CMP

CANADIAN DEFENCE ACADEMY

STRENGTH THROUGH KNOWLEDGE

Canadian ADL Partnership Lab

Presentation by CDA

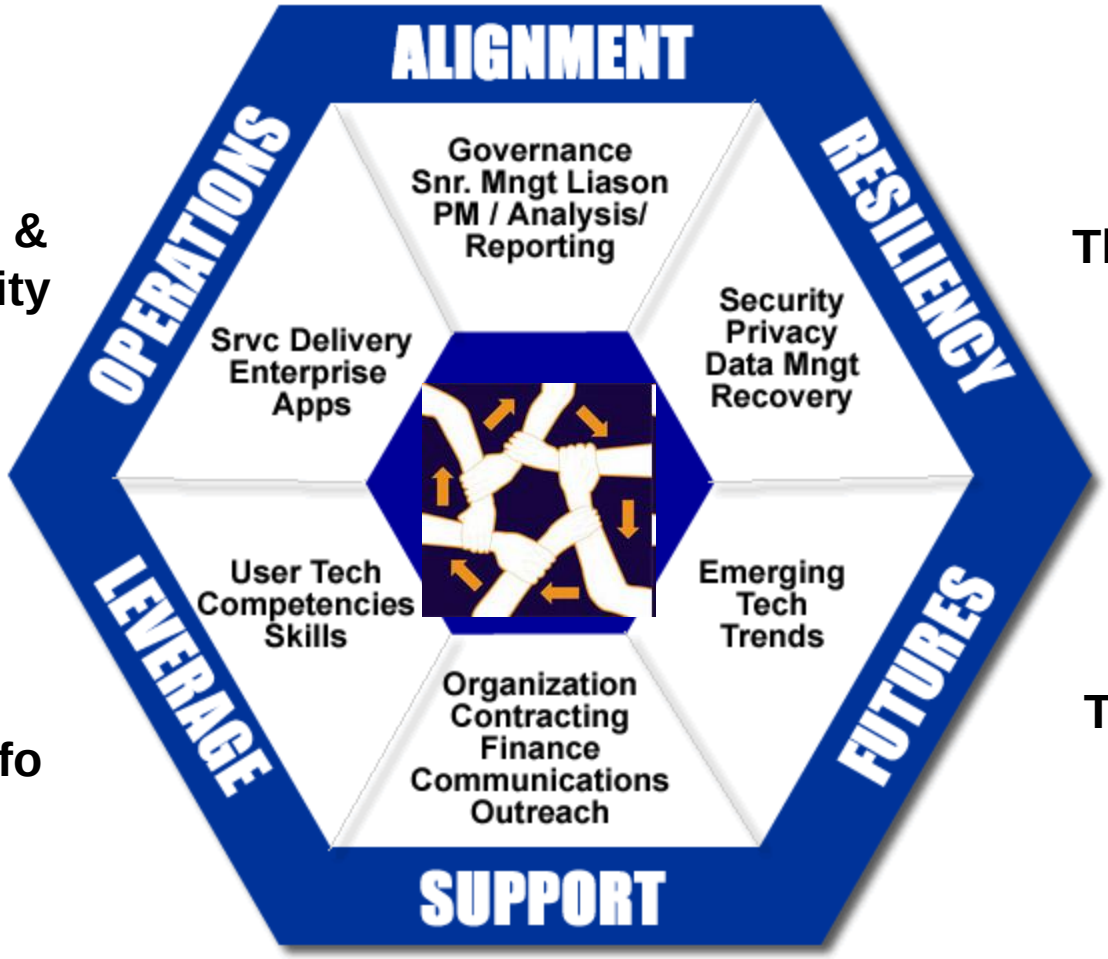
The Canadian ADL Partnership Lab

- Formed in 2003 under the DTEP in Ottawa
- Moved to Kingston in 2009
- Now a shared responsibility between
  - Learning Technologies; and
  - Learning Concepts and Experimentation

