



Program Executive Office for Simulation, Training & Instrumentation



Convergence of Military Simulation and Computer Game Technologies

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“A nation which depends upon others for its new basic scientific knowledge will be slow in its industrial progress and weak in its competitive position in world trade.”

Vannevar Bush
Science, The Endless Frontier, 1944

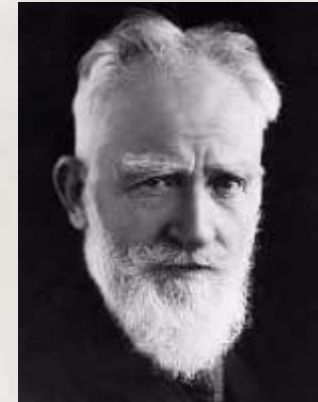




Vision & Innovation

- “The reasonable man adapts himself to the world; the unreasonable one persists in trying to adapt the world to himself. Therefore all progress depends on the unreasonable man.”

- ❖ *Man and Superman*, 1903, George Bernard Shaw



- “Where there is no vision the people perish.”

- ❖ Proverbs 29:18, 3rd Century BC, King Solomon

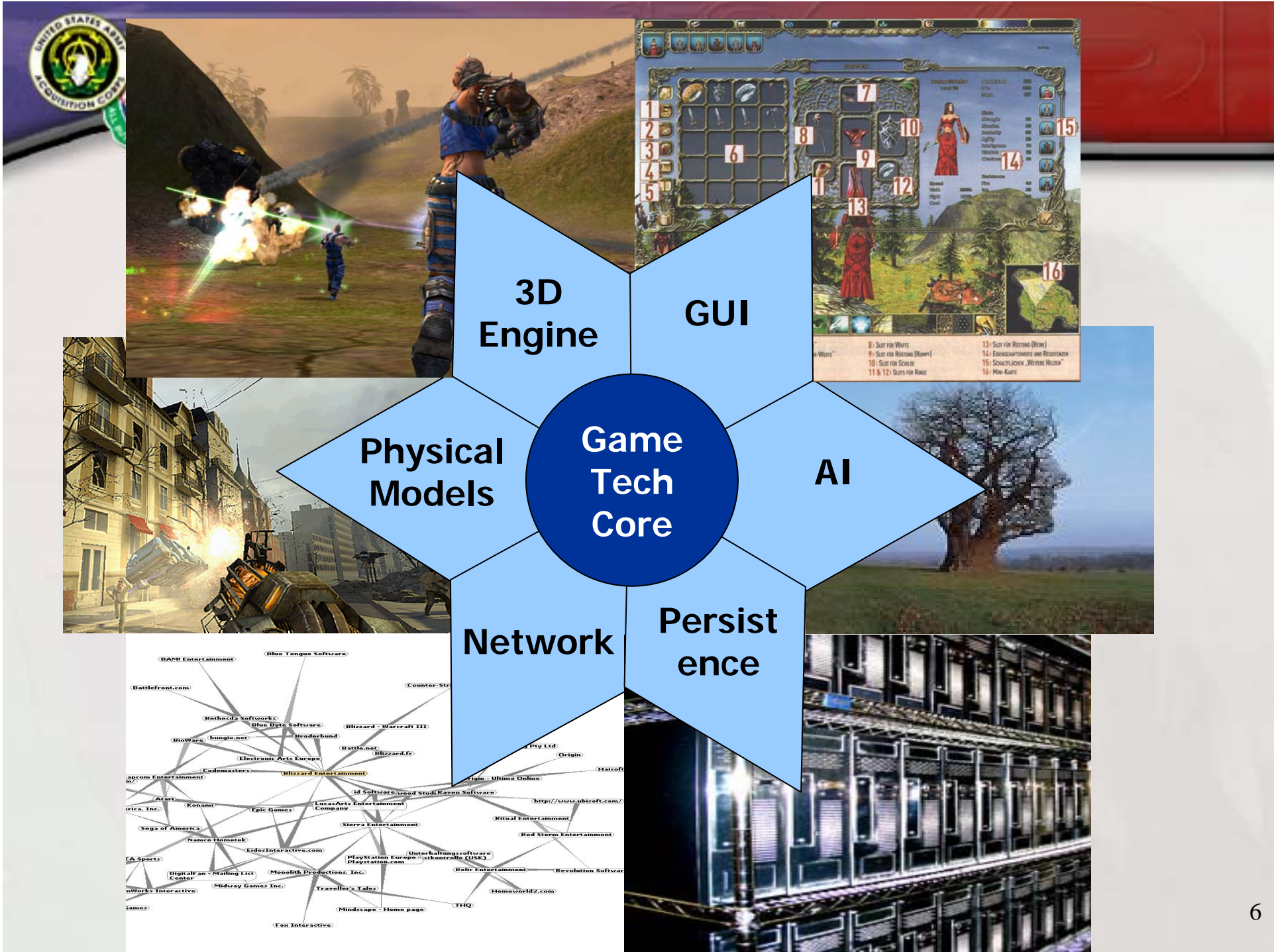




Leveraging Game Technologies

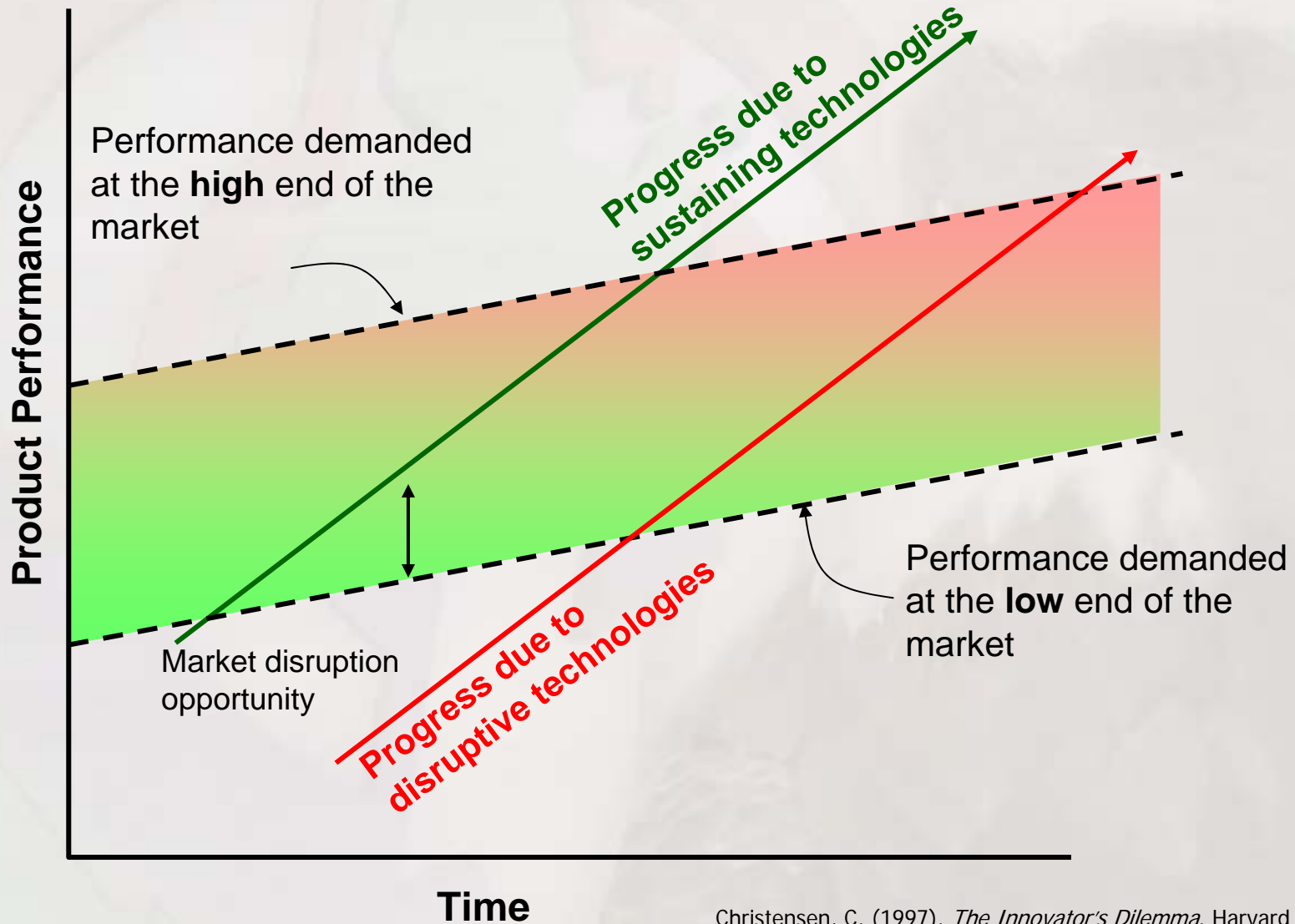
- Game Technology = 21st Century Computer Technology
 - ❖ Games are no longer “toys”.
 - ❖ DOD application of games needs to step beyond modifying a product from Best Buy.
 - ❖ Extract key game technologies and use those to create military specific systems
- The real value is in the new customers that we can serve.





