



Virtual Environment Cultural Training for Operational Readiness

In the current military climate, conventional forces are frequently deployed with limited forewarning and without the option to participate in time-intensive cultural training. Yet the skill with which the members of our military forces interact with members of other cultures is often critical for their survival and mission success.

The Virtual Environment Cultural Training for Operational Readiness (VECTOR) system revolutionizes cultural skills training using innovative game-based technology. VECTOR prepares forces to survive in foreign settings – using nothing more than a laptop computer!

Serious Games for Serious Times™

VECTOR uses highly experiential, scenario-based training to teach a range of culturally adaptive interaction skills. Trainees can learn and practice these skills in a game where their actions have a direct result on the evolving situation. The impact of trainee actions is readily observable, as the characters in the game respond in ways that are typical for that culture.

The game-based approach creates a challenging and engaging experience for trainees, promoting the development of mission-critical skills. The course of the game is not predetermined, but instead depends on the success that the trainee has engaging other characters in culturally appropriate ways. The training scenario plays out on the basis of trainee's cultural skills just as would happen in real life.

Real-World Dynamics in a Virtual Environment

The key to VECTOR's realistic cultural training is CHI Systems' leading-edge iGEN™ cognitive agent technology. Life-like characters have been created for VECTOR by modeling complex psychological processes integrating:

- human reasoning and decision-making, and
- emotions incorporating feelings and attitudes.

The result is a highly interactive, realistic environment for cultural training.



The Cultural Training Solution

VECTOR provides intensive, effective cultural training by employing:

- a computer-based virtual environment/3D game engine that allows the trainee to engage lifelike characters in compelling cultural situations;
- cognitive and emotion modeling that generates realistic responses to the actions of a trainee-led force;
- intelligent tutoring/instructor agents that assess and remediate trainee performance; and
- peacekeeping/peacemaking scenarios that represent realistic operations where cultural skills can impact mission success.



U.S. Army Research Institute for Behavioral and Social Sciences
Dr. Bruce Knerr
12350 Research Parkway Orlando, FL 32826
Phone: 407.384.3987
E-mail: Bruce.Knerr@peostri.army.mil



CHI Systems, Inc.
1035 Virginia Drive Suite 300
Fort Washington, PA 19034
Phone: 215.542.1400
www.chisystems.com

For more information about VECTOR visit:
vector.chisystems.com
or contact:
vector@chisystems.com