Canadian ADL Management Lens

Availability & Pjt Capability

Threats Info



Training Info Enablers

Tech Strategy Options

$, Procurement

The Canadian Lab Partnership Lab is…

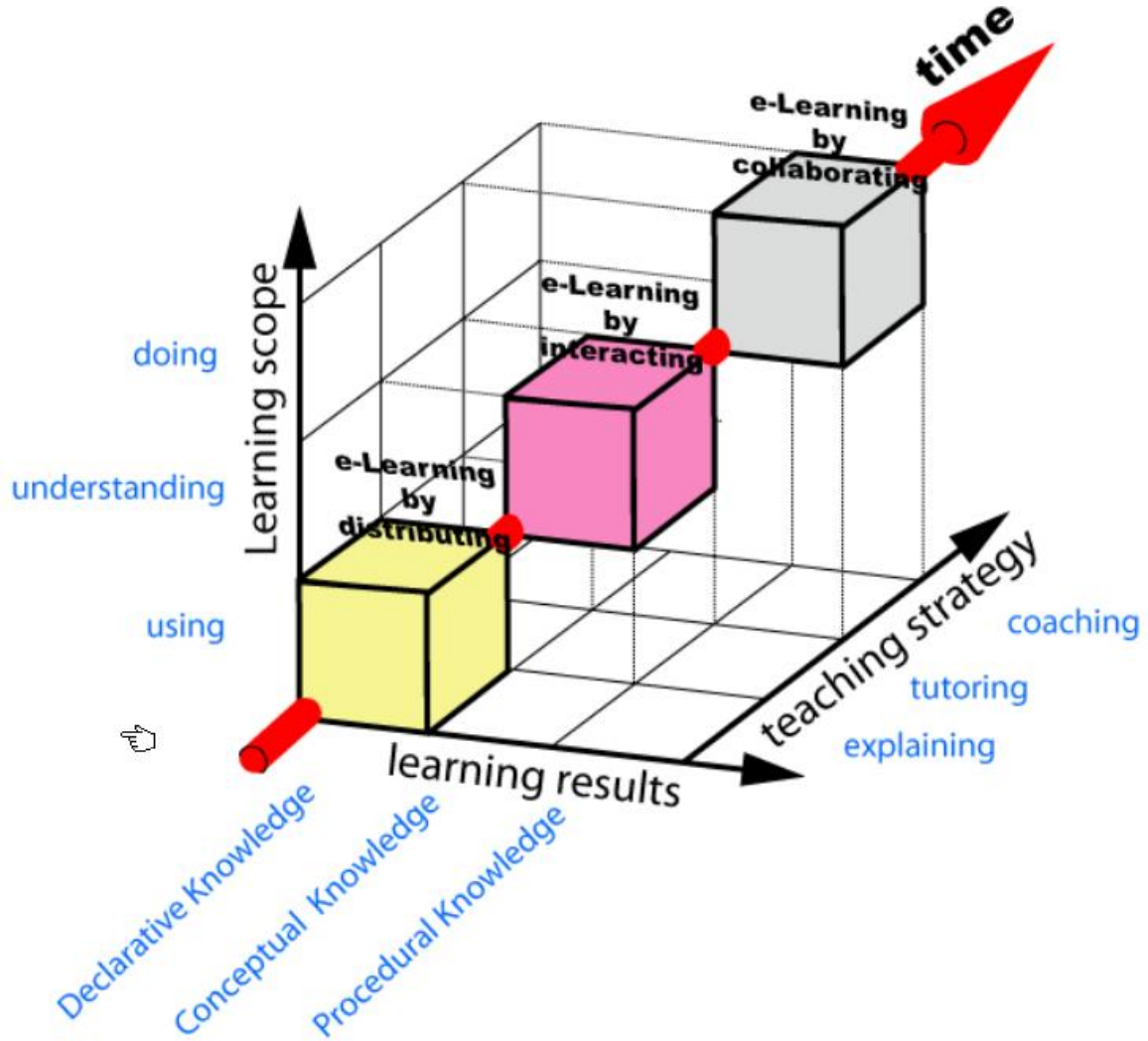
- An applied learning lab
- A recognized Center for Excellence in Trg./Ed. Software/Applications
- A provider to a team of Learning Project Officers
- A provider for standards and project support
- A partner in joint R&D projects (DND / DRDC/ NRC / RCMP / CBSA)
- A vision to partner with other Labs
    - Modeling and Simulation Co-Lab
    - Academic Co-Lab

