UrbanSim GAAT
2013-present

UrbanSim is a stand-alone, game-based, cognitive training tool used in Army classroom settings or by Commanders and their staffs in operational units to practice executing the “Art of Mission Command” in asymmetric or irregular warfare environments, including counterinsurgency, stability or disaster relief.

UrbanSim is available at the Army’s MilGaming portal and has seen widespread application across institutional and operational settings. It officially transitioned to the Army as part of two program of records, Games for Training and the Low Overhead Training Toolkit.

ICT is currently developing a new UrbanSim scenario focused on international disaster relief. Trainees take on the role of an Army battalion commander and are required to plan, execute and assess operations in the context of a fictional training scenario in the Georgia, Azerbaijan, Armenia, Turkey (GAAT) region. Among the tasks in this exercise, trainees must attempt to restore essential services, reconstruct civil infrastructure and provide humanitarian assistance all whilst managing interactions with local civil authorities and the coalition presence.

UrbanSim targets trainees’ abilities to maintain situational awareness, anticipate second and third order effects of actions and adapt their strategies in the face of difficult situations. UrbanSim is driven by an underlying socio-cultural behavior model, coupled with a novel story engine that interjects events and situations based on the real-world experience of former commanders. UrbanSim includes an intelligent tutoring system, which provides guidance to trainees during execution, as well as after action review capabilities.

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