

## For an Efficient “Digitized” Training

“Digitized” simulation is now frequently used for leaders’ tactical training and for headquarters training down to personnel in command of company-teams. It is set up in schools, in specialized centers and even at battalion level as far as Armor is concerned.

This kind of simulation provides many advantages in terms of exercise control realism, consistency of actions performed by the various operational functions or just for “arbitration”.

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But one of the specificities of this simulation is indeed that it is “digitized”. This involves, among others, the **capability to exchange, as and when needed, its “digitized” information between tactical elements modeled** within this simulation. These elements can subsequently act according to their capacities, their own internal rules, their current situation, their disposition and the knowledge of their environment (friendly forces, enemy, terrain, weather, other entities managed through a population-type simulation, various organizations...).

The Army launched its forces digitization through the full command chain down to sensors. This digitization aims in particular at everyone having, in relation to his hierarchy position, the best possible knowledge of his environment in order to act and make required decisions in due time. A significant effort is in progress for building up the two brigades experimenting digitization within their logistic environment. 6<sup>th</sup> BLB has just achieved **a new milestone through Exercise ANVIL 2006** in which the successful fielding of the full digitized chain was witnessed.

Learning this digitization and its appropriation for the best possible use require **regular military education and training**, with the necessary representation of a digitization from one end to the other which can only give full efficiency to this modern command tool.

For obvious reasons related to organization, costs and equipment preservation or simply to programs

sequencing, these education and training cannot be completed in a systematic deployment of the full digitization chain.

**Only the “digitized simulation-information system” connection can then allow the lowest cost training of the various echelons of the digitized hierarchy.**

Thanks to this connection, the information system used can be “stimulated” by information issued from simulation through standard messages in compliance with regulations. This will forward all operational information (tactical and logistic) needed **to immerse personnel trained or to be trained in a fully realistic universe of digitization.** On the opposite, orders issued by the information system and built as if they were addressed to subordinates should be available for being forwarded to simulation for putting into action tactical elements which are in fact managed by simulation.

This **simulation-information system connection** is then more than useful. In a digitization environment, it is a **requirement**. Works are currently progressing that way with the next arrival of a version of SCIPIO simulation system integrating this connection. This should be envisaged from the beginning in any program conception. The problem of information system interoperability should be extended to simulation and (partly) solved in a generic way for the whole systems. This challenge is of importance for a better use of information systems.

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In this respect, within a distributed training experiment, 1<sup>st</sup> Régiment étranger de cavalerie (REC)<sup>2</sup> experienced during Exercise SYRUS a geographical separation. JANUS simulation system was operated in Saumur whereas the Combined Arms Battalion Task Force (“GTIA”) Command Post under battalion level CIS (“SIR”) was deployed in Orange. Such experience learnings provided a lot of learnings.

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