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*Develop America's Airmen Today ... for Tomorrow*

# **MyBase Joint Base San Antonio Ft Sam Houston Medical Education Training Campus**

Air Education and Training Command  
May 2010

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*The First Command*

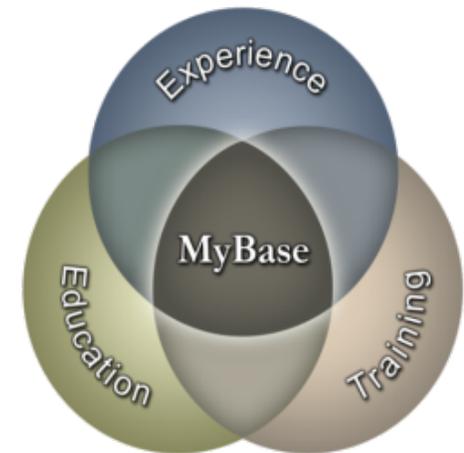


# MyBase is an AF Concept



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- Virtual, exploratory and immersive environment
- Supports mix of live, virtual and constructive education and training
- Learner interface providing access to AF knowledge bases and management systems
- Supports continuous, life-long learning
- Integrates existing systems
- Enables precision learning
- Platform for collaboration



**“Welcome to MyBase!”**



# MyBase – Virtual Environments



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- Vision
  - Recruiting/Public Awareness
  - Education/Training
  - Operations
- Today
  - MyBase Public in Second Life (SL)
  - MyBase Zeta Gaming Region in SL
  - MyBase E & T in Teleplace
- Next
  - Joint Base San Antonio Virtual World
    - Medical Education Training Center





# MyBase Joint Base San Antonio



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- Virtual Joint Base San Antonio ALTD
  - Ft. Sam Houston with interactive Medical Training & Education Campus (METC)
- Recreates entire San Antonio area
- Encompass four bases – Joint Base
- Detailed fence-to-fence infrastructure
- Avatar navigation in selected areas
- Integrated, high resolution simulations
- Enable communication & collaboration
- Enable education & training

