

## **Immersive & Cognitive Training Aids**

ICT leverages the capital of the entertainment and academic communities to develop immersive training for a range of training domains. This unique approach has led to the creation of an array of innovative applications that have transitioned Army-wide.

### **SELECTED PROJECTS**

#### **Joint Fires and Effects Trainer System (JFETS)**

The JFETS is a suite of state-of-the-art immersive virtual reality environments designed to help make critical decisions under stress by recreating conditions that place Soldiers in current operational settings, including heat, wind, explosions, human distress noise, and snipers. JFETS also provides artificial intelligence behaviors to insurgent forces and realistic and civilians. Installed at Ft Sill in 2004, JFETS has trained tens of thousands of troops, and is currently being used by members of the U.S. Army and Marine Corps.

#### **Cognitive Air Defense – Training System (CAD-TS)**

The CAD-TS Engagement Control Station Simulation prepares Soldiers to use the U.S. Army Patriot missile defense engagement operations center for the Patriot firing unit. Installed at Ft. Sill, it is designed to help bridge the gap between recognizing the 2D scope of information from the radar interface and understanding that information based on realistic visualizations of the 3D airspace. The CAD-TS ECS2 trains and assesses Soldiers' abilities to recognize and respond to perceived threats with complete situational awareness.

#### **Distribution Management Cognitive Training Initiative (DMCTI)**

Winner of a 2008 Army Modeling and Simulation Award for Army-wide team training, the DMCTI prototype application trains U.S. Army logistical planners and supports the understanding of the Army distribution management process. The DMCTI promotes the development of strategies for best exploiting the capabilities of logistics management systems. A post exercise review provides students with an evaluation as well as a representation of how their performance compares to experts in the field.

These projects were sponsored by the U.S. Army Simulation, Training and Technology Center (STTC), along with industry partners Game Production Services, Quicksilver Software, Research Analysis and Maintenance, and Stranger Entertainment.



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.