



# Program Executive Office for Simulation, Training & Instrumentation

## 3 UP - 3 DOWN Military Serious Games

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Approved for Public Release.  
Security and OPSEC Review Completed: No Issues.



**SERIOUS  
GAMES SUMMIT GDC**  
MARCH 5-6, 2007  
SAN FRANCISCO

GameDevelopers  
Conference





# Question

- Identify 3 positive (3-UP) and 3 negative (3-DOWN) events concerning Serious Games that have occurred in the last year.



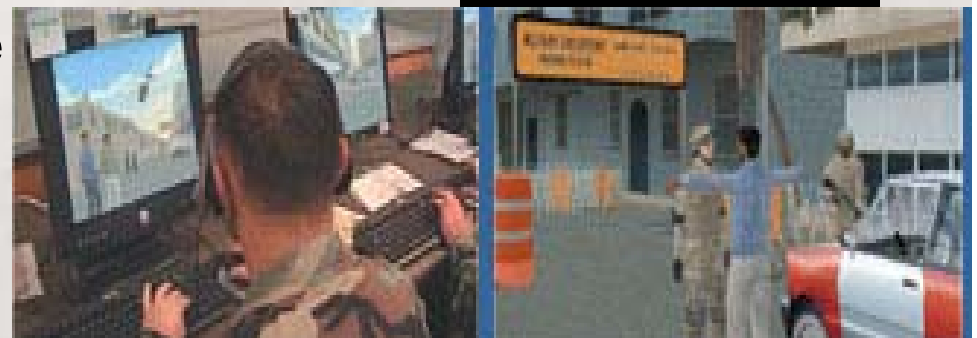
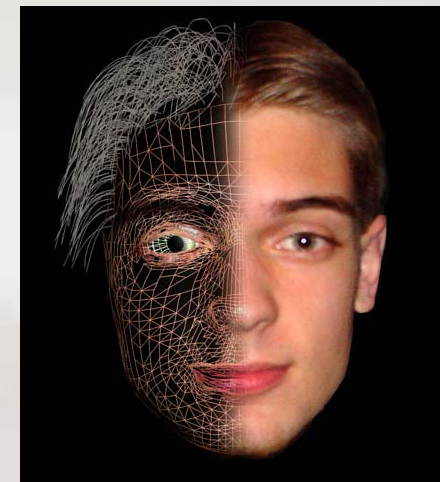
# Team Effort

- Peter Smith, University of Central Florida, IST
- Curtis Conkey, Navair Orlando
- Jeff Wilkinson, Army RDECOM
- Kristy Murray, Army PEO-STRI
- Leslie Dubow, Army PEO-STRI
- Dave Rolston, Forterra Inc.
- Alicia Sanchez, Old Dominion Univ, VMASC
- Russell Schilling, Navy ONR



# 3 UP

1. Fielding of DARWARS AMBUSH!  
to Iraq and Afghanistan
  - ❖ Games contributing to real missions
2. Development of an MMOG for  
Army INSCOM & TRADOC
  - ❖ Collaborative mission review,  
intelligence analysis, and training  
environment
  - ❖ Rehearsal for Live Training Events
3. Recognition of the value of art  
assets
  - ❖ Independent from game engine
  - ❖ Worthy of a repository





# 3 DOWN

1. Limited Unreal License for Army programs.
  - ❖ Cannot be used for training systems
2. DOD IT Security Policies on distributed applications
  - ❖ Access to networks, ports, & web sites vary by installation
3. If you have an FPS hammer every problem looks like a 3D nail
  - ❖ Lack of exploitation of other game types

