



MINISTERIO  
DE DEFENSA

DIRECCIÓN GENERAL DE  
ARMAMENTO Y MATERIAL  
SDG TECEN



# Ministerio de Defensa

## Secretaría de Estado de Defensa

### Dirección General de Armamento y Material

### Subdirección General de Tecnología y Centros



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*Junio 08*

*Presentación en UPV*



# Tecnologías prioritarias



# EDA: Tecnologías prioritarias 2008

R&T headings	R&T priorities
<i>RF Technologies</i>	RF generic technologies (components, processing, systems, integration) and multifunction RF technologies.
<i>Electro-optic Technologies</i>	EO Systems & Integration
<i>Electronic components and devices</i>	Electronics Hardware
<i>Materials &amp; Structures</i>	Structural Modelling Design & Through Life Support
<i>Command &amp; Battlespace Management, and Mission Systems</i>	Networked sensor control, management and cueing
	Command and control technologies (campaign /ops/ mission planning and mgt, battlespace mgt, shared situational understanding, data fusion / mining / reduction, image exploitation, innovative Sensors for Urban Warfare, including acoustic and seismic sensors)
<i>Communications, Networks, Information Systems &amp; Computing</i>	HF, VHF & UHF Communication Technologies
	Waveform design, spectrum and bandwidth management
<i>Communications, Networks, Information Systems &amp; Computing</i>	Network Management in NEC operations (Fault, Configuration, Administration, Performance & Security management)
	Technologies for secure and robust information management, information exchange and communications



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<i>Human Factors</i>	Human integration and interoperability
<i>Complex Weapons, General Munitions and Energetics</i>	Energetics & Energetic Materials
<i>Ground systems &amp; their environment</i>	Soldiers Systems (incl. integration into Systems of Systems and NEC)
	Counter-mine (land), gap-crossing and counter-mobility systems
	Power source and supply technologies
	Ground Platform technologies (structure, mobility...) and mounted platform systems
	Uninhabited land systems
<i>Aerial systems &amp; their environment</i>	Aerial platform technologies (airframes, propulsion, aerodynamics, structures, control... - incl. Helicopters, UAVs (incl. High altitude platforms)
<i>Naval systems &amp; their environment</i>	Environment definition (Oceanographic & hydrographic techniques and analysis)
	Uninhabited naval systems, especially underwater systems
<i>CBR Protection</i>	Physical protection
<i>Systems of systems and architectures</i>	Concepts, design, integration, simulation & modelling