Leveraging Technology and Learning Innovation

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Oct 2010



Today's Discussion

Not going to talk about:

Leading a Learning Revolution

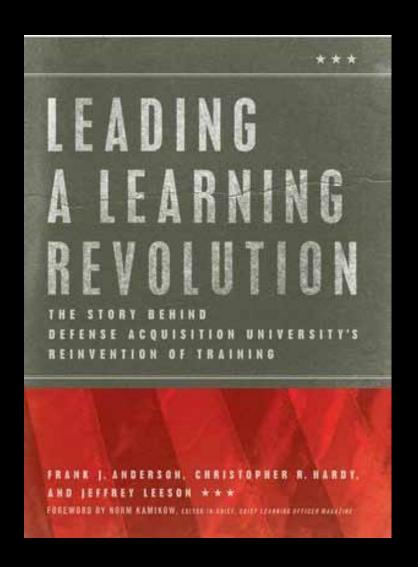
Am going to talk about:

DAU Overview

Statistics of Success

Approach to Learning

Leveraging Technology



Book about DAU's Transformation from 2000 – 2007

üLeasons Learned
üLeadership Alignment
üPerformance-based Strategic Planning
üRe-organization
üStaffing with Right People
üLearning Architecture
üBenchmarking
üBusiness Infrastructure
üWay Ahead



üDAU Overview



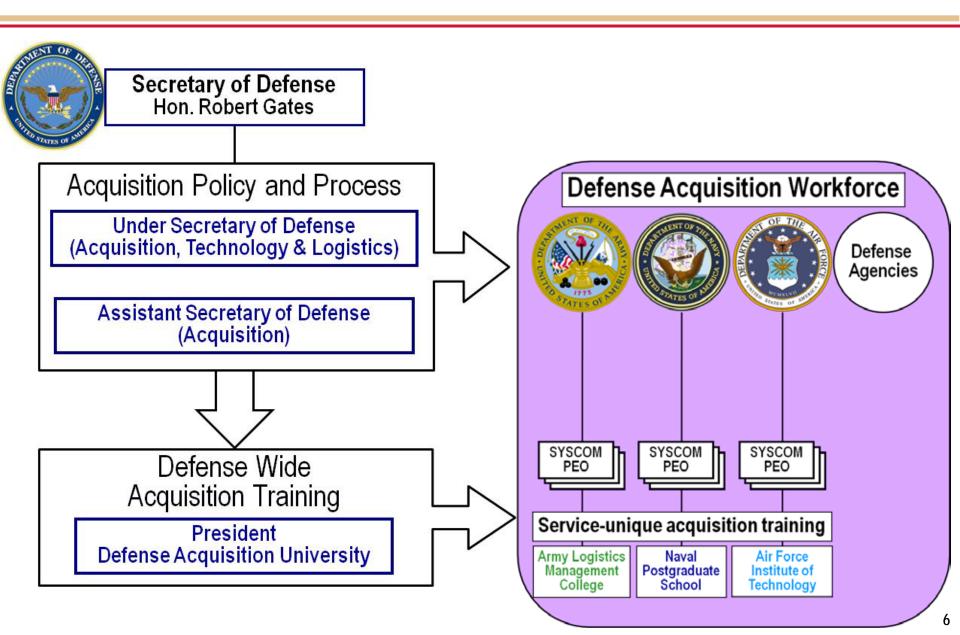
Defense Acquisition Workforce A Professional Workforce by Law

Career Fields	ARMY	NAVY/USMC	AIR FORCE	4th Estate	TOTAL
Auditing	0	0	0	3,638	3,638
Business, Cost Est., & Fin. Mgt	3,350	1,935	1,530	270	7,085
Contracting	7,714	5,245	6,834	5,887	25,680
Facilities Engineering	988	3,902	6	24	4,920
Industrial/Contract Property Mgt	99	62	26	264	451
Information Technology	1,764	903	950	317	3,934
Life Cycle Logistics	7,134	4,355	1,727	145	13,361
Production, Quality & Manufacturing	1,952	2,005	383	4,798	9,138
Program Management	3,690	4,085	4,105	901	12,781
Purchasing	319	545	142	190	1,196
SPRDE - S&T Manager	143	191	43	103	480
SPRDE - Systems Engineering	10,740	16,576	6,429	756	34,501
SPRDE - Program System Engineer	29	0	0	7	36
Test and Evaluation	2,135	2,476	2,622	187	7,420
Other / Unknown	212	768	30	230	1,258
Total	40,269	43,066	24,827	17,717	125,879

As of 30 Sep 08



DAU within the Department of Defense







The Honorable Ashton Carter

Under Secretary of Defense for Acquisition, Technology & Logistics



The Honorable Frank Kendall

Principal Deputy Under Secretary of Defense for Acquisition, Technology & Logistics





