



# The Technology Integration Branch and SCoE Mobile:

Your future is on our horizon.\*

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# Technology Integration Branch

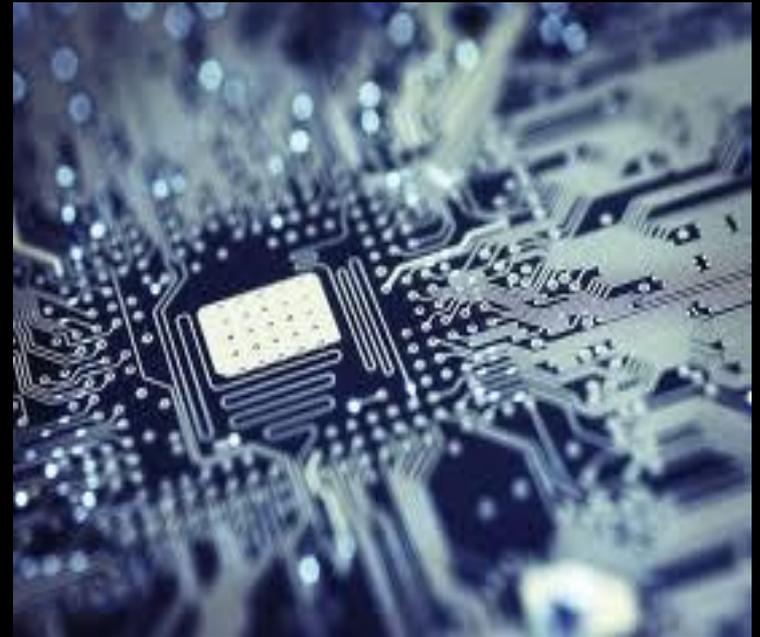
The SCoE Mobile Team offers:

- Application build/creation
- Fully Functional mobile capability for instructional material

The SCoE Simulation Team offers:

- 3D environments and 3D rendering
- Ability to create quick instructional videos via VBS2

All 8 members of the branch are GS employees.



# Technology Integration Branch Missions



G3/TD

Training Technology Division

Technology Integration Branch

Branch Capabilities:

- Domain Blackboard Admin Support from the Army's only full Certified Blackboard Staff
- Full conversion of PowerPoint presentations into higher level interactivity experiences
- Application creation in multiple mobile formats
- Full scenario and virtual world builds for in and out of classroom



Mobile Solutions



COTS Gaming Training Network



Simulated Environment Solutions/Capabilities



Army Gaming Scenario Builds and Implementation

# SCoE Mobile

- 72+ applications created in-house
- Joint Electronic Library (JEL)
- EOD utilized currently by Navy (iPad)
- JMAC utilized by Marines
- Each application molded into 9 unique formats:
  - XBOX 360
  - PSP
  - PS3
  - Palm
  - Android
  - iOS
  - Windows
  - Sony eReader
  - Nintendo DS



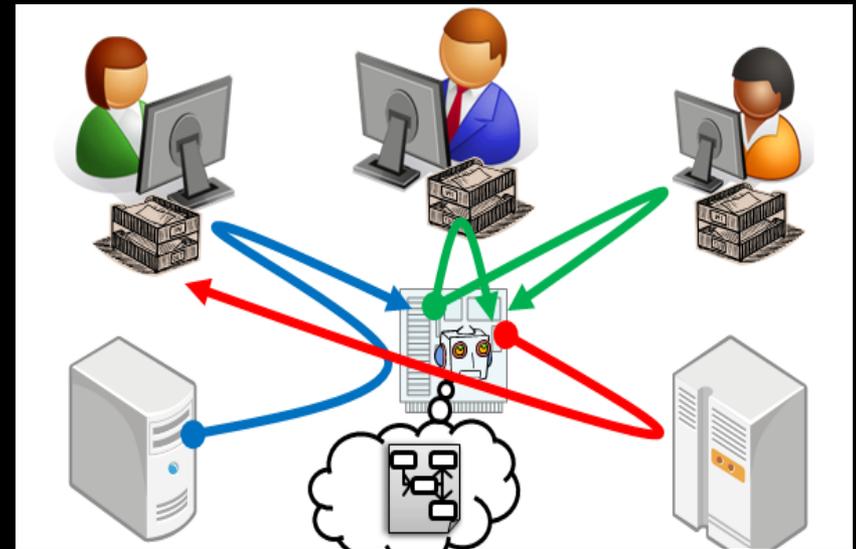
# SCoE Mobile Apps Samples

- DoD Compensation and Benefits Handbook for Seriously Ill and Injured Members of the Armed Forces
- DA/OCPA Social Media Handbook
- DA Warrior Citizen Magazine
- FMs: 1.0, 1.06, 3.0, 5.0, 7.0
- Pilots: 92Y , PAO, 91D, EOD, Watercraft Ops, Joint Mortuary Affairs
- Contract Officer Representative Course



