The US Army Learning Concept for 2015

18 October 2012
<table>
<thead>
<tr>
<th>1. REPORT DATE</th>
<th>2. REPORT TYPE</th>
<th>3. DATES COVERED</th>
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<td>18 OCT 2012</td>
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<td>00-00-2012 to 00-00-2012</td>
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<th>4. TITLE AND SUBTITLE</th>
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<tr>
<td>U.S. Army Maneuver Support Center of Excellence, Fort Leonard Wood, MO, 65473</td>
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12. DISTRIBUTION/AVAILABILITY STATEMENT
Approved for public release; distribution unlimited

13. SUPPLEMENTARY NOTES
Presented at the 2012 Science, Technology & Requirements Forum held 17-18 October in Fort Leonard Wood, MO.

15. SUBJECT TERMS

16. SECURITY CLASSIFICATION OF:
   a. REPORT unclassified
   b. ABSTRACT unclassified
   c. THIS PAGE unclassified

17. LIMITATION OF ABSTRACT
   Same as Report (SAR)

18. NUMBER OF PAGES 12

19a. NAME OF RESPONSIBLE PERSON

Standard Form 298 (Rev. 8-98)
Prescribed by ANSI Std Z39-18
The US Army Learning Concept
for 2015

Thinking Soldiers
Learning Army
• **Learner-centric**

• **Learning on demand**

• **Problem-based learning**

• **Contribute to the base of knowledge**

• **Lifelong learning**
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• Learner-centric

Breaking the “SAGE ON THE STAGE” paradigm
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- Learner-centric

Sometimes Pedagogy is still the right answer...
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- Learning on demand

Mobile Learning enabled by technology
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• Problem-based learning

“How to think” vice “What to think”
Contribute to the base of knowledge

- **Apps for the Army**
  - 119 Developers
  - 53 Apps
  - 17 Android Apps
  - 16 iPhone Apps
  - 2 Black Berry Apps
  - 10 ASP NET Apps
  - 7 LAMP Apps
  - 1 AKO
  - Application Types
    - 14 Data Viz
    - 8 Training
    - 9 Mission Specific
    - 6 Morale/Welfare/Rec
    - 6 Location Aware
    - 3 Warfighting
    - 2 Career/Personnel Mgmt
    - 5 Other

- **Evolution of KM in the US Army**

Shared operational experience contributes to peer-based learning
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- Lifelong learning

Army-specific knowledge content accessible on demand
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- Learner-centric
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- Problem-based learning
- Contribute to the base of knowledge
- Lifelong learning