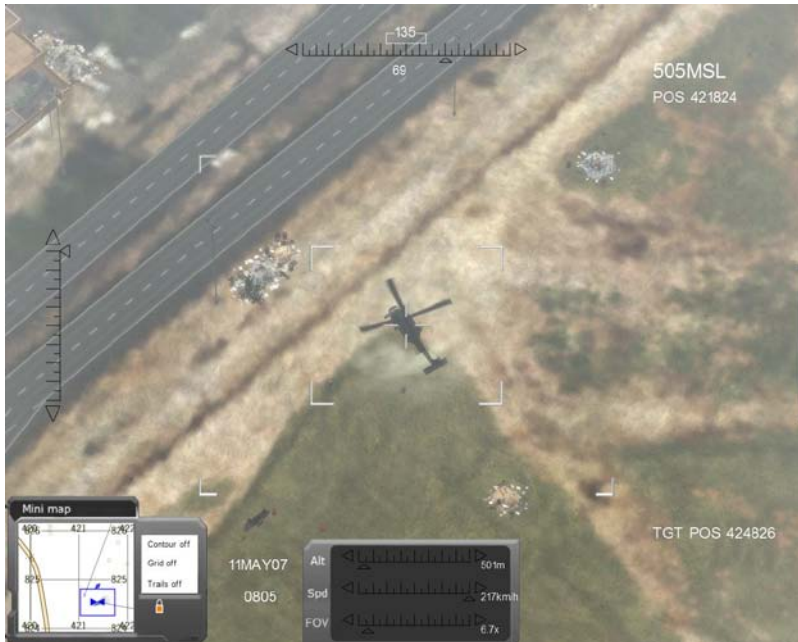




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Agenda

- Gaming Initial Capability
- Gaming Increment 1
- Future Training Requirements
- Technology: Future Training Requirements

Initial Capability



**TRADOC Capability Manager
Gaming chartered**



United States Army Combined Arms Center

Gaming Increment 1 Capability

- Initial focus
 - Small unit collective training
 - Key leader development
- Enterprise license for a capability which provides
 - Interoperability and C2 stimulation
 - Rapid geo-specific terrain generation
 - 3D Real-time scenario editor
 - 2D/3D After Action Review
- Provide Soldiers, leaders, and units: low-cost repetitive training, robust tactical scenarios, OE representation
- Train adaptive thinking processes and decision making for leaders.

Future Training Requirements

- Low Overhead and Rapid: operation/sys admin; setup/scenario generation; training support personnel
- “AI” for Leader Development
- Virtual Humans: facial expressions/body language; behavior over time
- Deployable
- Broader Full Spectrum operations
- Design for Interoperability with LVC

Technology: Future Training Requirements

- CAC-T's TADSS Imperatives: Mobile; Integrated; Interoperable; Reconfigurable; Low Overhead
- Quick
- Technical Reuse
- Thin Client (Cloud): Reach
- Mobile Platforms/Devices
- Security considerations
- Design for Interoperability with LVC

Backups

Requirements

Training Gaps

- Ability to Train Company and Below in Simulations
- Small Unit Leader Skills and Development
- Troop Leading Procedures
- Mission Planning/Mission Rehearsal
- Warrior Skills & Battle Drills
- Refine and Exercise Tactics Techniques and Procedures
- Decision Making in a Repetitive Environment
- Language and Cultural Awareness Training

Training Capabilities

- Specifically Tailored to Train Company and Below in a Realistic, Semi-immersive Environment
- Rapid, Real Time Scenario Editing
- Users Create and Modify Real World Tactical Terrain
- Interoperable with LVC Simulation Systems, and Battle Command Systems
- Deployable, Easy to Use, Low Overhead
- 3d AAR from any Viewpoint
- Train Lethal & Non-lethal Effects, Vehicle Movements, Human Interactions, Ground-to-Air Ops, etc.