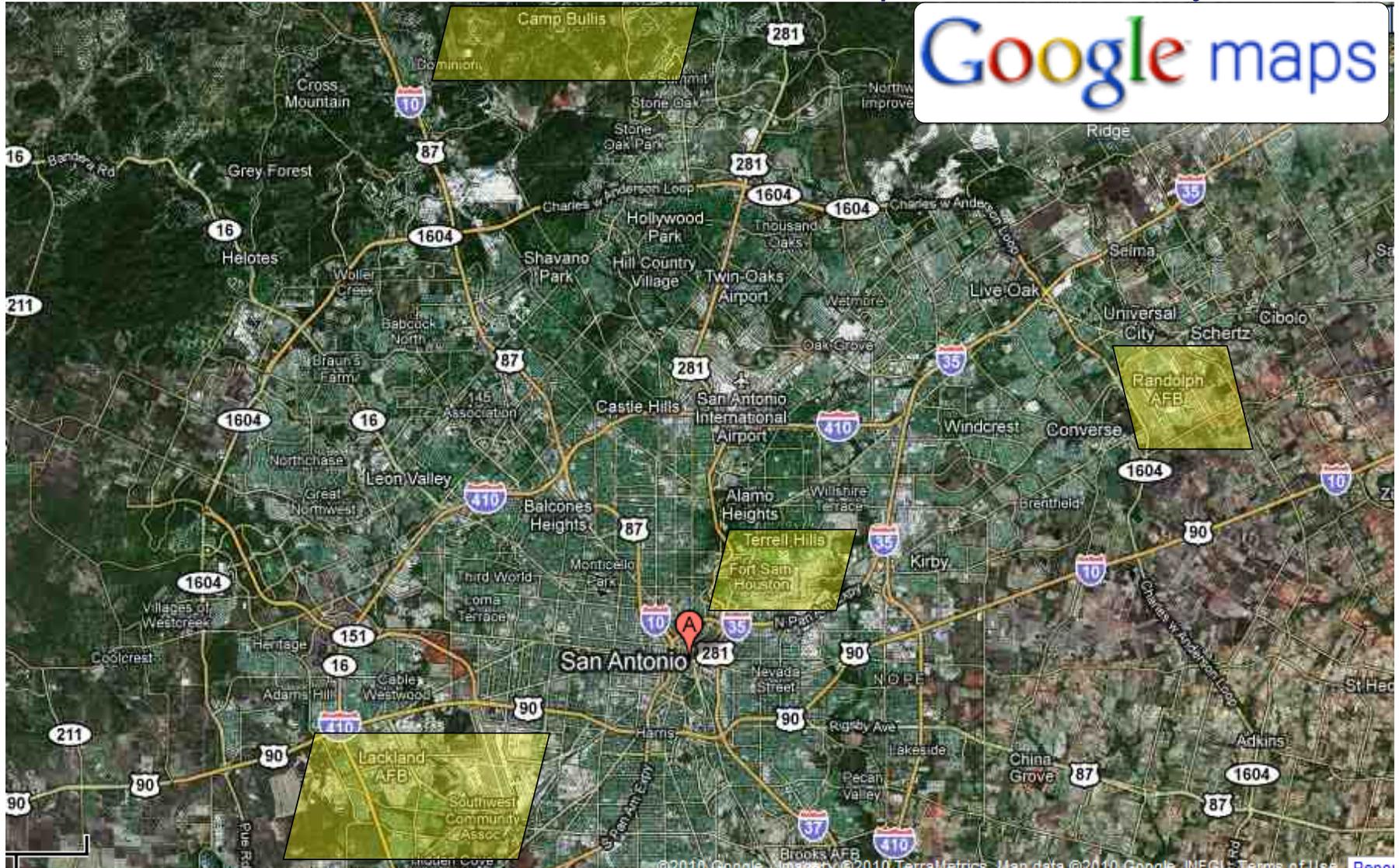




# MyBase Joint Base San Antonio



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# Medical Education and Training Campus (METC) at Fort Sam Houston



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# Key Thoughts within the Innovative Learning Environment



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The vision for transforming today's "education and training" environment to a culture of "learning" -- Air Force 2.0 - 5<sup>th</sup> Generation Learning

- Three core concepts:
  - *Knowledge management* - how the Air Force operates
  - *Continuous Learning* - how the Air Force develops people
  - *Precision Learning* - how the Air Force delivers learning
- *Air Force 2.0 will have as its cornerstone a virtual delivery interface called MyBase*



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# **Air Education and Training Command**