DEFENCE R&D DÉFENSE

NRC·CNRC From Discovery to Innovation De la découverte à l'innovation

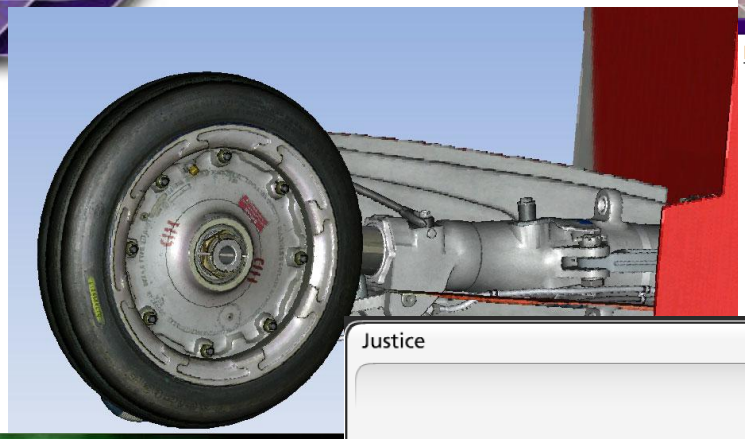
ADL® Canada Partnership Lab

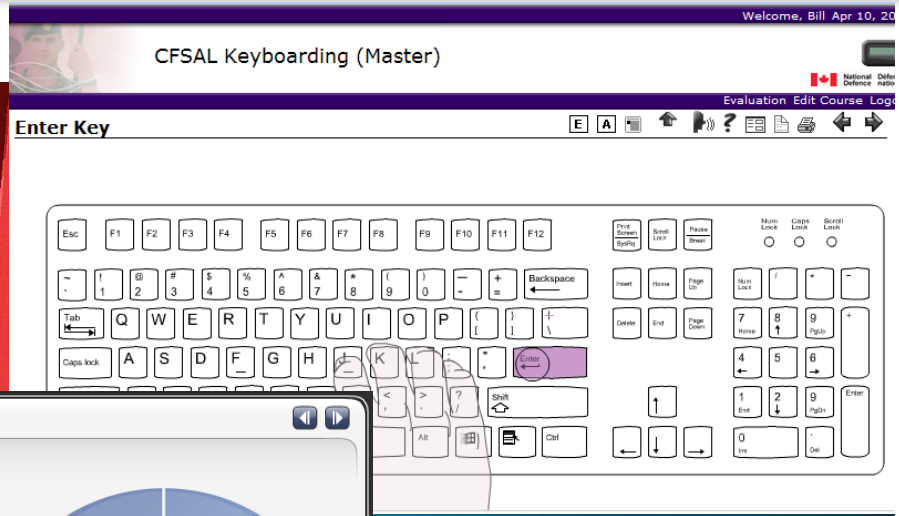
Immersive Collaborative Courseware



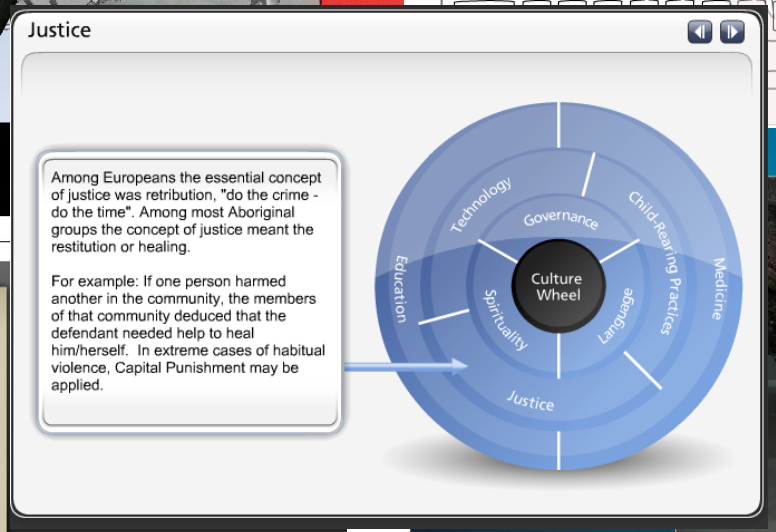
e-Learning im konstruktiven Ingenieurbau
Dissertationschrift, TU Graz, 2005

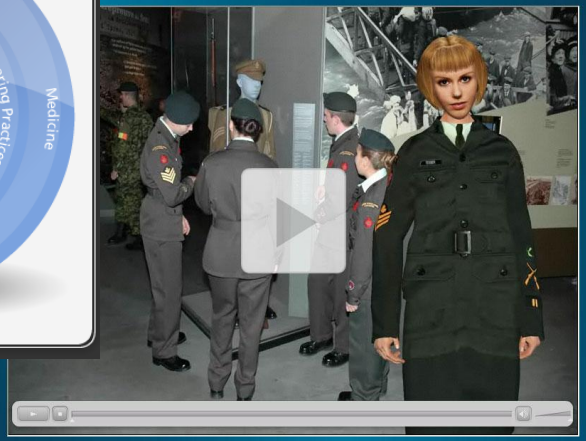
Innovative Course Design and Development