Shay Assad

Performing duties of Assistant Secretary of Defense for Acquisition



Lenn Vincent

Industry Chair

Rich Hoeferkamp

Pentagon Liaison





James McMichael



James McMichael



Joseph Johnson Chief of Staff and Acting Director Planning, Policy &

Leadership Support



Mark Whiteside

Director

Performance & Resource

Management



Meg Hogan-Roy

Learning Asset Development



Chris Hardy Director Global Learning & Technology Center (GLTC)



Tim Shannon Director Learning Capabilities Integration Center



Craig Lush
Director
Acker Library
& Knowledge
Repository



Dave Scibetta
Director
Operations
Support Group

Learning Asset Delivery



Andrew Zaleski Dean West Region

Barbara Smith

Mid-Atlantic Region



Travis Stewart
Dean
Midwest Region



James McCullough
Dean
South Region



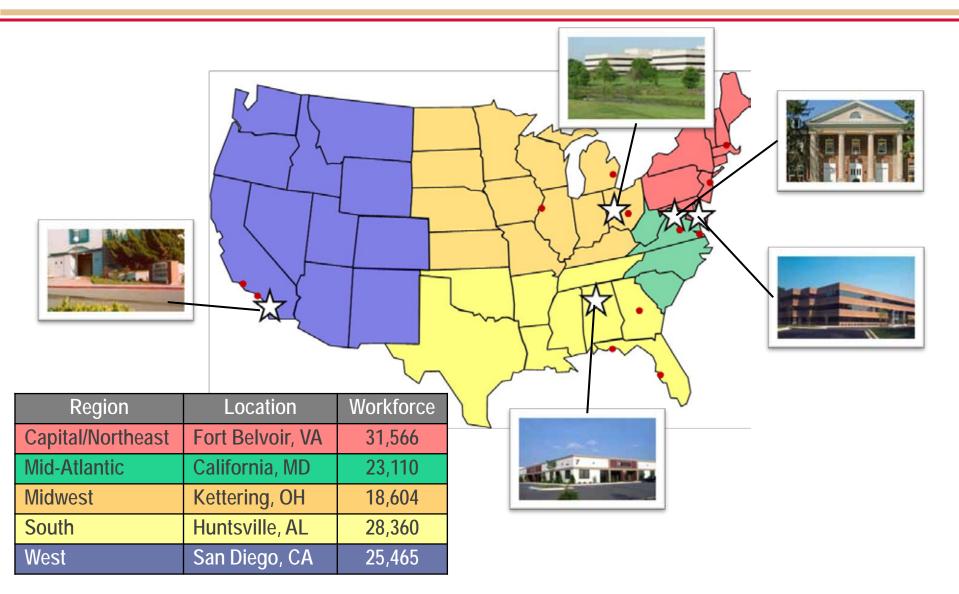
Robert Daugherty Dean Capital & NE Region



Roy Wood
Dean
DSMC-SPM Region



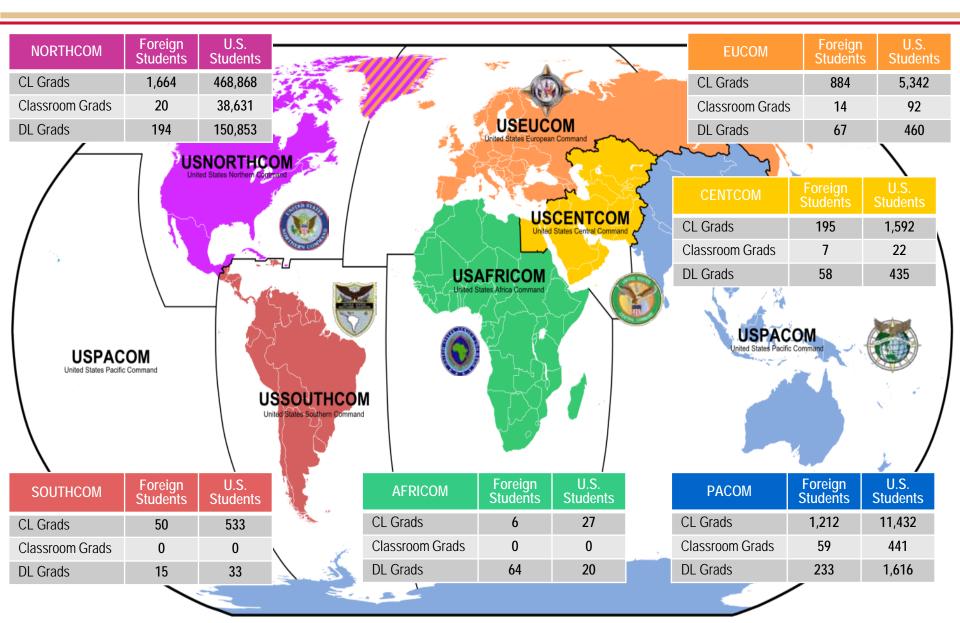
Located with our Customers



We are part of the community, not just a place to take classes.



