

UNCLASSIFIED

Exhibit R-2, RDT&E Budget Item Justification								Date: February 2004	
APPROPRIATION/BUDGET ACTIVITY RDT&E – Defense Wide/Budget Activity: 4					R-1 ITEM NOMENCLATURE Joint Service Education & Training Development - PE: 0604722D8Z				
COST (\$ In Millions)	FY 2003	FY 2004	FY 2005	FY 2006	FY 2007	FY 2008	FY 2009	Cost to Complete	Total Cost
Total Program Element (PE) Cost	.961	.987	0	0	0	0	0	0	0

(U) A. Mission Description and Budget Item Justification

(U) BRIEF DESCRIPTION OF ELEMENT: The program element supports the application of advanced distributed learning (ADL) technologies for military education and training. It promotes the use of interoperable, online learning content for use by multiple services as well as the civilian community as appropriate. Policy oversight of this program is managed by the Office of the Under Secretary of Defense/Readiness (Readiness and Training Policy and Programs).

PROGRAM ACCOMPLISHMENTS AND PLANS:

(U) FY2003 Accomplishments:

- Completion of interoperable, online course for NATO as part of U.S. contribution to training enhancement.
- Developed medical related instructional modules to address the health care shortage and the need for clinical experience.
- Convened a national strategic summit on learning content repositories for adopting standards for access to digital content.

(U) FY 2004 Accomplishments:

- Extension of ADL to Internet-based multiplayer online gaming environment for instruction on net centric warfare.
- Embedding access to learning content repositories into online games for instructional purposes.

(U) FY 2005 Plans: Not applicable.

UNCLASSIFIED

Exhibit R-2, RDT&E Budget Item Justification		Date: February 2004	
APPROPRIATION/BUDGET ACTIVITY RDT&E – Defense Wide/Budget Activity: 4	R-1 ITEM NOMENCLATURE Joint Service Education & Training Development - PE: 0604722D8Z		
(U) B. <u>Program Change Summary</u>	<u>2003</u>	<u>2004</u>	<u>2005</u>
Previous President's Budget	.986	0	0
Current President's Budget	.961	.987	0
Total Adjustments	-.025	+.987	0
a. Congressional Increase	0	1.000	0
b. Congressionally Directed Undistributed Reductions	0	0	0
c. Other (DOD Program Changes)	-.25	-.013	0
(U) C. <u>Other Program Funding Summary:</u> Not Applicable			
(U) D. <u>Execution:</u> FY03 Academic Advanced Distributed Learning Co-Laboratory, University of Wisconsin, Madison, WI FY04 Concurrent Technologies Corporation, Johnstown, PA			

UNCLASSIFIED

Exhibit R-2a, RDT&E Project Justification							Date: February 2004	
Appropriation/Budget Activity RDT&E, Defense-wide BA 4				Project Name and Number – Joint Service Education & Training Development PE: 0604722D8Z				
Cost (\$ in millions)		FY 03	FY 04	FY 05	FY 06	FY 07	FY 08	FY 09
Project 001		.986	.987	0	0	0	0	0
RDT&E Articles Quantity – N/A								
<p>A. Mission Description and Budget Item Justification: This program supports development of tools and applications of Advanced Distributed Learning technologies. At the direction of Congress, funds were added in FY03 to sponsor advanced development of several technologies applicable to both Defense training and higher education. Through an outreach program at the University of Wisconsin, partnerships with more than sixty academic groups make reusability of sharable content objects and the interoperability of learning content and management systems available to higher education for areas such as health care training. At the direction of Congress, funds were added in FY04 to extend the reuse of sharable content objects for a proof of principle demonstration in multiplayer online gaming environments for training and education related to net centric warfare.</p> <p>B. Accomplishments/Planned Program: Developed medical related instructional modules to address the health care shortage and the need for clinical experience. Created an online interface for searching learning content repositories. Convened a national strategic summit on learning content repositories for adopting standards for access to digital content so that learners can have seamless access to digital libraries to the widest extent possible. Developed a prototype framework for inserting learning content into multiplayer online games.</p>								
				FY 03	FY 04	FY 05		
Accomplishment/ Effort/Subtotal Cost (\$ in Millions)				.986	.987	0		
RDT&E Articles Quantity – N/A								
<p>C. Other Program Funding Summary: None.</p> <p>D. Acquisition Strategy: None required.</p> <p>E. Major Performers: In FY03, the University of Wisconsin, Madison, WI. In FY04, Concurrent Technologies Corp., Johnstown, PA.</p>								