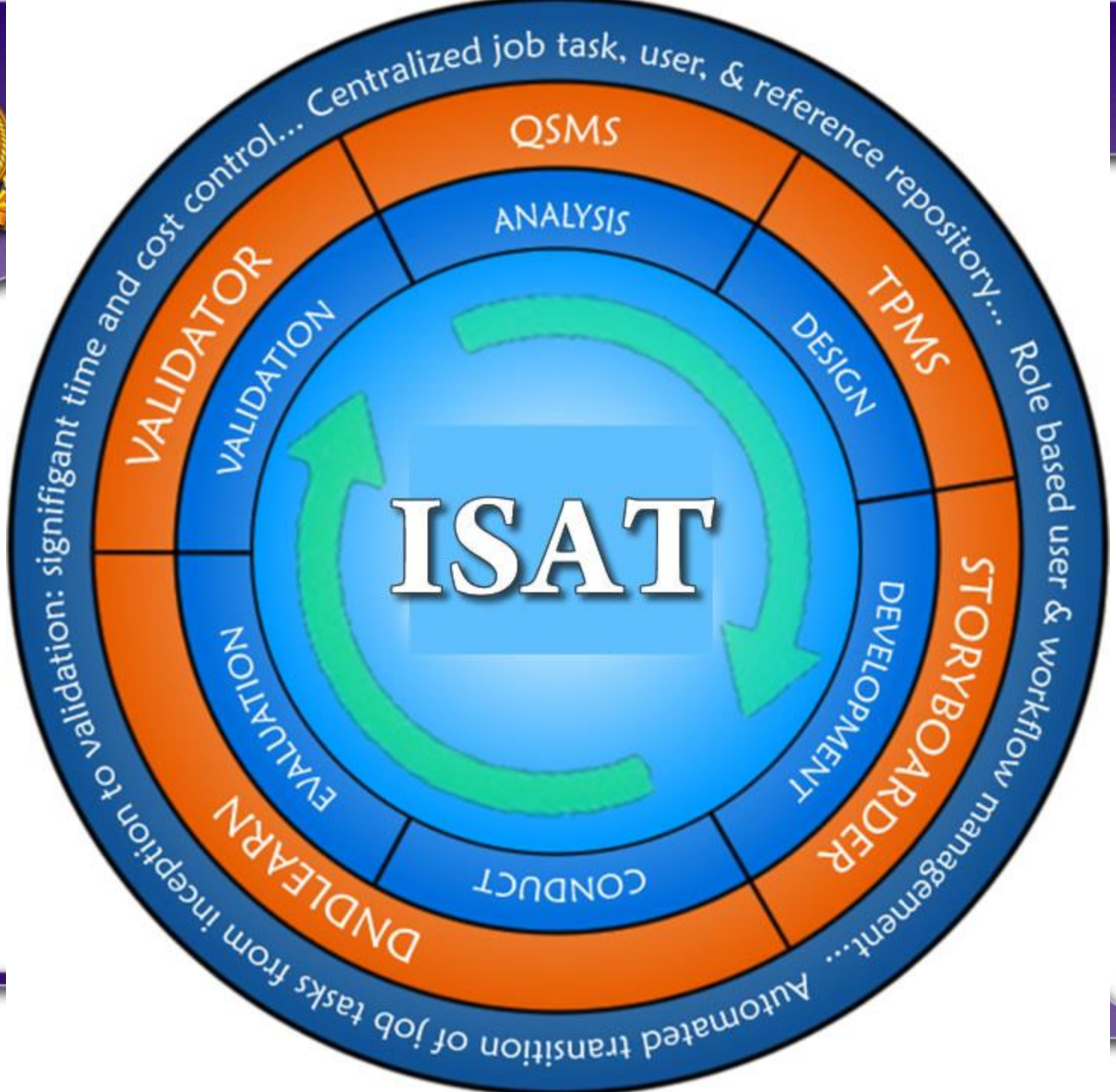




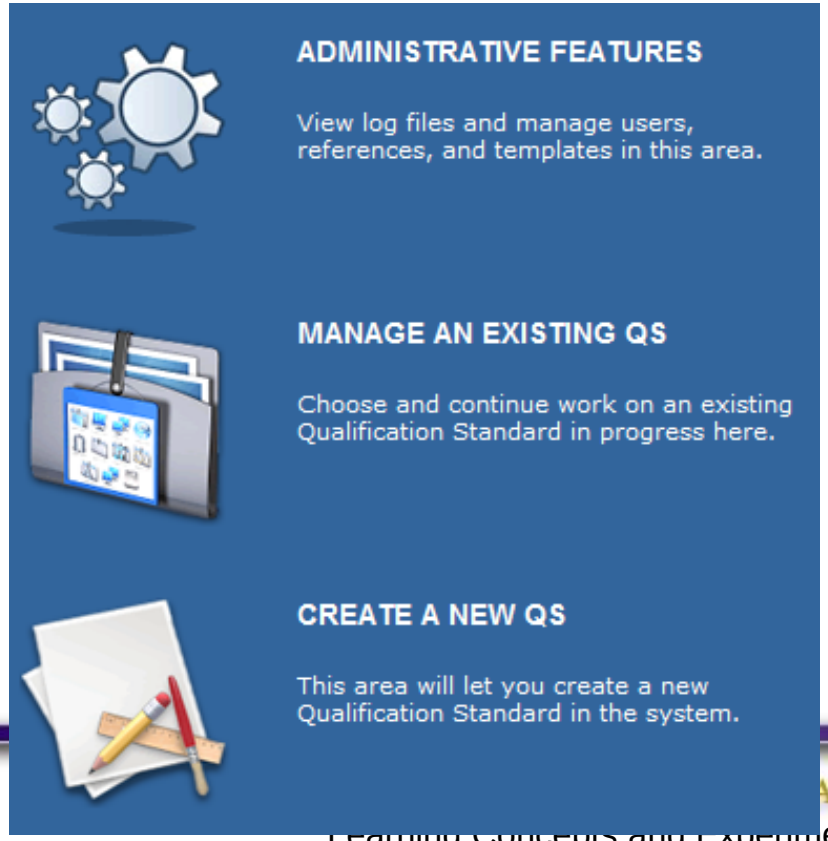
CBRN

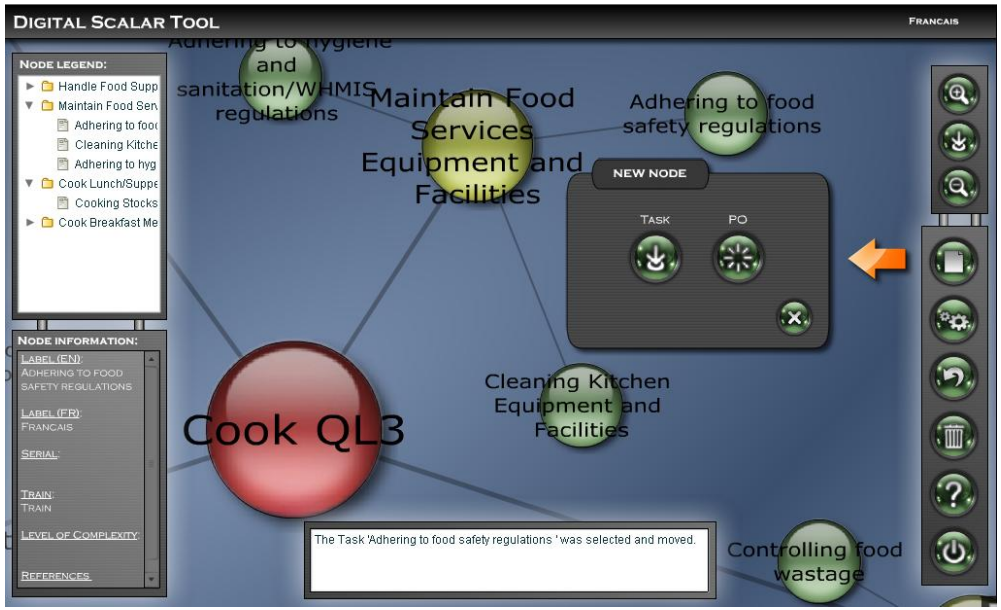





ISAT
ANALYSIS
DESIGN
DEVELOPMENT
CONDUCT
EVALUATION
VALIDATION
QSMS
TPMS
STORYBOARDER
DNDLEARN
VALIDATOR
Centralized job task, user, & reference repository...
Role based user & workflow management...
Automated transition of job tasks from inception to validation: signifigant time and cost control...

