



**THE JOINT ADVANCED
DISTRIBUTED LEARNING
CO-LABORATORY IS INVESTING
RESOURCES AND PROVIDING
SOLUTIONS TO BENEFIT THE
WARFIGHTER BEFORE
AND AFTER SERVICE.**

**BY JEAN BURMESTER, CINDY
CARLISLE, BILL PIKE, DAMON
REGAN AND CHRIS BRAY**

The Joint Advanced Distributed Learning (JADL) Co-Laboratory ensures the successful implementation of advanced distributed learning (ADL) through a set of products and services made available to the ADL community of practice. The mission of the JADL Co-Lab is to assist the military services, combatant commanders and defense agencies with meeting their

technology training needs.

Located in Orlando, FL, the JADL Co-Lab provides guidance to defense components with the design, procurement and implementation of ADL. The JADL Co-Lab enables the advancement of distributed learning through focused research and development, while ensuring the successful implementation of distributed learning throughout the Defense Department. This is accomplished in several ways.

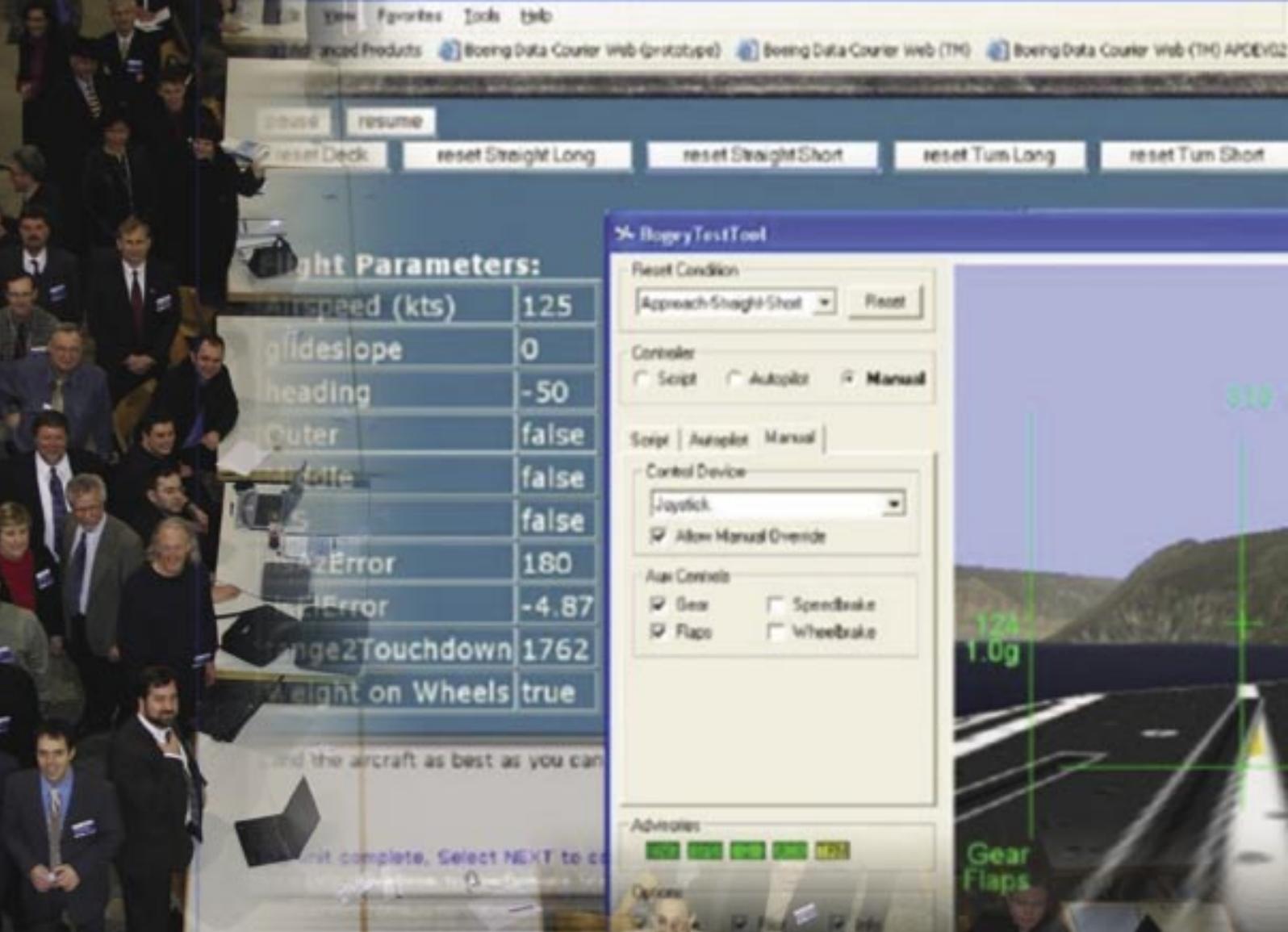
Through an annual prototype program, the JADL Co-Lab makes a small number of focused research and development investments in key areas. Fiscal 2005 focus areas included student performance measurement, evaluation and assessment; emerging distributed learning devices, systems and specifications; learning tools and systems; and distributed learning content.

