

Army Gaming Update

National Simulation Center



US ARMY COMBINED ARMS CENTER

Agenda

- Current Gaming Efforts
- Future Gaming Efforts
- Requirements Documentation
- Gaming CPD
- Way Ahead
- Questions

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Without a PLAN, TRAINING OBJECTIVES, and CONTROL, it is nothing but a game.

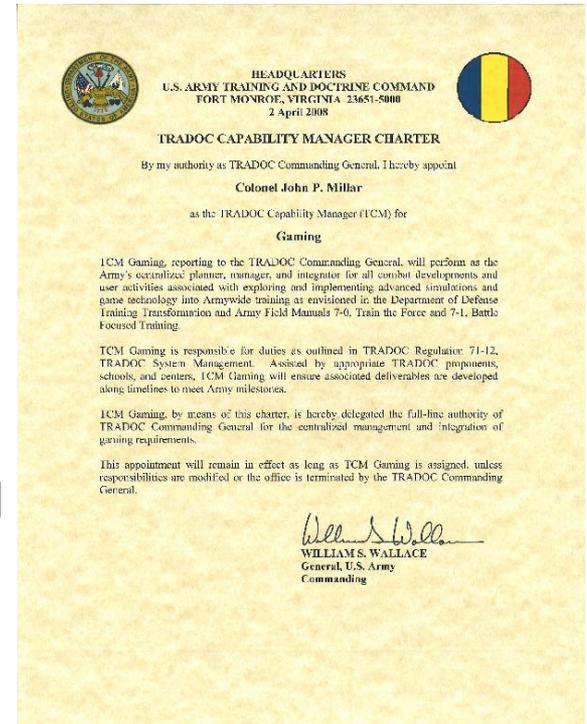
TPO Gaming
Charter

Signed: 12 JUN 07



TCM Gaming
Charter
Signed: 2 APR 08

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Current Gaming Efforts

- Current efforts
 - AMBUSH!
 - PEOSTRI
 - Bi-Lat
 - Army wide license ~ June 08
 - Tactical Iraqi/Pashto
 - Download from <http://www.tacticallanguage.com/>



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Future Gaming Efforts

- Future efforts
 - Game after Ambush
 - DARPA RealWorld
 - Massive Multiplayer Online Games
 - Second Life – strategic messaging,
 - OLIVE – leadership development
 - Industry & Research and Development



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Requirement Documentation

- DA Directed Requirements for Gaming Technology (5 Nov 07)
- FORSCOM/TRADOC ONS (6 March 08)
- Gaming Capability Production Document
 - Required for long term funding
 - TRADOC staffing completed 25 Feb 08
 - DA staffing in progress
 - Comments due 2 May 08



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Gaming CPD Content

Key Performance Parameters (KPPs) 1 of 3

- **KPP 1: Semi-Immersive Training Capability**
 - Enables Soldiers and leaders to train on task in the COE
 - Individual, Collective skills for company and below
 - This capability involves Soldiers operating in Simulated 3D Environment
 - **Soldiers interact with environment, terrain, equipment, and personnel**



Escalation of Force Tool Kit

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Gaming CPD Content

Key Performance Parameters (KPPs) 2 of 3

- KPP 2: Leader-Centric Training Capability
 - Prepares the leaders to make swift and intuitive decisions in uncertain situations
 - Numerous repetitions of complex simulated 3D environment:
 - Pattern recognition, base of knowledge, judgment, experience, education, intelligence, boldness, perception, and character
 - Provides Cdrs a cognitive learning environment to practice decision making and expand experiential learning

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Gaming CPD Content

Key Performance Parameters (KPPs) 3 of 3

- KPP 3: **Soldier Enabled Training Development Capability**

- Ability to **develop and edit:**
 - Training scenarios
 - Mission planning / Mission rehearsal
 - Terrain
- Capability to **import DoD terrain**  5 hrs
- Capability to support 3D scenario creation
- Scenario modification during execution
- Provide a 3D After Action Review playback



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Way Ahead

- Continue to seek FY09 UFRs
- **Compete in FY10-15 POM**
- Collaborate with Institutions
 - Determine requirements
 - Cross talk of capability for gaming
 - Analysis of training effectiveness of games
- **Determine Army gaming strategy**
- Leverage R&D/industry efforts
 - Virtual Platoon
- Investigate Massive Multiplayer Online Games
 - Second Life
 - Olive



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Conclusion

Questions?