

CVIT

Captivating Virtual Instruction for Training
2013-present

CVIT aims to shape the future of distributed learning (dL) through the delivery of course material that is not only informative and educational but engaging and stimulating for participants.

The goal is to develop a comprehensive strategy for educators and courseware developers when designing, producing and deploying remote course material. The foundation to this strategy is a technique-to-technology mapping that aligns successful instructional techniques used by live classroom instructors (humor, motivation, tone, pace) with core enabling technologies (virtual humans, casual games, augmented reality, intelligent tutors and narrative-driven experiences) so that dL content may be delivered with not just educational value, but emotional impact and user captivation.

For this multi-year research effort, ICT is working with the Maneuver Center of Excellence at Ft Benning, Georgia to develop a prototype centered around the Army's Advanced Situational Awareness – Basic (ASA-B) training program. The principles, ontology, assessment criteria and overall instructional design for CVIT are intended to be domain independent and relevant to inform other efforts attempting to 'digitize' influential and quality instructors and courses.

Building on the CVIT principles developed for ASA-B, two additional courses are being developed, a course on the Army Information Architecture (CVIT-IA) for Ft. Huachuca and the Supervisor Development Course Refresher (SDC-R) for the Army Management Staff College, Fort Leavenworth. CVIT-IA leverages game-like scenarios where the learner role-plays different intelligence missions, to help soldiers understand the connections and roles of military intelligence sections and systems. CVIT-SDC-R reinvents existing courseware to feature engaging instructional videos and to allow the learner to practice their supervisor interpersonal skills and procedures in a game-like interaction with their virtual employees.

The CVIT prototype is intended as refresher training for the application of ASA-B course skills, and as a tool for trainers to use back at their home stations for training those unable to attend a resident course. The CVIT methodology and technology platform is not intended to replace training courses or content, but rather to provide a framework and set of recommendations for how to digitally deliver the material in a convincing manner.

This project is funded by the U.S. Army Research Lab through ICT's UARC contract.

Project Leaders: Ryan McAlinden (ASAT), Ben Nye (Intel) and Julia Campbell (Supervisor Development Course)

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.