**“The First Command”**

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# BACKUPS

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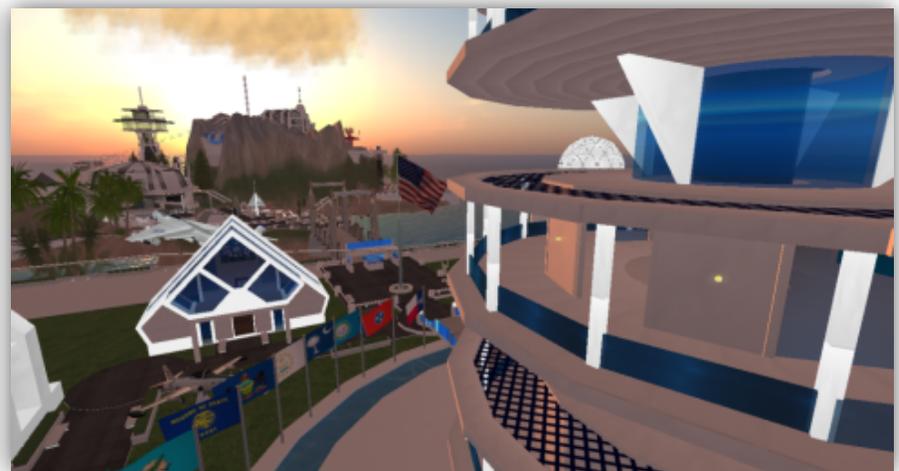
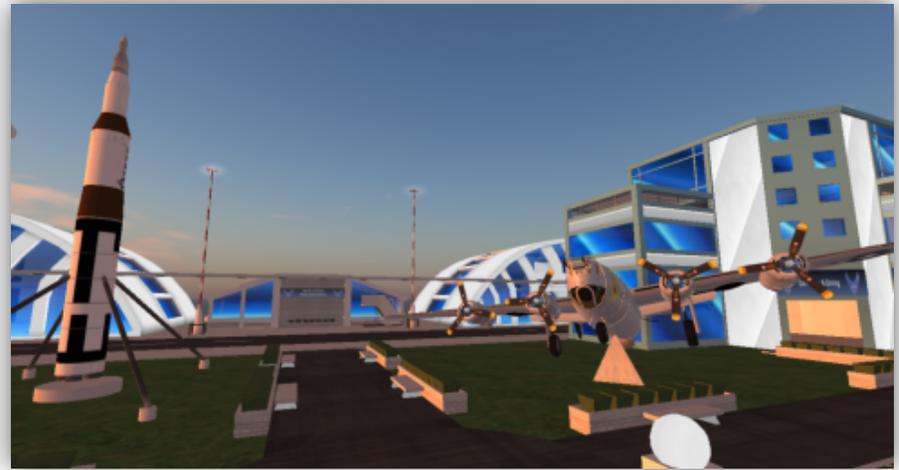
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# MyBase – Public



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# MyBase Zeta - Game Island



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- Leadership Games - Operation Relief Worker Rescue Challenge
- Uses avatars in 3D immersive environment
- Collaborative problem solving
- Interdependent leadership environment
- Complex decision making environment
  - Competing goals and time pressure
- Leverage instruction and learning events
- Requires flexible and seamless adaptation to rapidly shifting conditions



**Agile and adaptive learning environment**

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# MyBase Education & Training



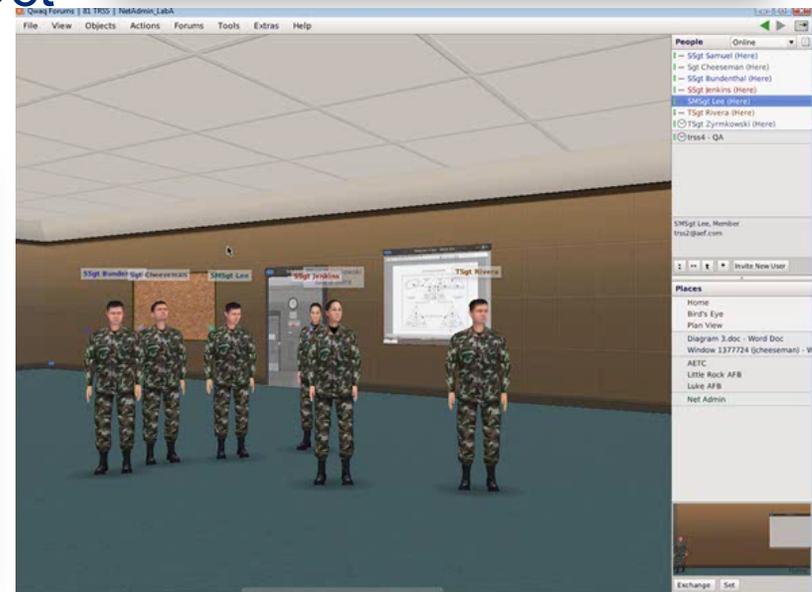
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- Cyber pilot project using Teleplace
- Keesler-led development of a virtual schoolhouse
- Converted two “cyber” courses into distributed learning format
- Initiated “beta” 3D courses in Oct 09



Oct

09



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