On Learning:  
The Future of Air Force Education and Training 

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Overview

Knowledge is power! Knowledge is power!

Modeling

Learning

Simulation

“White Paper”
Air Education and Training Command

Mission:
Develop America’s Airmen today
... for tomorrow

Vision:
Deliver unrivaled
Air, Space and Cyberspace
Education and Training
Recruit, Train and Educate

- 56,000 Active Duty
- 15,000 Govt Civilians
- 4,600 AFRC/ANG
- 11,700 Contractors
- 2,000 Deployed
- 12 Bases
- 1,100 Locations
- 260,000 Trained per Year
- 1,500 Aircraft
- 5,000 Courses

90,000 Military, Civilian and Contractor Personnel

$7.3 Billion Budget
Future Learning

- Future Environment
  - Learner
  - Knowledge content
  - Technology
  - Peers and competitors

- Information Technology
  - Web 2.0: Communication and collaboration
  - Government 2.0: Citizens engaging government
  - Air Force 2.0: New learning organization
The Future USAF Worker

Today’s Cyber Teenager – Tomorrow’s Airman

- Workstation Intel Dual Core; Broadband
- Cell/Camera Phone Web/IM
- Network Playstation 3 Multiplayer Tactical Trainer (US Navy Seals)
- Wireless Laptop Massively Multiplayer Gaming/Immersive Virtual Environments Voice over IP
- Video Conferencing WebCam
- Federated Search Personalized News
- Reputation Management (EBay)
- Collaboration (Netmeeting)
- Wireless PDA Email
- TIVO PVR 80 Hrs DirectTV Sat
- MP3 Player Portable Digital Library
- Google Labs

The First Command
Projects and Programs

• In Progress:
  • MyBase – Public (AU)
  • MyBase – Education & Training (81 TRW)
  • AF.edu (A6)
  • ADL Course Conversion (A2/3)
  • “Instruction for the Future” (82 TRW)

• In Planning:
  • Mobile Learning – Recruiting (AFRS)
  • MyBase Medical Campus (SG)
  • FM Learning Transformation (FM)
  • “Little DMO” (19 AF)
  • Air Force Game (TBD)
MyBase

Develop America's Airmen Today ... for Tomorrow

Education & Training

Recruiting/Public

Enterprise-wide learning environment

Operations
The Future is Upon Us

Captain Lance P. Sijan Leadership Range
Operation Relief Worker Rescue Challenge (Set Design)

- Anti-aircraft battery building and entrance to bunker tunnel via Door 30 and access to underground U-boat crew quarters (doors)
- Hill bunker and entrance to tunnel via Door 2 (trap door above tunnel walkway outside of bunker)
- Range entrance via gate Delta
- Bombed-out U-boatbase depot and maintenance facility
- U-boat supply warehouse and underground entrance to depot via Door 12
- Abandoned WWII U-boat

Range Air Field with game combat aircraft
Lagoon bunker with special effects

The First Command

Develop America's Airmen Today ... for Tomorrow
Learning Concepts & M&S

- Knowledge Management
  - Supports data capture (learning style, metrics, etc.)
  - Enables archiving and historical documentation
  - Facilitates knowledge sharing
- Continuous Learning
  - Enables life long immersive learning
  - Better integration of learning and operations
  - Accelerates experiential learning
- Precision Learning
  - Persistent environment (24/7 access)
  - Tailored to individual styles and needs

Engage, inspire, learn and grow!
Air Force 2.0

- World-class learning organization
- Operating with learning concepts
  - Knowledge Management
  - Continuous Learning
  - Precision Learning
- Innovative, agile, flexible, adaptive
- Enabled by new technologies
  - Modeling & Simulations
  - Gaming
  - Distributed and mobile learning
  - Web 2.0 capabilities

Air Force 2.0 – The New Learning Organization!
Excellence in Learning!

“Delivering unrivaled Air, Space and Cyberspace Education and Training”