Global Reach





üStatistics of Success



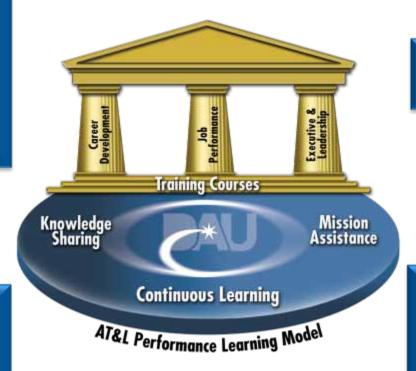
DAU's Learning Architecture

Knowledge Sharing

DAP - Online Portal to Big A and HCI knowledge

ACC - DoD's online collaborative communities

Virtual Library – Online connection to DAU research collection



Training Courses

Classroom & online DAWIA Core, Core Plus, & Executive

Continuous Learning

CL Modules - Online, self-paced modules learning modules Conferences - PEO / SYSCOM, Business Managers, DAU Acquisition Community Symposium

Mission Assistance

Consulting - Helping organizations solve complex acquisition problems

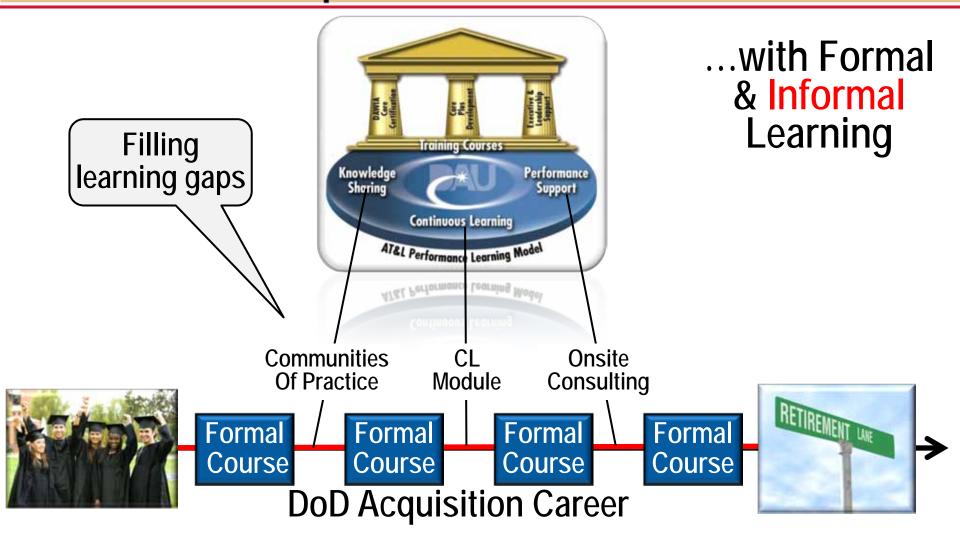
Targeted Training - Tailored organizational training

Rapid Deployment Training - Onsite and online training on the latest AT&L policies

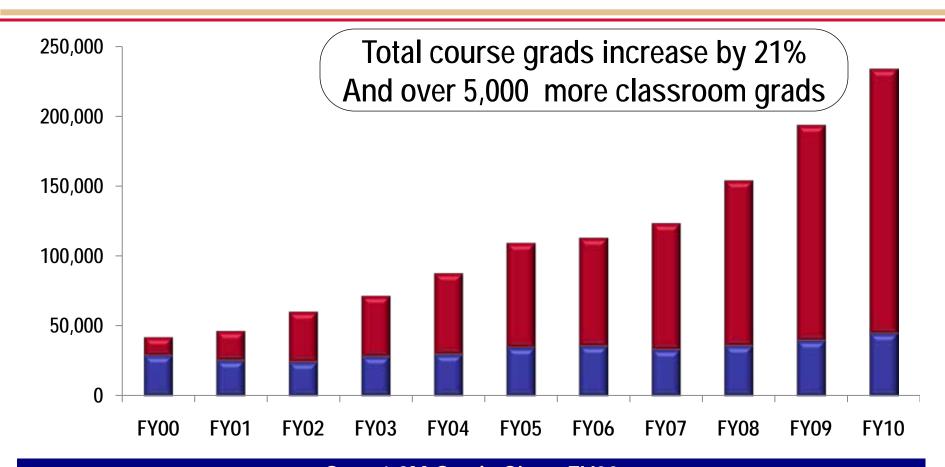
Formal and informal learning at the point of need



Supporting the Defense Acquisition Workforce...



