



TRAINING & SIMULATION

INDUSTRY SYMPOSIUM

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Challenge: Meet the Army's Training & Educational Needs for 2015



Objective: Develop and assess Virtual World Technologies (VWT) for an integrated learning environment and prototype training materials to provide training support across multiple platforms (e.g. various mobile devices, thick clients, browser based) consistent with TRADOC's "The US Army Learning Concept for 2015"

Technology Challenges:

- Determining through testing, the best VWT attributes and practices for administering training & assessments
- Determining which types of training is appropriate on different types of delivery methods
- Address issues such as how to manage a large scale VWT based environment
 - Large operational areas (geography, avatars, vehicles, AI)
 - Context switching behavior models based on environmental cues
 - Numerous simultaneous training exercises in the same virtual space
- Determining how scenario and content authoring tools are best used, depending on the training objectives



ENHANCED DYNAMIC
GEOSOCIAL ENVIRONMENT



MILITARY OPEN SIMULATOR ENTERPRISE STRATEGY



SFC Paul Ray Smith Simulation & Training Technology Center

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