



*PROGRAM EXECUTIVE OFFICE FOR  
SIMULATION, TRAINING & INSTRUMENTATION*

# Games Strengths and Weaknesses: A Requirements Perspective

ROGER SMITH  
Chief Technology Officer  
US Army PEO STRI  
[roger.smith14@us.army.mil](mailto:roger.smith14@us.army.mil)





This is not a pipe.



# Serious Games for the Army

Full Spectrum Warrior

America Army

VBS2



Tactical Iraqi

TC3

Tactical Questioning





# Will Wright at GameTech 2010



# Requirements



- Requirements are for soldier skills – not for specific tools
- We do not create requirements for games, we create requirements for trained soldiers and for training soldiers
- Training >> Simulation >> Games
- Games are one solution, but the problem has to come first



## Strengths

- Visual & Audible
- Team Oriented
- Compact Hardware
- Networked Ops
- Portable
- Scenario Editor

## Weaknesses

- Small Area
- 1-to-1 Representation
- 1-to-1 Control



# Games: Systems or Technologies?



3D Engine

GUI

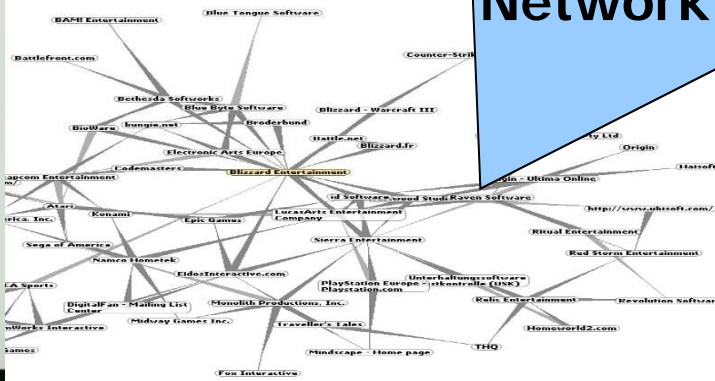
Physical Models

Game Tech Core

AI

Network

Persistence





## Ask Why Not...

- Why do military simulators still use the graphics quality of 1990 computer games?
- Where is the challenging AI from games?
- Why can't we ad hoc connect any two simulators on the planet?
- Where is the persistent virtual world in military training?

Where is the requirement for any of these?



# Winnie the Pooh on Innovation

Here is Edward Bear, coming down the stairs now, bump, bump, bump, on the back of his head, behind Christopher Robin.

It is, as far as he knows, the only way of coming downstairs, but sometimes he feels that there really is another way, if only he could stop bumping for a moment and think of it.

