Web 2.0 and Warfighter Training

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Approved for Public Release.
Security and OPSEC Review Completed: No Issues.
Defining Web 2.0

- “Web 2.0 is participatory, collaborative, inclusive, creator & user-centric, unsettled, and very information-intensive.”
  - Dearstyne, *Information Management Journal*
- “weapons of mass collaboration”
  - Don Tapscott, *Wikinomics*
- “harnessing collective intelligence”
  - Tim O’Reilly, Radar Blog
- “participatory web”
  - Bart Decrem on Wikipedia

- **My Synthesis:** “Web tools that allow multiple authors to contribute to a shared body of knowledge or information”
"It's not that I don't want to try Web 2.0 technology. It's just that I'm still getting used to the fax machine."
The Pain Without It
Latest in Communication Technology
# Web 2.0 Tool Perspective

<table>
<thead>
<tr>
<th>Perspective</th>
<th>Individual</th>
<th>Group</th>
<th>World</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ego-centric</td>
<td>Facebook, MySpace</td>
<td>Wikipedia, Intellipedia</td>
<td>Second Life, Active Worlds, Entropia, There.com</td>
</tr>
<tr>
<td>Idea-centric</td>
<td>Millions of Blogs</td>
<td>YouTube, Flickr, Slideshow</td>
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<tr>
<td>Interest-centric</td>
<td>del.icio.us, Digg, StumbleUpon</td>
<td>Open Source, Linux</td>
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<tr>
<td>Activity-centric</td>
<td>Twitter</td>
<td>Guilds in WoW, Everquest</td>
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<tr>
<td>Information-centric</td>
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<tr>
<td>Delivery-centric</td>
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</table>
Plan
- Blogs: Plan & Discuss
- Facebook: Workgroups
- Google Docs: Edit & Publish
- Second Life: Proto & layout

Prepare
- Wiki: Build Scenario
- Digg: Old Scenarios
- Machinima: Create Tutorials

Execute
- Facebook: Realtime Collabor
- Flickr: Pub Maps & 3D
- Americas Army: Combat Environ
- Twitter: Realtime Status

Analyze
- Podcast: Debrief
- Wiki: Build & Share Results
- Digg: Tag Info
- YouTube: Real and Virtual Video

Archive
- Google Docs
- Wiki: Archive
- Digg: Tagged

Training Event Lifecycle

Web 2.0 in the Training Lifecycle

Information Reuse
“But even here 80% of soldiers have access to a laptop computer and network”
- SFC Richard Colon, US SOCOM, Iraq
There are a number of advantages to deploying military simulations in the same way that IT applications are deployed. We have explored a few of them here, to include:

- Reduced equipment ownership costs and obsolescence,
- On-demand user access to the best applications,
- Commercial architectures to access advances in IT practices,
- Centralized control of server applications,
- Currency of client applications,
- Interfaces between commercial and military infrastructure components.