

## **Notice pdf - Fundamental issues in defense training and simu\_\_\_\_**

Type de contenu : Texte

Type de médiation : sans médiation

Titre(s) : Fundamental issues in defense training and simulation / edited by Christopher Best..., George Galanis..., James Kerry... [et al.]

Editeur, producteur : Farnham : Burlington (Vt.) : Ashgate, cop. 2013

Description matérielle : 1 vol. (XIV-331 p.) : ill., graph., tabl. ; 24 cm

Collection : Human factors in defence

ISBN : 978-1-4094-4721-4  
1-4094-4721-9

EAN : 9781409447214 rel.

Appartient à la collection : Human factors in defence Dr. Don Harris,..., professor Neville Stanton,..., professor Eduardo Salas,... Farnham (England) Ashgate Publishing Limited [2008?]

Classification décimale Dewey : 355.5

Note sur les bibliographies et les index : Bibliogr. en fin de chapitres. Index

Résumé ou extrait : La 4e de couv. indique : "Defence forces have always invested a great deal of their resources in training. In recent times, changes in the complexity and intensity of operations have re-affirmed the importance of ensuring that warfighters are adequately prepared for the environments in which they are required to work. The emergence of new operational drivers such as asymmetric threats, urban operations, joint and coalition operations, and the widespread use of military communications and information technology networks has highlighted the importance of providing warfighters with the competencies required to act in a coordinated, adaptable fashion, and to make effective decisions in environments characterised by large amounts of sometimes ambiguous information. While investment in new technologies can make available new opportunities for action, it is only through effective training that personnel can be made ready to apply their tools in the most decisive and discriminating fashion - and by doing so transform military technology into defence capability."

Sujet - Nom commun : Exercices militaires  
Exercices militaires -- Simulation par ordinateur  
Enseignement militaire