QSMS and TPMS





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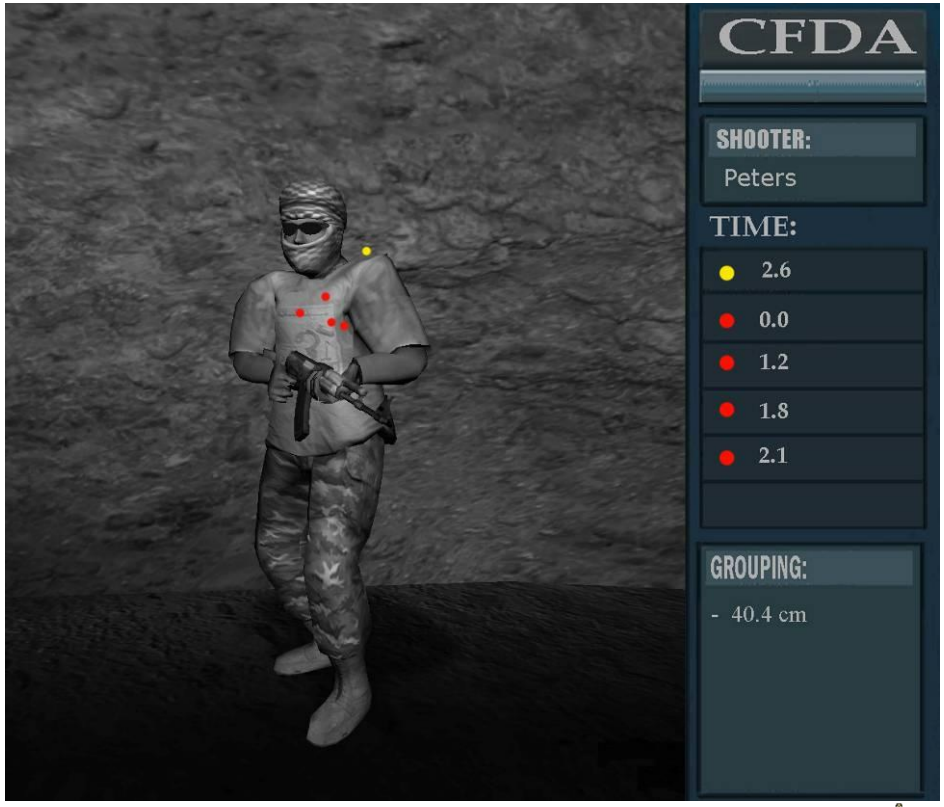
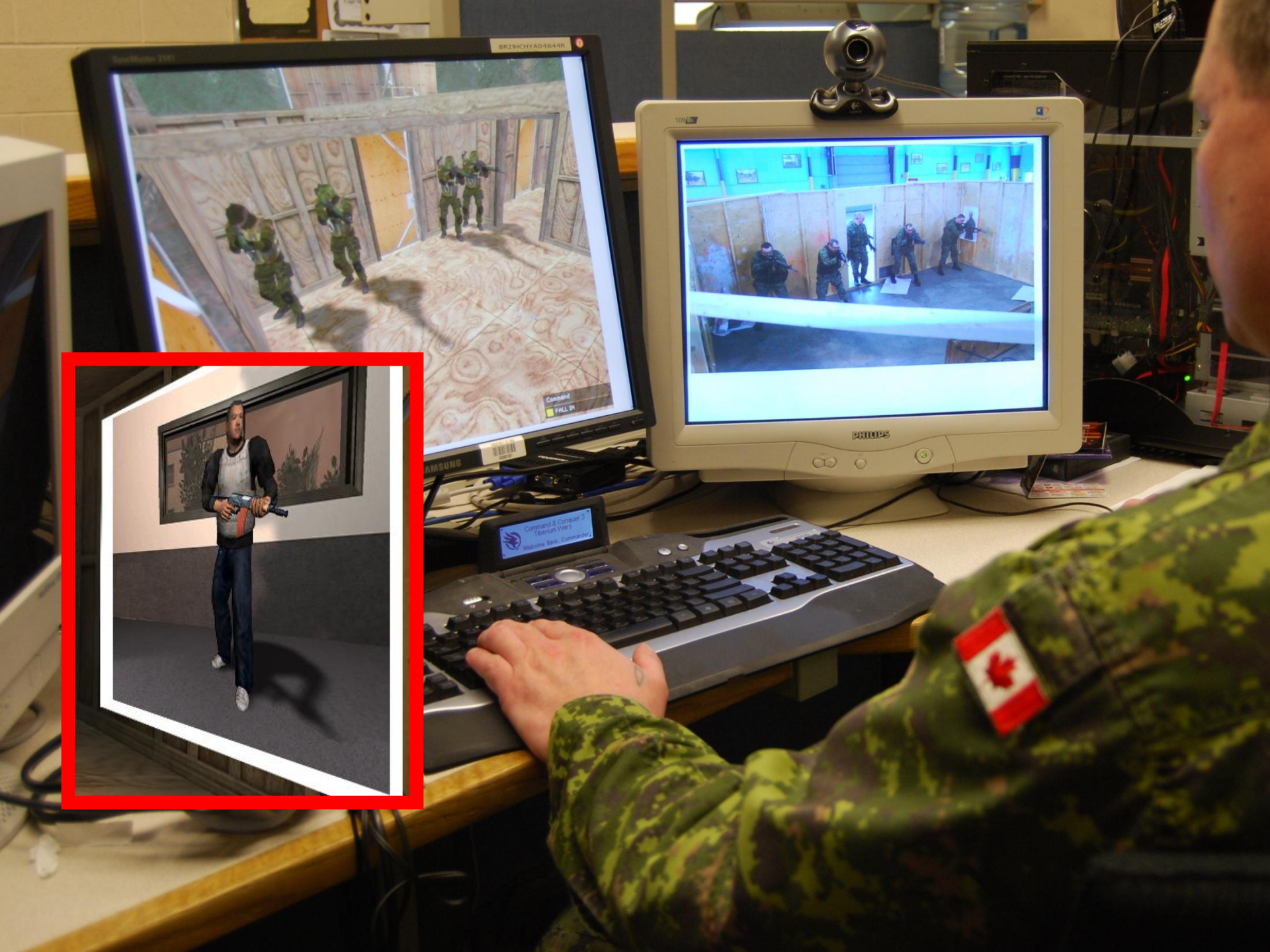
RCMP – CFDA video 3-4min

