

MCIT

Mobile Counter-IED Interactive Trainer
2009-present

With MCIT, ICT took a “first principles” approach to counter-IED training, focusing on understanding how terrain is a weapon, reading atmospheric, and helping trainees make predictions and be proactive rather than reactive. The target audience includes lower level enlisted (E1-4,5) and lower level Officers (O1-2).

MCIT consists of a series of four (4) modified 40' Conex boxes (CBs). The first three CBs introduce the various types of IEDs and familiarize troops with how insurgents utilize IEDs, both from the BLUFOR and OPFOR viewpoints. Narrative story vignettes from an insurgent bomb maker and U.S. Soldier or Marine help deliver the training materials and guide the trainees through the self-paced experience. In the last box, trainees take on the roles of being an insurgent ambush team as well as mounted patrol and take part in an interactive red vs. blue exercise. A debrief follows the experience to assess lessons learned.

Working with educational psychologists and military subject matter experts, ICT also developed the Experiential Counter-IED Immersive Training Environment (ExCITE) that combines a rich suite of physical, visual, aural, and virtual elements including narrative video and multiplayer red vs. blue game for deliberate practice.

Several prototypes were delivered in 2009. ExCITE content was deployed to follow-on production systems systems (not done by ICT), with another nine systems deployed. ICT continues to work on new scenarios, content for training around dismounted c-IED issues, and further enhancements/improvements. ICT designed and built a multi-cultural/multi-language variant (MCIT-MC) that was deployed in Germany in Dec 10. This unit localized the video and software with versions in Bulgarian, Polish and Romanian. To date over 30,000 troops have been trained with MCIT and over 1300 Polish troops have been trained in MCIT-MC.

MCIT was accomplished through ICT's strategic partnership with the developer of the original MCIT concept, A-T Solutions, in support of JIEDDO JCOE, Army Simulation, Training and Technology Center (STTC), industry partners, Psychic Bunny, Blind Spots Content, Isolated Ground, Quicksilver Software, 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.