Training Courses: Reaching the Workforce



Over 1.2M Grads Since FY00											
	FY00	FY01	FY02	FY03	FY04	FY05	FY06	FY07	FY08	FY09	FY10
Classroom	28,859	25,489	24,368	28,192	29,684	34,587	35,697	33,191	35,861	39,568	44,760
Web	13,380	21,031	36,117	43,649	58,290	75,079	77,582	90,600	118,391	154,399	189,491
Total	42,239	46,520	60,485	71,841	87,974	109,666	113,279	123,791	154,252	193,967	234,251



Mission Assistance in the Workplace

586 total Mission Assistance efforts with 215 coming from consulting efforts in FY10





Continuous Learning Short Courses or Modules

-- Browse for content or enroll to earn CLPs



612,951 FY10
Graduates
24% increase over FY09



Acquisition Knowledge Management System

Over 1.5M contact hours & over 280M page views in FY10





Nationally recognized



















Continue to Be Recognized for Learning Innovations

DAU was recognized as a "Best Use of Virtual Worlds for Learning" in this year's "Brandon Hall Excellence in Learning" awards program.





Leadership Excellence - 2010 Best in

Leadership Development

DAU was again selected as Best in

Government/Military and has consistently won this top honor every year since 2005.

DAU was selected as the winner of the 2010
Sloan-C Effective Practice Award
LATIST (Learning Asset Technology Integration
Support Tool) was developed in partnership
between GMU and DAU as a technology insertion
decision support tool for rapid development of
courses.



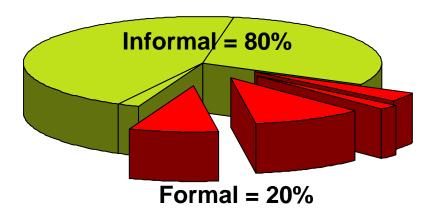


üDAU Approach to Learning



Informal and Formal Learning

Is this true: 80 % of learning takes place on the job (and not in a class)?



Informal:

the degree which the learner has control of both the objective and the means.

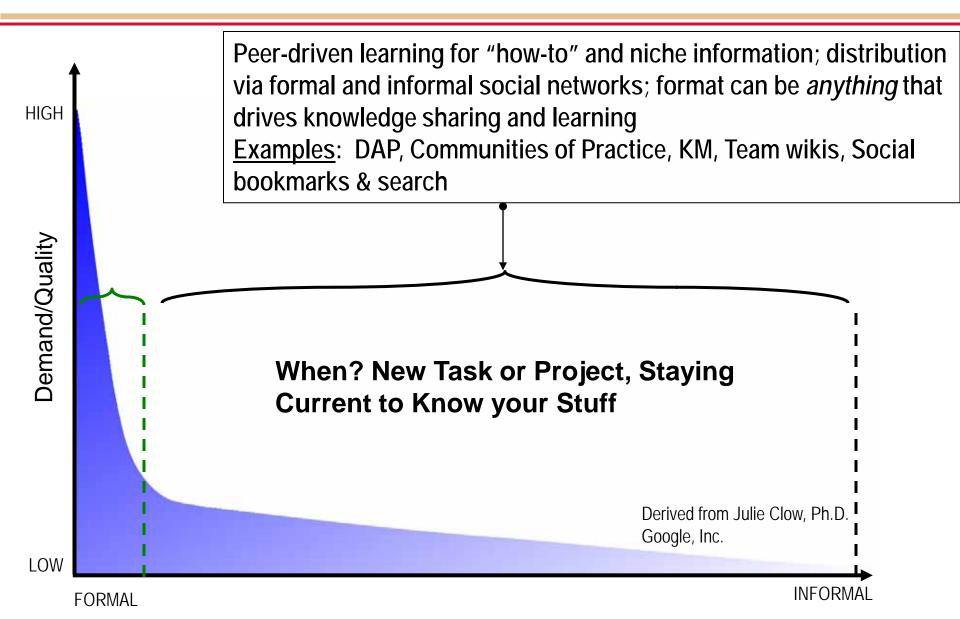
Formal:

the degree which the institution has control of both the objective and the means.

"Learning in the Workplace", Marsick and Watkins, 1990.



