

UrbanSim

2006-present

UrbanSim is a PC-based virtual training application for practicing the art of mission command in complex counterinsurgency and stability operations. It consists of a game-based practice environment, a web-based multimedia primer on doctrinal concepts of counterinsurgency and a suite of scenario authoring tools.

The UrbanSim practice environment allows trainees to take on the role of an Army battalion commander and to plan and execute operations in the context of a difficult fictional training scenario. After developing their commander's intent, identifying their lines of effort and information requirements, and selecting their measures of effectiveness, trainees direct the actions of a battalion as they attempt to maintain stability, fight insurgency, reconstruct civil infrastructure and prepare for transition.

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.

In April 2011, UrbanSim transitioned to the Army and is available at the MilGaming portal. It was named a program of record for two Army programs, Games for Training and the Army Low Overhead Training Toolkit (ALOTT), and has seen widespread application across institutional and operational settings. Key deployment sites include; the School for Command Preparation, Ft. Leavenworth, KS; the Maneuver Captain's Career Course, Ft. Benning, GA; and the Warrior Skills Training Center, Ft. Hood, TX

The UrbanSim project is being performed under the ICT contract being managed by the United States Army Simulation and Training Technology Center (STTC).



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.