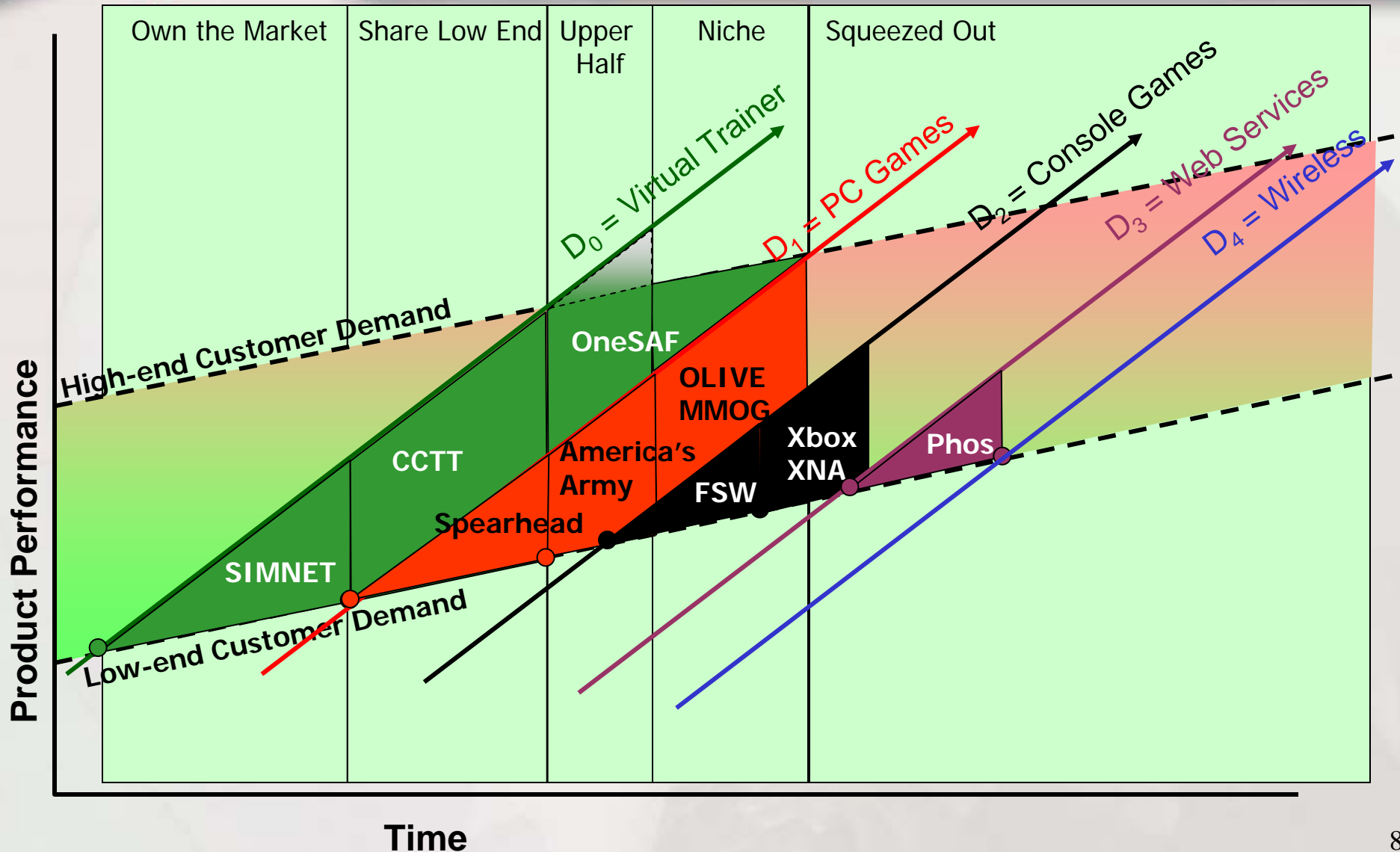


Christensen's Disruptive Innovation



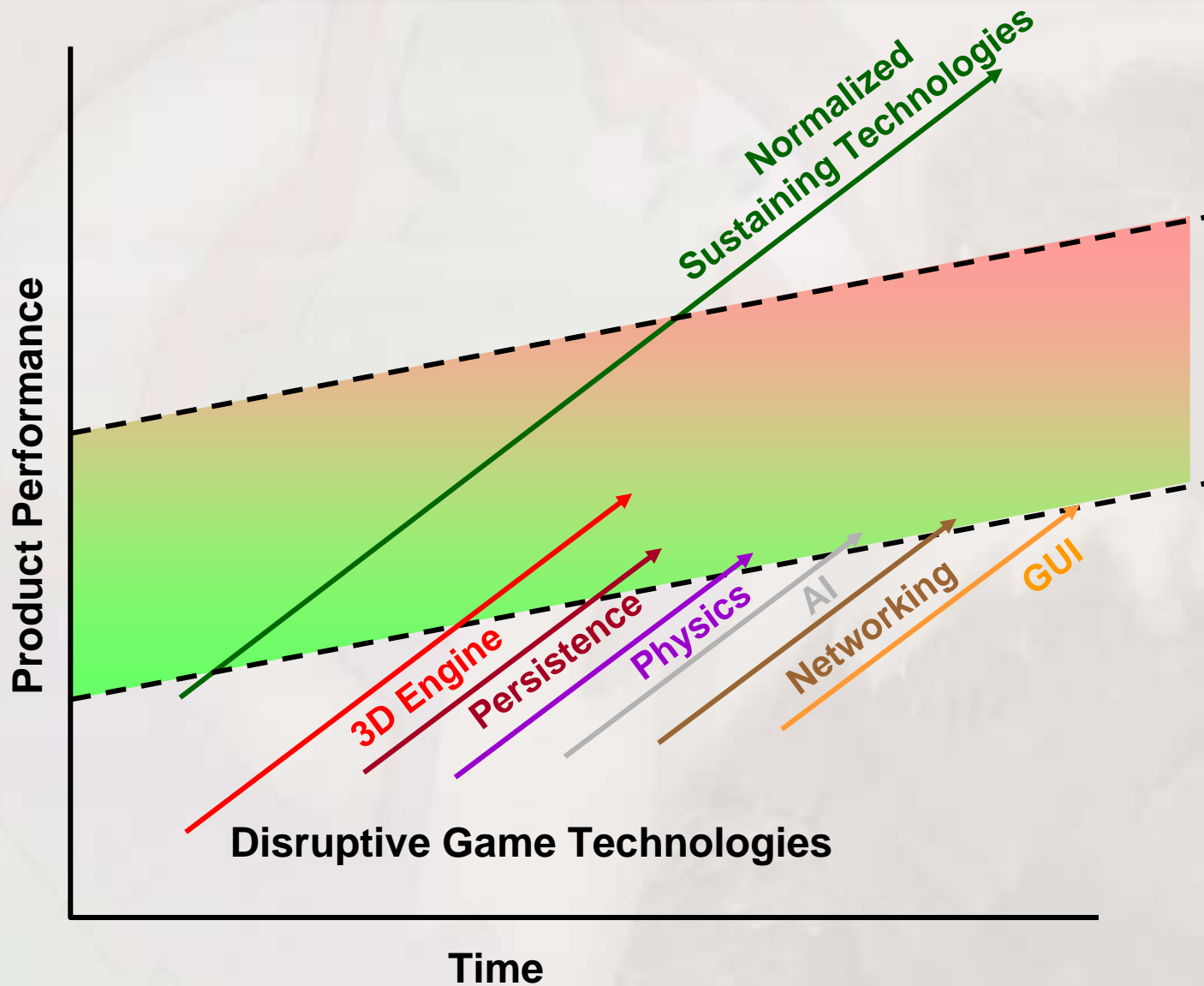