Immersive Reflexive Engagement Trainer

- Existing NRC-DND Mou
- Project for 3 technologies
  - Laser detection
  - Augmented Reality
  - Speech Recognition




Command
FALL IN
PHILIPS
Command & Conquer 3
Tiberium Wars
Welcome Back, Commander

Feedback Vest

www.tngames.com

- Wireless edition will inform users the on screen targets are firing (and hitting) the individuals in the scenario

Simulated Flashbang

- Affects how the targets in the game react to the team entry.

DNDLearn

:. DNDLearn .: - Windows Internet Explorer

http://www.dndlearn.forces.gc.ca/d2l/orgTools/ouHome/ouHome.asp?ou=8542

My Home Course Home — Welcome, Capt Jeremy Jan 29, 2008

CFDA

Content Discussions Dropbox Classlist News — Edit Course Logout

Discussions

- CFDA
  - **Development Discussion**(2)
  - General MOD discussion
  - CFDA Project Resources
  - Developer - Daans Private Folder
  - Developer - Jeremy Private Folder
  - Developer - Gerard Private Folder
  - Developer - Peter Private Folder
  - Developer - Paul Private Folder
  - Developer - Markus Private Folder
  - Developer - Jason Private Folder
  - Developer - Menco Private Folder
  - FILES UPLOAD READY
  - **BUGS**(4)
  - Developer - Abs Private Folder
- Game Levels
- Game Models and Items
- Ops Centre
- Admin self-help
- DNDLearn Development Forum

CFDA - Development Discussion — Display Options

View: Threaded — Add Message

Subject	Authored By	Date
Blending textures, 3ds max	**Markus Kreft**	**Nov 8, 2007 12:40 PM**
Re: Blending textures, 3ds max	Michael Venart	Nov 13, 2007 9:05 AM
Pickton Farm Uploaded to Server	**Paul Haynes**	**Oct 9, 2007 11:02 AM**
Pickton Farm Map - Ground/Flashlight problem	Paul Haynes	Oct 7, 2007 2:54 PM
Re: Pickton Farm Map - Ground/Flashlight problem	Michael Venart	Oct 9, 2007 7:35 AM
Re: Pickton Farm Map - Ground/Flashlight problem	Paul Haynes	Oct 9, 2007 8:46 AM
Smash and Grab map	Markus Kreft	Sep 13, 2007 7:45 PM
University map	Markus Kreft	Apr 1, 2007 2:04 AM
Stack and Clear	Brad Hetherington	Mar 2, 2007 9:53 AM

Subject: Re: Pickton Farm Map - Ground/Flashlight problem
Authored By: Michael Venart (Oct 9, 2007 7:35 AM)

Flag Message | Edit | Delete | Prev | Next | Reply | With Message

Attachment: pl.jpg

you probably fall through through the ground when you die too? anyway... it is the havok settings in the level properties, add a couple zero's to the number but no more than that. attached is where to find it.