The Long Tail – Peer to Peer Knowledge





At DAU Learning is Job Centric

For Us - Learning is all about the Job!

u Preparing for the Job (Formal - Class room and on-line courses)

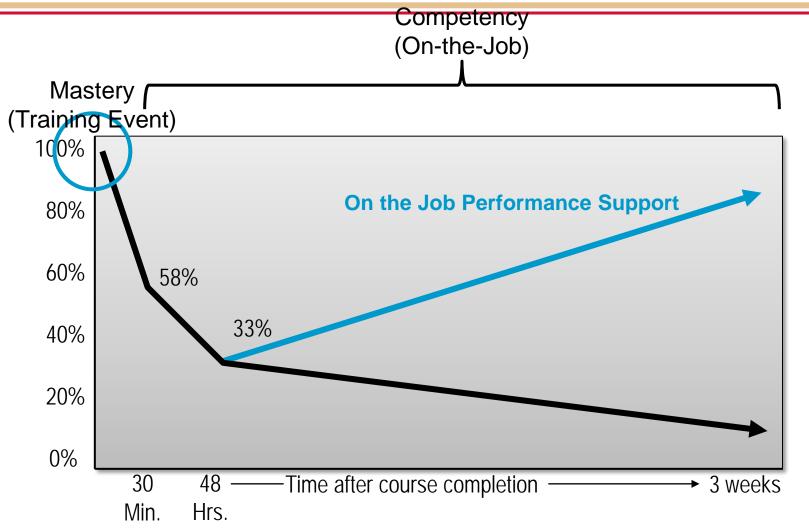
ü Supporting the Job

(Informal assets - 24/7 access to best practices, tools, expertise, collaboration, continuous learning assets, communities of practice)

Invest, Integrate, and Manage **Both**



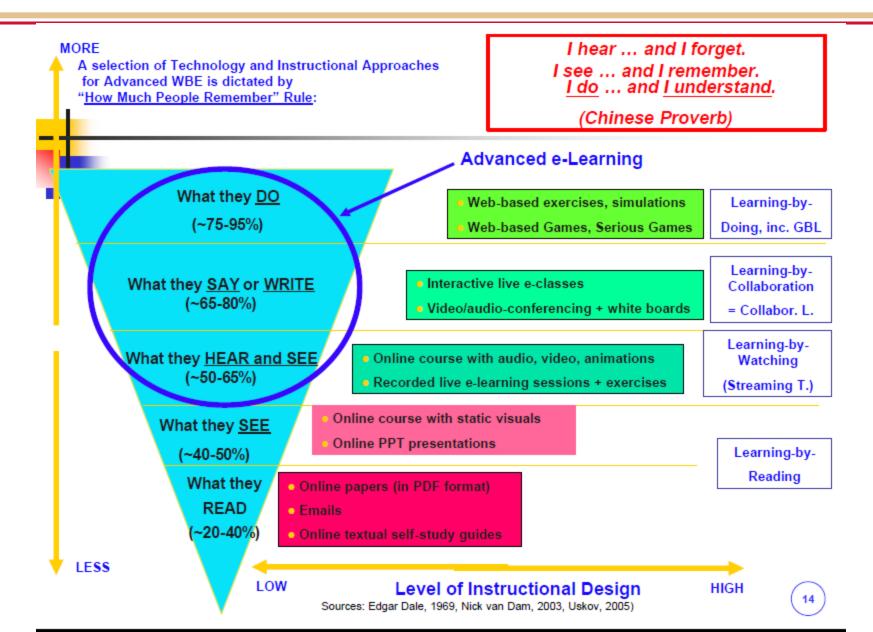
Knowledge Retention



Source: Research Institute of America



Learning Sweet Spot – "Doing"