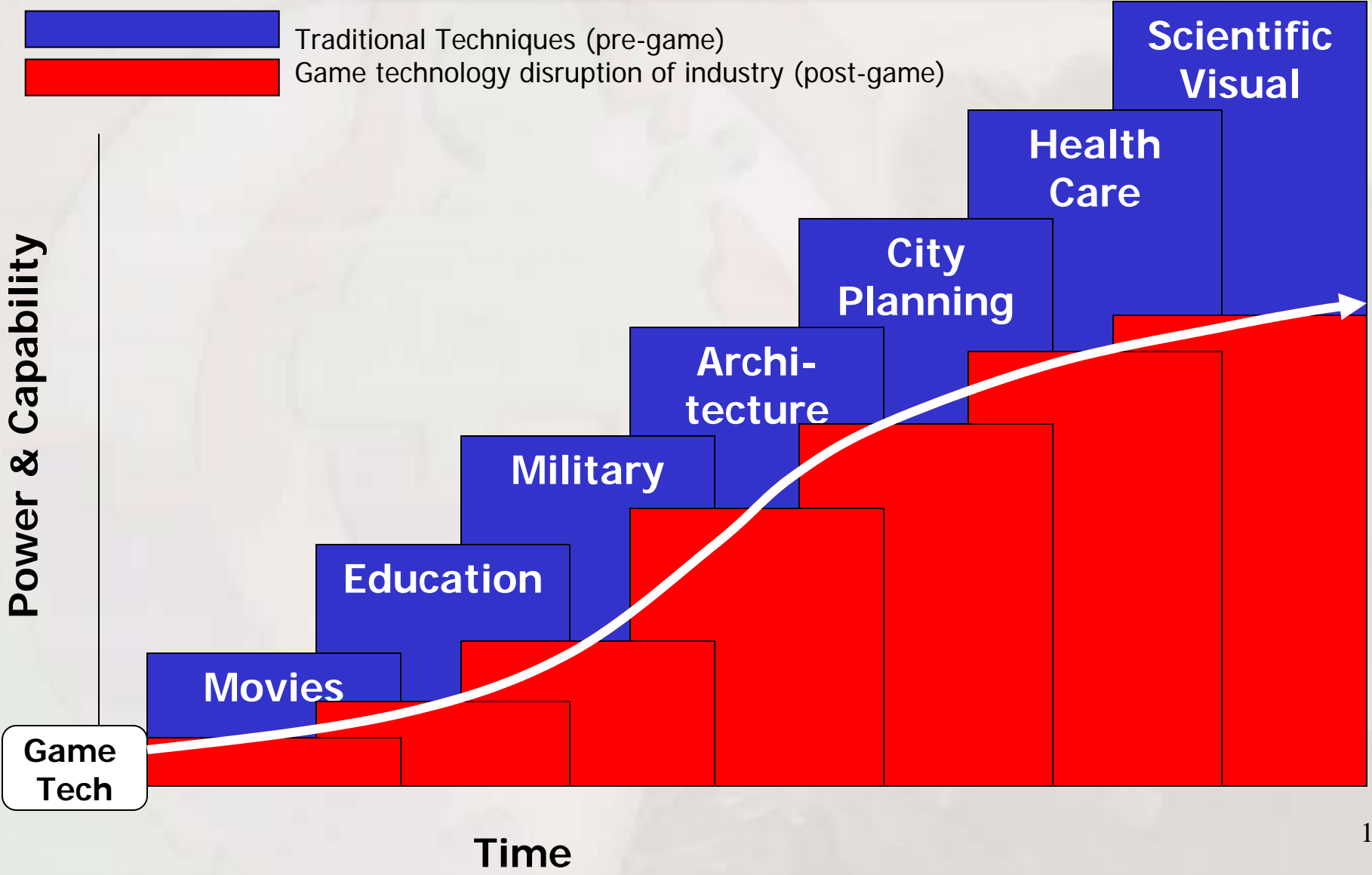
Progress = Waves of Disruption





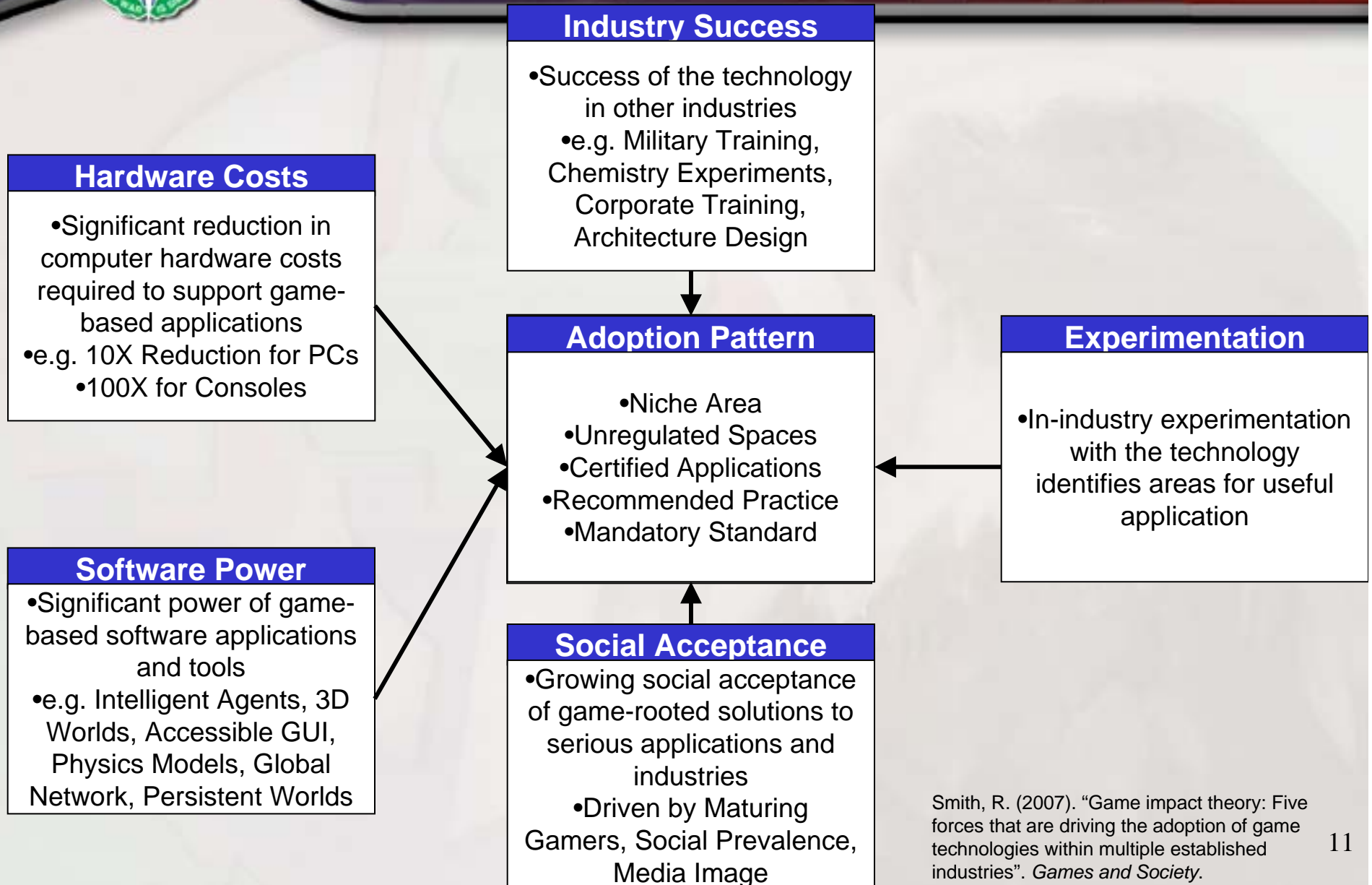
Multi-Technology Disruption







5 Forces for Game Adoption



Smith, R. (2007). "Game impact theory: Five forces that are driving the adoption of game technologies within multiple established industries". *Games and Society*.



Wave of Change is Building

IT Services

Game Tech



Computer Performance

Interoperability