<<< Replied to message below >>>

Authored by: Paul Haynes

Authored on: Oct 7, 2007 2:54:12 PM

Subject: Pickton Farm Map - Ground/Flashlight problem

Wasn't sure how to make a new forum section for this map, but i only have the one problem anyway as far as i know - i made a custom ground static mesh for the map but it won't accept flashlights being shone on it. I read the thread about this error for Markus'

HAHO Jump Simulator

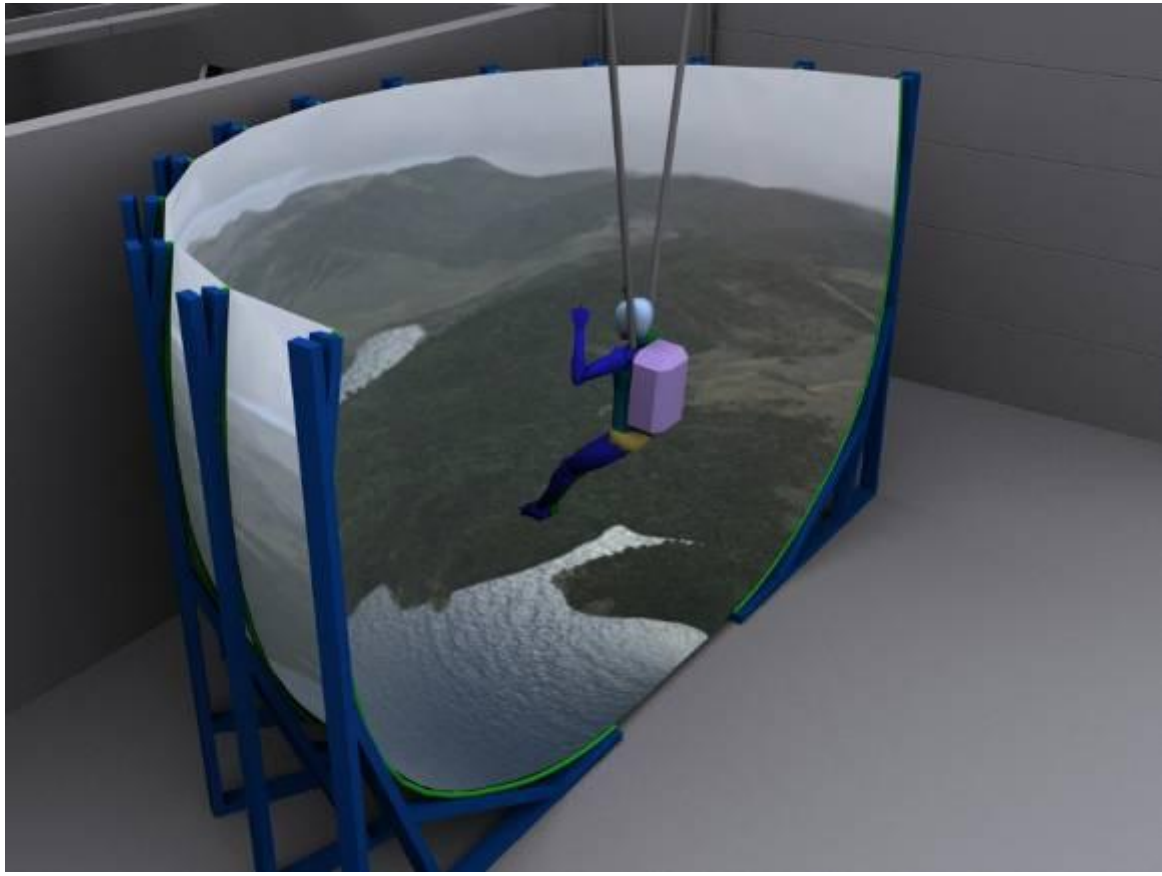
Visuals

Once started, the student is shown visuals on multiple sides. Potentially the floor would be used to depict a projection as well.

An ALTERNATE system is to generate visuals using a heads-up mounted display (HMD) system

Environment

Students are strapped in via a harness, direction in the system is controlled by normal hand toggles



Mobile Learning Study

Crisis Management

Performance Support Tool

SCORM

RCMP - Example

Areas of Interest 2010 / 2011

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Questions??