1. **What is the Integrated Training Environment?**

   It is a strategy that by design combines or technically connects support tools and selected Training Aids, Devices, Simulations, and Simulators (TADSS) in a persistent and consistent manner. The ITE leverages Mission Command Systems to meet the commander's training objectives within the appropriate Operational Environment. It is capable of supporting individual and multi-echelon collective training within all of the Army's Training Domains.

2. **How the ITE Works?**

   Over the years, the Army acquired TADSS that were not developed to operate with each other. To solve that problem, computer software and servers – called the integrating architecture – act as a translator so these different training enablers work together. The result is that commanders will have a common operating picture that is generated by live, virtual and constructive simulations and simulators.

3. **How is the ITE different from how the Army has used live, virtual, constructive, and gaming capabilities?**

   Blended training is the current training approach that uses these capabilities to create more realistic collective training, which meets commanders' objectives. But this type of training is neither persistent nor consistent. This do-it-yourself approach needs converters, many operators, and lots of effort and money. The Army can no longer afford these one-time training events.

4. **What is the program of record for the ITE?**
   The Live/Virtual/Constructive - Integrating Architecture is the Army's Program of Record. The program provides protocols, standards and interfaces to create the interoperability of currently dissimilar TADSS supporting live, virtual, and constructive training. By doing so, data from the three families of training enablers will simultaneously stimulate Mission Command Systems.

5. **Why is the ITE important to the Army?**

   The ITE will facilitate more realistic, effective, and efficient training and significantly reduce the cost of each exercise or mission planning and rehearsal. The combination of ITE training enablers and realistic scenarios helps introduce a level of complexity that cannot be replicated in live-only training. It also helps raise the proficiency level of units and reduce the time and resources required for live-only training. This training environment raises leader and unit proficiency so they enter live training at a much higher level, saving time and other resources

since they can achieve the standard more quickly. Commanders will be able to determine the right mix of live, virtual, and constructive simulations and simulators based on the training objectives and resource availability, and still not sacrifice realism in the training.

6. How will the ITE help senior leaders?

- Improves readiness
- Saves time and resources
- Meets strategic goals
- Leverages existing programs

7. How will the ITE help commanders?

- Reduces time to prepare and conduct training
- Provides greater flexibility and opportunity to train with other units
- Allows training in Operational Environment-like conditions
- Expands the training area of operations virtually
- Integrates the TADSS simultaneously
- Provides consistent multi-echelon training
- Generates consistent and consolidated After Action Reviews
- Supports mission command training
- Facilitates the integration of such combat multipliers as fires and unmanned aircraft systems
- Removes the need to travel long distances to train together.

8. How will the ITE assist the Exercise Design process?

There will be 11 regionally based scenarios that commanders can pull off the shelf to meet their training needs. These scenarios will help commanders to prepare and conduct training exercises more quickly and efficiently. Each scenario will be complete with simulation- and mission command system-friendly unit and terrain information, so the commander and staff can train realistically on their Mission Command Systems.

9. How will the ITE be introduced throughout the Army?

The ITE's first use assessment test will be this summer at Fort Hood and involve units from the 1st Cavalry Division. Following the exercise, the TRADOC Capability Manager for the ITE and the materiel developer, Program Executive Officer-Simulations, Training, and Instrumentation, in Orlando, FL, will determine if the capability is ready for other posts. As the ITE evolves, the Army will correct problems and add capabilities, such as gaming, in future exercises. The program's fielding is scheduled to continue through 2020.