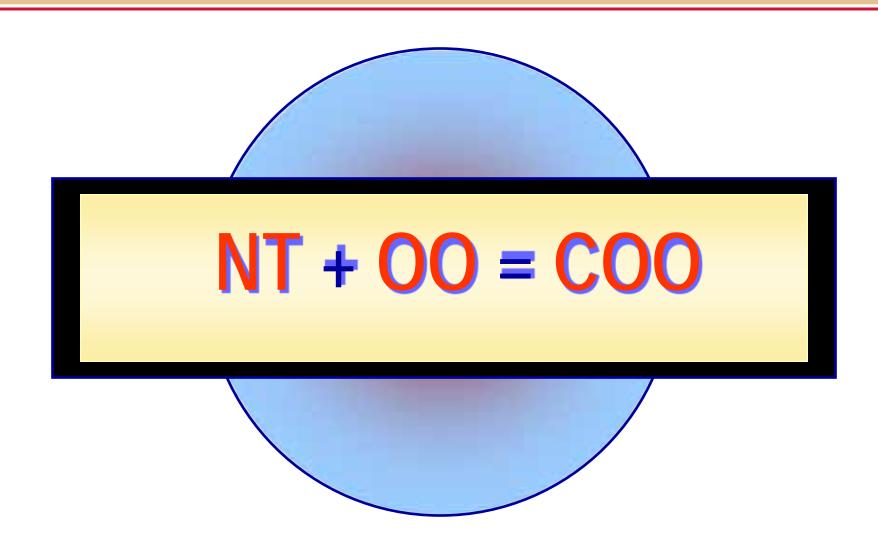




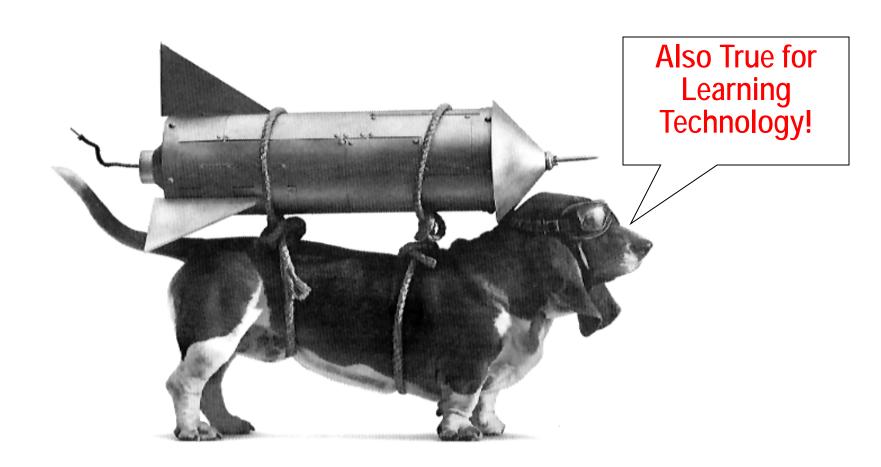
üLeveraging Technology



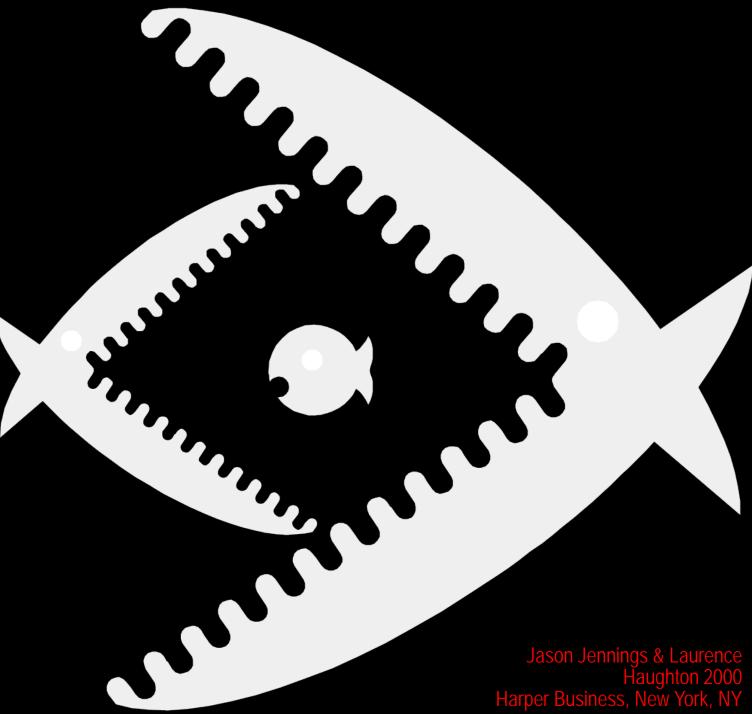
Magic Formula







it's not the BIG that eat the **SMALL** ...it's the FAST that eat the SLOW





Use Cases: Simulate Doing and Actual Doing

Simulate "doing on the Job" by deploying:

- **ü** Relevant Business Games
- **ü** Simulations about the Job
- **ü** Intact Team Training
- **ü** Classroom Technology
- **ü** New Virtual Worlds: Nexus



Support "the actual doing the Job" with:

- **ü** 24/7 Access to best practices and expertise
- **ü** Continuous Learning Assets
- **ü** Communities of Practice
- **ü** Mobile Learning

Making "Learning at the Point of Need" a Reality!



DAU G & S Initiative

Games in Curriculum

Games to be used within courses, DL or classroom; fully aligned with learning objectives targeting learning and retention





TALL Games

Games can be used by students to reinforce learning, as homework assignments, or as refreshers and prerequisites to coursework. Faculty can browse by topic and content areas and specify games that could be implemented into their courses in the future.



CLO 2009 Vanguard Award Winner

CLM Games

Games to support areas
currently covered by
CLMs to serve as
reinforcements,
supplemental
information, or refreshers
for course related
concentration areas.









