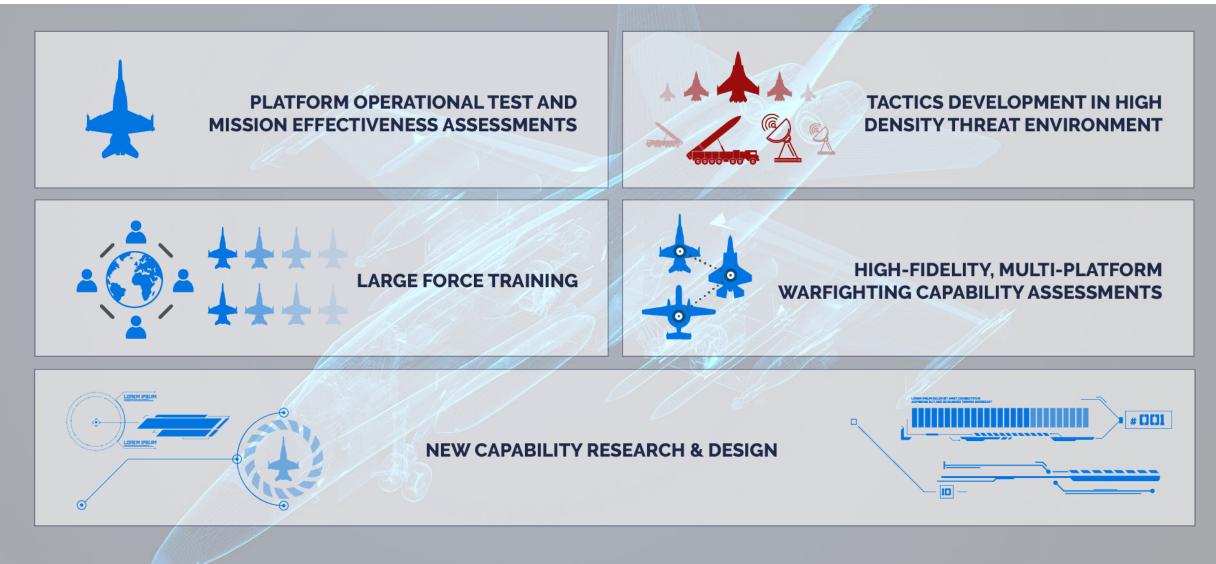
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To provide the DoD's premier simulation environment for Fifth Generation+ test and training.





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Navy Key Lines of Effort

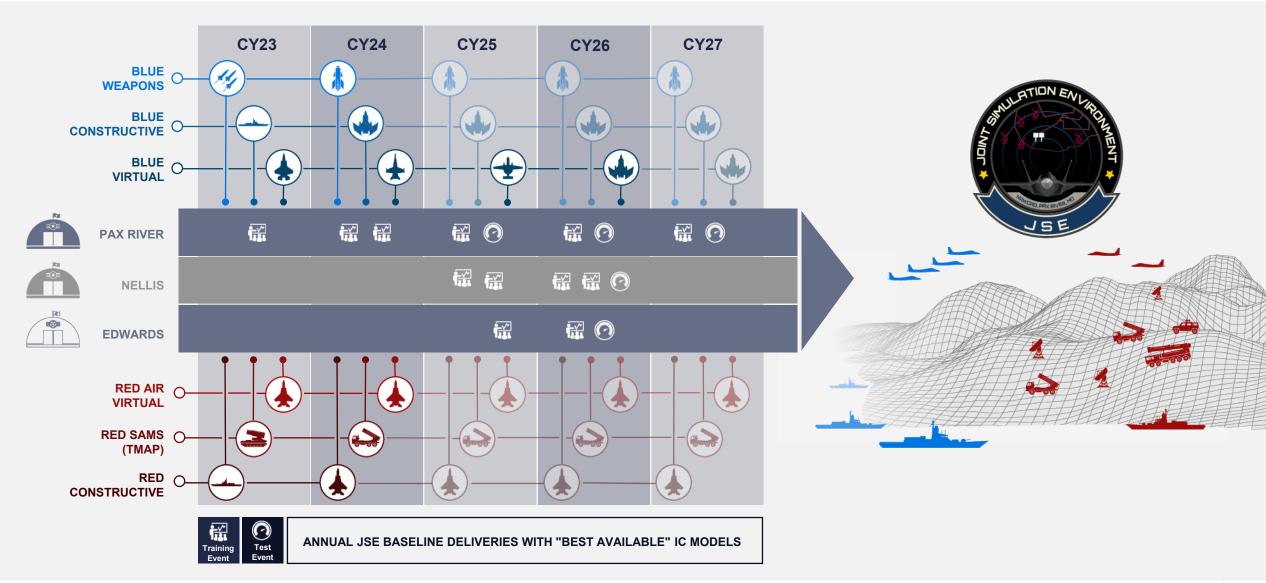


HD Model Development	 Must fund development of "High Definition" platform, sensor, weapons models Must pressurize industry partners to develop and deliver current models with urgency Human-machine interfaces are critically important!
JSE Pax Integration	 Models are delivered and integrated at JSE Pax Performance verification, regression testing, and incorporation of new capabilities into the "production baseline"
Fallon ITF Integration	 Hardware/software must be acquired for insertion at Fallon Integrated Training Facility ITF enables full CVW training and helps drive development priorities
Deployed	 Solutions must be "packaged" for CVN deployment Facilities must be identified to bring robust training capabilities closer to the warfighter How do we preserve performance fidelity, to include the human-machine interface?



JSE Conceptual Roadmap









JSE Multi-Site / Multi-Solution Concept



SUPER SITE

- Highest fidelity platform representation with Man In The Loop (MITL)
- Highest fidelity environment and threats
- Highest fidelity threat representation
- Supports high end training, tactics dev, and OT



• Fidelity dialed back a notch

CVN

- Smaller footprint, less hardware, and fewer support staff required
- Reinforces learning achieved at "super sites" to maintain proficiency



CVN

- Training solution on a small scale
- Lower fidelity, all entities
 "constructive" except own ship
- Reinforces learning at other levels to maintain proficiency while deployed

INDUSTRY SITE

 Industry partners developing new capabilities and OFP in high fidelity, common environment

Continuum of capabilities fueled by super site high fidelity learning, operational data collection, and common products

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 Common, Government-owned digital environment → build it once and make available to all

Platform / weapon system investments in high fidelity models

 Industry partnership to enable rapid integration of platform / weapon system models into common digital environment

 Industry partnership to enable rapid deployment and sustainment of current platform models / systems / capabilities





Questions?

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