

DoD's Key Technology Areas

The following summarizes the Defense Technology Area Plan from 2005

1	Air Platforms – Fixed-Wing Vehicles; Rotary-Wing Vehicles; Integrated High Performance Turbine Engine Technology/Versatile Affordable Advanced Turbine Engines; Aircraft Power; High-Speed Propulsion.
2	Chemical / Biological Defense – Pretreatments; Diagnostics; Therapeutics; Emerging Threats and Special Projects; CB Modeling and Simulation/Battlespace Management; CB Detection; CB Protection; CB Decontamination; CB Supporting Science and Technology.
3	Information Systems Technology – Knowledge and Information Management; Information Security; Communications and Networking; Modeling and Simulation Technology; Computing and Software Technology.
4	Ground and Sea Vehicles – Ground Vehicles; Surface Ship Combatants; Submarines.
5	Materials / Processes – Materials and Processes for Survivability, Life Extension, and Affordability; Manufacturing Technology; Civil Engineering; Environmental Quality.
6	Biomedical – Infectious Diseases of Military Importance; Combat Casualty Care; Military Operational Medicine; Medical Radiological Defense.
7	Sensors, Electronics and Electronic Warfare – Radar Sensors; Electro-Optical Sensors; Acoustic Sensors; Automatic Target Recognition; Integrated Platform Electronics; RF Components; Electro-Optical Technology; Microelectronics; Electronic Materials; Electronics Integration Technology; EW RF; EW EO/IR; EW Integrated Technologies.
8	Space Platforms – Space and Launch Vehicles; Space Propulsion.
9	Human Systems – System Interfaces and Cognitive Processing; Protection, Sustainment, and Physical Performance; Personnel, Training and Leader Development.
10	Weapons – Countermine/Mines; Guidance and Control; Guns; Missiles; Ordnance; Undersea Weapons; Weapons Lethality/Vulnerability; Lasers; High-Power Microwave.
11	Nuclear Technology – Warfighter Consequences Management Technology; Systems Effects and Survivability Technology; Test and Simulation Technology; Lethality and Effects; Threat Reduction and Detection Technology.
12	Battlespace Environments – Terrestrial Environments; Ocean Battlespace Environments; Lower Atmosphere Environments; Space/Upper Atmosphere Environments.