

Systems and Part Design at the Point of Need



BUSH COMBAT
DEVELOPMENT
COMPLEX

- For remote missions, whether in space or on the future battlefield, supply chain function can mean the difference between mission success and failure
- Capability to perform system and part design at the point of need is a critical element in resilient system engineering for future military operations involving
 - Constantly evolving threats
 - Increasing complexity of systems and operations
 - Rapid response and operations tempo
 - Significant geographical scale of operations



Challenges to consider

Diversity of required skills at point of need, including:

- Design engineering
- Wide spectrum of skills for convergent manufacturing
- Maintenance of the manufacturing equipment

Training (initial and continuation training) of personnel

- Military
- Civilian

Technical protection of:

- Designs
- Manufacturing processes
- Equipment and assets

Reliability, safety, and security of materials and manufacturing equipment and software

System engineering practices

- Verification of as-built systems and parts
- Safety/reliability assessments