Emergent Leader Immersive Training Environment (ELITE) & ELITE Lite
2012-present

The Emergent Leader Immersive Training Environment (ELITE) provides junior leaders the opportunity to learn, practice and assess interpersonal communication skills for use in basic counseling. ELITE scenarios reflect real-world issues such as financial troubles, post-deployment readjustment and alcohol-related performance issues. Recent scenarios address issues around sexual harassment and assault.

The ELITE system leverages more than a decade of ICT research into instructional design, virtual human technologies, intelligent tutoring, and storytelling to deliver basic instruction and provide opportunities to practice counseling skills in realistic and relevant training scenarios.

ELITE and ELITE Lite may be used in a classroom setting. The Lite version also supports self-directed instruction via a laptop. A virtual human role-player and real-time data tracking tools allow for structured feedback after the interaction. The After Action Review (AAR) may be instructor-facilitated or self-guided.

ELITE and ELITE Lite are partnerships with the US Army Simulation and Training Technology Center (STTC), TRADOC Capability Manager for Gaming (TCM Gaming), Center for Army Leadership (CAL), Sexual Harassment/Assault Response and Prevention (SHARP) Program Management Office (PMO), and the Maneuver Center of Excellence (MCoE), Fort Benning, Georgia

ICT developed a similar Navy prototype, the Immersive Naval Officer Training System (INOTS), which is in use at Officer Training Command, Newport (OTCN). Outside the military, the ELITE platform has been leveraged by the USC School of Social Work to train future clinicians.

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At the University of Southern California Institute for Creative Technologies leaders in artificial intelligence, graphics, virtual reality and narrative advance low-cost immersive techniques and technologies to solve problems facing service members, students and society.