Casual Games Site



- Teaching and Learning Lab
 - Games Portal
 - Development of a website geared towards acquisition related outcomes
 - ADL



- Pricing Game
- Milestones! Game
- Retro Lab
 - CPI Game
 - LOG Game









Intact Team Training

Creating a Simulation Based approach to providing Intact Program Management teams the opportunity to diagnose and remediate problems before they are real.





ACQSIM Online – Intact Team Training simulation developed by NOVONICS, allows distributed team training.



Advanced Classroom Technology

First use: Senior Service College Fellowship PMT 401

Telepresence – high definition life sized video teleconference that delivers a unique, "in person" experience with remote participants

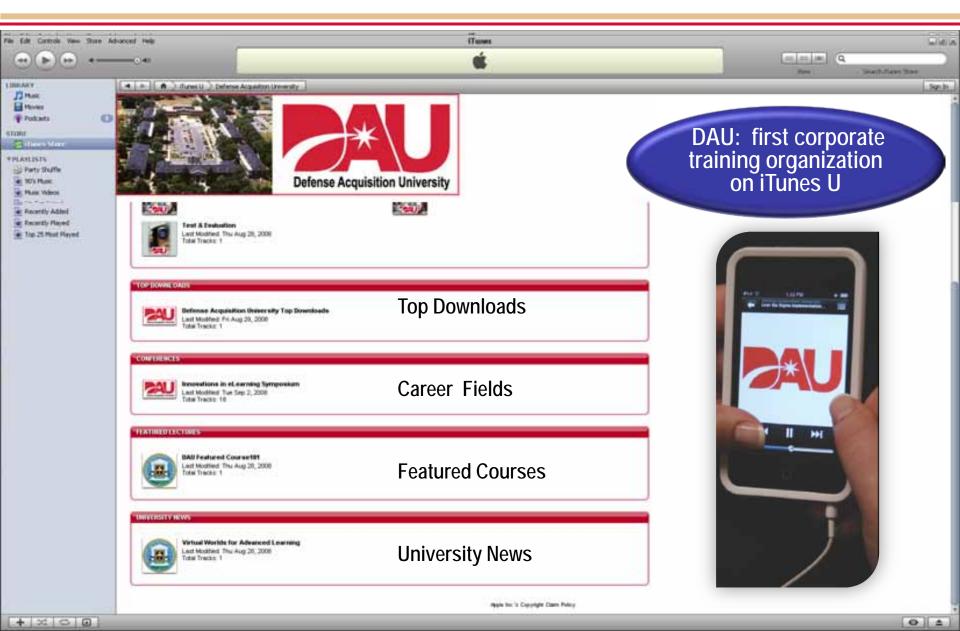
ACQ 201B converts to TriZenter in FY09

<u>TriZenter – 3 screen presentation</u> <u>system increasing interest,</u> retention and recall.





Mobile Learning: DAU on iTunes U





Devices















Mobile Delivery Approaches

Assessment Content Mobile Opt	tions Performance
 Quiz Review/Remember Location Alerts Audio Recordings Augment Video Recordings Sensors Test On-Demand Access Simulation Field Guide Feedback Reference Point-in-Time Presentations Report 	In Specific Support Sented Reality Decision Support Coaching/Mentoring Support Coaching/Mentoring Support Supp



Source: ADL Co-Lab Chart, 2010, conference flyer

Acquisition Knowledge Management System (AKMS)



AT&L knowledge repository – gateway to policy and DoD AT&L services (MOSS2007)



Collaborative arm of the **AKMS. Hosts** acquisition related Communities of Practice.

(Ecco 2.0)



BPCh

Repository of validated practices and lessons learned.

(MOSS2007)



Multimedia

Video and audio library. (Qumu)

Learning Management **Systems**

Atlas

modules.

Distance Classroom and learning courses and continuous learning

Blackboard

online facilitation tools and content management.

24/7 access to Informal learning assets

Policies

Webcasts **Best Practices**

Guidance

Templates

Lessons learned

Handbooks

Communities of Practice

Gu i debooks

TOOLS

Videos Audios

Browseable DL/CL courseware

Gaming Scenarios

Simulations

Regulations

Beyond formal instructor led training -- users have access to informal online performance support, cohorts/experts, and learning assets through Search, ACQuipedia articles, and icatalog, - at their point and time of need.

Search



Home

Acquisition Process

Workforce

Policy

Communities of Practice

Training and Education

Industry

Submit Feedback



Acquisition Process News

DTM 09-027 Implementation of the Weapon Systems Acquisition Reform Act of 2...

https://dap.dau.mil/ - 12/4/2009

On 4 December Dr. Ashton Carter, Under Secretary of Defense for Acquisition, Technology and Logistics, signed the Directive-Type Memorandum (DTM) 09-27, for the implementation of the Weapons Systems Acquisition Reform Act of 2009. The DTM is available at

GENERAL PETRAEUS SPEAKS ON THE ACQUISITION PROCESS

DAU Media Library - 9/16/2009

In this online video, DAU President Frank Anderson discus....