Associate directors of the JADL Co-Lab representing the Army, Navy, Air Force, Marine Corps, Coast Guard, the Joint Knowledge Development and Distribution Capability Office, J7, and the Joint Forces

Command ensure the prototype research areas directly benefit DoD's long-term distributed training requirements and are in line with the needs of the total force.

Previous prototypes have demonstrated the ability for SCORM to be used in conjunction with intelligent tutoring systems, the integration of HLA and SCORM, and the ability to use tools to reuse or repurpose learning content. The Open Platform for E-Learning (OPEL) is a product of JADL Co-Lab designed to offer prototype programs a complete SCORM data model, with services such as SCORM validation and registration, and a software platform enabling more productive ADL research and development.

Another method of advancing distributed learning is through internal products. These include the ADL acquisition guidelines, instructional videos and the quality evaluation tool for computer and Web-delivered instruction. The acquisition guidelines are a step-by-step guide for the procurement of distributed learning. It provides information on the instructional design



process, offers relevant policies, emphasizes points of consideration and includes sample contracting language.

Instructional videos such as “Why SCORM? An Introduction for Acquisition Professionals” provide a comprehensive introduction to the acquisition of distributed learning materials. The quality evaluation tool offers a series of checklists and supporting research to evaluate the quality of instructional media throughout the content design and development activities.

The JADL Co-Lab provides these tools to the community and uses them to assist DoD organizations with focused implementations, including training needs analysis and assessments, instructional systems development, software engineering and program management expertise for distributed learning, and training transformation efforts.

DoD organizations and all members of the distance learning community are invited to visit and use the co-lab’s resources, including the extensive computing capa-

bilities. Recently established capabilities include the Plug and Play Test Lab, the Distributed Game Lab and the National Guard Classroom.

The Plug and Play Test Lab provides organizations with the ability to customize a distributed learning environment to test and evaluate learning content.

The Distributed Game Lab is a research environment for multiplayer game technology built around a cluster of networked computers linked to other game labs throughout the services, other co-labs and select community partners.

The National Guard Classroom, linked to approximately 330 classrooms throughout the United States, offers DoD organizations the ability to connect to a distributed classroom environment. The U.S. Army RDECOM Simulation and Training Technology Center is currently evaluating how it can use the National Guard Classroom to conduct user evaluation experiments of its Asymmetric Warfare-Virtual Training Technology—a training suite built on commer-

cial massively multiplayer online game technology.

The JADL Co-Lab is an active member of Team Orlando, which is a partnership among the Army’s PEO STRI, the Navy’s Orlando Training Systems Division and the Marine Corps’ Program Manager for Training Systems.

The JADL Co-Lab staff includes expertise in acquisition, engineering, computer science, instructional systems design, program management, training analysis and human factors psychology. ★

Editor’s note: Jean Burmester is the director of the JADL Co-Lab. Cindy Carlisle is the JADL Co-Lab’s deputy director. Bill Pike is senior research engineer at the co-lab. Damon Regan and Chris Bray are both software engineers there.

Contact Editor Jordan Fuhr at jordanf@kerriganmedia.com. For more information related to this subject, search our archives at www.mt2-kmi.com.