AGILITY SUMMIT

POWERED BY NAVALX

CHALLENGE SET

CHALLENGE 1 MAINTENANCE

When a sailor puts a work order in for a part replacement on a ship, the request must go through multiple people and systems in order to receive approval and fill the demand. User error, duplicative processes, and system latency create a myriad of opportunities for isolated and compounding mistakes, ultimately hindering fleet readiness.

Background: Naval Operational Forces (NOF) require a solution that delivers Enterprise and Field level capability to conduct supply operations in a financially-accountable fashion. These operations include the planning, procurement and physical/financial accountability of all material and property across all commodities and communities (surface, subsurface, aviation, expeditionary, and information warfare). Current capability consists of legacy systems and architecture that are obsolete, cyber-vulnerable, localized, rigid, not secure, not auditable, expensive to install and maintain, functionally inefficient for war fighters to use, contain overlaps and gaps, and do not align to Federal, DoD, and Navy IT strategies. Antiquated business processes and procedures exacerbate the problem even further as most are carry overs from manual processing with no Enterprise concepts or approach included.

CHALLENGE 2 TECHNOLOGY MANAGEMENT

The Navy and Marine Corps recognize that they need to build up competency and capability in emerging technology, but do not have a way to track skill supply and demand at the individual, command, or aggregate levels.

Background: The U.S. Navy and Marine Corps are developing an aggressive naval education strategy to deepen the intellectual capabilities of our force. The goal is to build a highly educated team with a deep understanding of strategy, geopolitics, resource management, and weapons acquisitions. In order to accomplish the latter, the Navy must also understand how new and emerging technologies will change the battlefield, and adjust our force structure and tactics to suit. Winning in the future will require operational excellence, but figuring out how to prepare is largely an intellectual problem. How will advances in the space and cyber warfare domains change fleet tactics? What new options – and new dangers – are posed by robotics, AI, machine learning, quantum computing, drone technology, space warfare, and cyber-based IT hacking? What weapons are becoming obsolete, and what new ones are emerging? How will these new technologies and tech-based tactics advance or hinder our battle plans?

CHALLENGE 3 INSTITUTIONAL KNOWLEDGE

Sailors and marines across the naval enterprise do not have a way to create, maintain, or access institutional knowledge.

Background: Individual learning is not enough to sustain the Navy's future engagements. The Navy also needs the ability to learn as an institution. Learning institutions are not merely the sum of their individual learners: individual knowledge, no matter how carefully assembled and interpreted, is of limited use to the institution if the individual takes that knowledge to the grave in combat, to an unrelated next assignment, or into retirement. The tools and systems required to aggregate individual learning into broadly shared institutional knowledge requires thought and design just like any other tools and systems. The technological sophistication and rich interconnections of today's Navy should make this a golden age for institutional learning, but it is not. There is too much information being lost in systems not designed to retain and consolidate it; too much information stranded on unreadable storage media by changing technology; too many people who do not understand the value of explaining to their successors the reason for a policy, practice or situation before moving on to something else; and too many people who do not understand the value of knowing the reason for a policy, practice or situation before trying to change it. For too many places in the Navy, institutional memory consists of a disorganized shared drive, one's predecessor's paper files, and the experience of the person who's been around the place the longest (and is therefore probably the next person to transfer).