Acquisition Security Policy Chart

The Office of the Director, Sy ... - 8/17/2009

The Systems Engineering Directorate within

CON 090 - FAR Fundamentals Course

Memorandum Endorsing Existence an

- AFI 63-125 "NUCLEAR CERTIFICATI
- Real Property and Installations Lifecy Date: 10/13/2009
- NDAA Sec 801 (b) -Internal Controls Publish Date: 9/18/2009

More... >>



er Gateways

Training a Connected workforce

ngineering

PRDE - Science and echnology Management

SPRDE - Systems Engineering est and Evaluation

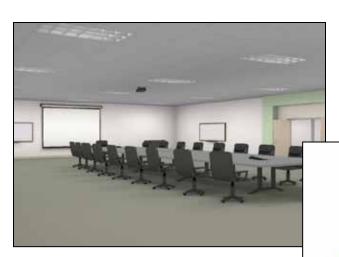
rtcuts

Statutory Law

12 – 15 Million Page Views per Month!

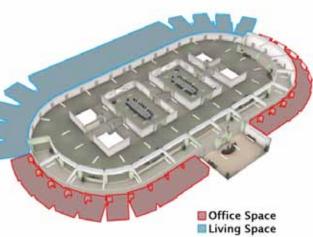


DAU-Nexus Web-based Virtual Classroom / Meeting Room



Conference rooms for coordination activities

Classrooms



Meeting rooms



Communities of Practice



Teaching and Learning Lab



Classroom

- Implement best practices
- Assess new classroom technologies (Games and Simulations)



Faculty Training

- Faculty Skills Training
- Piloting high tech courses



Virtual Worlds & Web 2.0

- Facilitate US Nexus
- Expand Web 2.0 usage



Knowledge Sharing

Explore integration of new tools and technologies



Building on World Class Success!





Join the Innovators at the 5th Annual Innovations in e-Learning Symposium

June 3-5, 2009

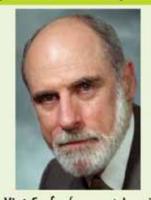
at George Mason University

Fairfax, Virginia

Co-hosted by the Defense Acquisition University and George Mason University Instructional Technology Program



Will Wright is one of the gaming industry's most fertile minds and the creator of the groundbreaking SimCity, The Sims, and Spore.



Dr. Vint Cerf a foremost American computer scientist, is often called "The Father of the Internet."



Frank Anderson, Jr. is the President of the award-winning Defense Acquisition University.



Dr. Adrian Sannier is the Technology Officer for Arizona State University.

HALF-DAY WORKSHOPS

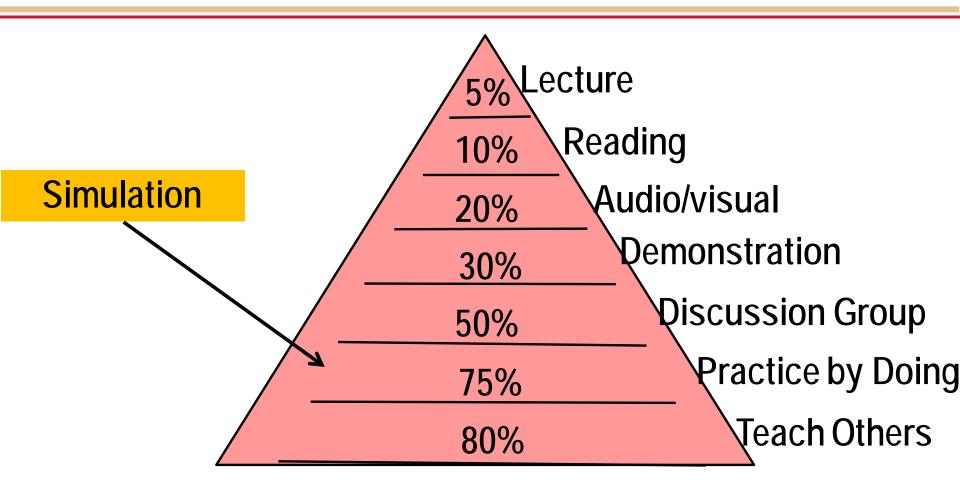
Virtual Collaboration – How to Do Gaming Design Next Generation Learners – Hands-on Mobile Learning

Register Now at http://innovationsinelearning.gmu.edu>





How much did we learn today?



Source: National Training Laboratories

Questions?



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