

Diffusing Problems



The CASCOM EOD community and its' mobile successes

EOD iPad Pilot

- Begun in 2011
- Worked with only EODD initially
- Struggles of quality product caused a paradigm shift to work hand in hand with Instructors primarily and follow up with EODD
- Shift and restructure products every two weeks based on feedback
- TRADOC exemplar for TD, Instructor and Tech Specialist integration
- In-house app approval process with JAG, PAO, G6, OPSEC, SMEs and App Developer and Designers



EOD iPad Pilot

- 400 iPads in circulation
- SCoE Mobile loads and secures 30 iPads a week
- Original Suite of 7 Apps
- Streamlined apps to 3, in house developed Vodcasts
- Utilized iBooks Author to create manuals
- Redesigned RECON and ID Manuals into an interactive, money saving, experience



Benefit to EOD School and Community

- Apps readily available to circulate when needed
- Models can save the Army/EOD community money per object
- Built hand in hand with SMEs so information and need are validated before development
- Attrition rate drop from 56% to 26%
- Print cost savings
- Any/all maintenance of apps done in house for quick turnaround



SCoE Mobile Futures Lab, EOD Use

SCoE Mobile Team offers EOD:

- **Developing touch screen integration with 3D models and haptic technology, “touch” Ordnance**
- **LAN and off .mil network collaboration for console Gaming**
- **Full mobile and futures development workspace for collaboration in instructional design**



“SCoE Arena” and Virtual Team Building and Training

- Console gaming initiative
- HALO 4 developed Maps ; Call of Duty Scenarios; “Invisible Threat”
- Recorded games used as AARs for non-gamers
- Call of Duty Scenarios; Invisible Threat
- Increase information retention
- Has been said to also aid in calming PTSD
- All gamers “invited” into secure gaming rooms for exercises



iPad Growth in Response to EOD

- Joint Mortuary Affairs Pilot
- 91D MOS Power Generator Simulation Pilot
- Aerial Drop and Delivery Pilot
- CASCOM Public Affair iPad Pilot
- Quartermaster Museum “Artifact of the Month”
- Ordnance Museum “Virtual Artifacts”





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