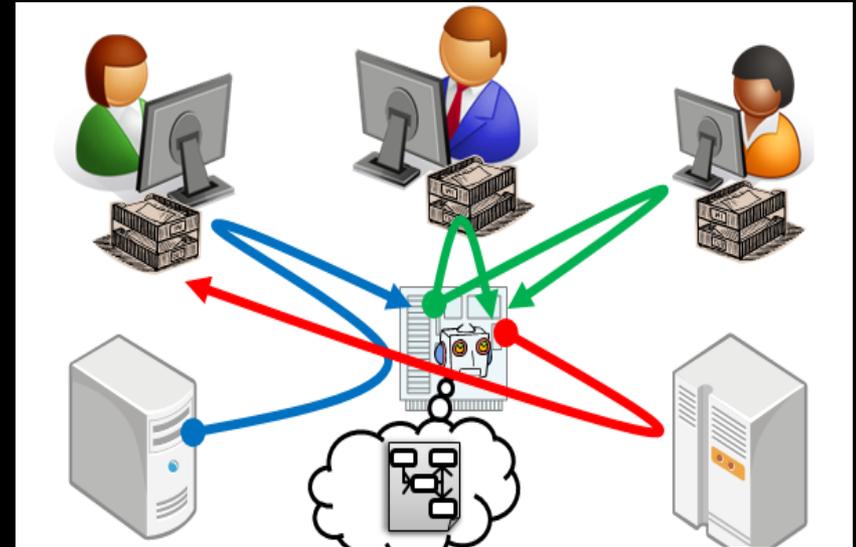
# Best Practices: Workflow Procedures

- Schoolhouse/Training Developers determine possible POIs that might benefit from technological transitioning
- 1750 structures application, possible app creator
- Designer/programmer creates product
- Product undergoes inter QA check
- GS 1750 on mobile team reviews product for educational soundness
- SMEs are called back in to evaluate product for technical accuracy and usability
- Product is officially submitted to proponent/customer



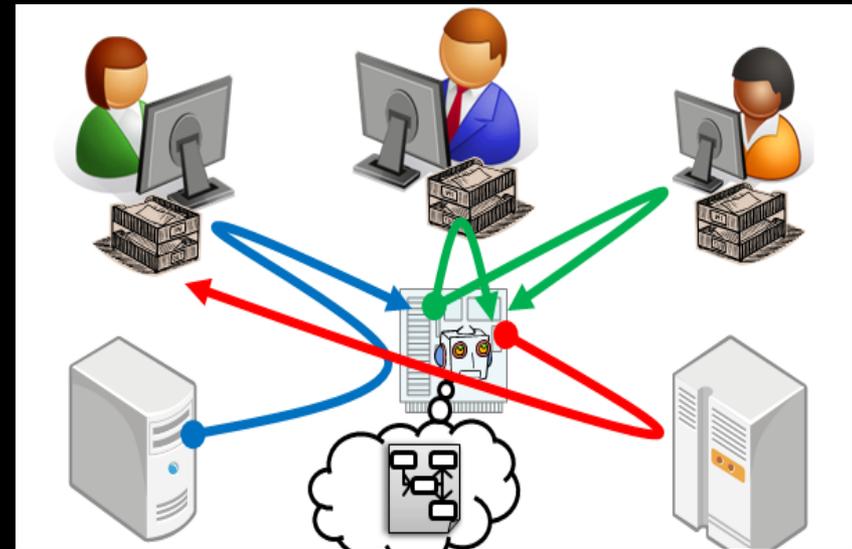
# Best Practices: App Working Group

- Created and Institutionalized per CASCOM, TRADOC G6 and NETCOM
- Comprised of members of PAO, JAG, SCoE Mobile, etc.
- For PUBLIC FACING applications, group validates it can be put out onto Marketplaces
- Once approved, paperwork is signed for record keeping purposes
- Apps are then set on Marketplaces (currently ONLY Apple as their approval process validates code, while ANDROIDS does not)
- Meets once a month.



# Best Practices: SCoE Mobile's IDEA

- Instructional Designer Educational Alliance
- Peer to Peer Network for Training
- Comprised of partnerships of university professors, college students, private industry specialists, Army educations/SMEs
- Free 6 week training programs set up in semesters in which lessons on using and implementing new technology are taught
- Instructors are given only a certificate of appreciation for their records
- Sample topics taught: Adobe CS5, Web Design, Avatar creation, mobile development, etc.
- SCoE utilizes IDEA as a way to cut costs for training the workforce and keep their technological knowledge base up



# SCoE MOBICON

- New Emerging Technology and Technological Education begun in IDEA is continued/renewed at MOBICON
- A two day conference for practitioners, MOBICON touches on military education trends and guidance as well as implementing technology at low-cost, no-cost
- This year's conference will be 100% online and open to all DOD.



# SCoE MOBILE: COTS Gaming

SCoE Mobile Team also offers:

- Avatar/scenario creation and Commercial-Off-The-Shelf Game Training Network
- Uses XBOX 360 Online capabilities to train operational force tactics and procedures
- Currently a project underway to transform the Convoy Operations in Afghanistan CALL manual into a fully immersive training environment using the Halo: Reach XBOX game



# Contact

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