



Danish use of Commercial Games

Presented at

MSG-108

Exploiting Commercial Games and Technology for use in NATO

QinetiQ, UK October 2011

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Danish Defence Acquisition and Logistics Organization

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Danish use of Commercial Games



Simulation Models / Serious Games used :

Steel Beasts Pro

- Tactical trainer (Squad to Company size exercises)
- Platoon Trainer (Leopard 2A5)
- Crew Trainer (Leopard 2A5 , OHW)

VBS2

- Video Feed from UAV (BDE / DIV staff exercises, JCATS)

IFACTS

- FAC trainer

IRAS*Comm / IRAS*Trainer

- Simulated radios (eg. Intercom)

JCATS

**Basic connection to BMS / C2 systems - needed in order to achieve
“Train as you Fight”**



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Steel Beasts 1



Tactical Trainer



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Steel Beasts 2



Crew Trainer



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Steel Beasts 3



Platoon Trainer



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Steel Beasts 4



Over Head Weapon Station Gunner Trainer



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Danish use of Commercial Games VBS 2



Simulation Federation of JCATS and VBS 2 Staff Exercise at BDE / DIV LOCON Overview at typical exercise



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VBS 2



JCATS use 2D display (map) covers a large area with many entities
VBS 2 use 3D (first person shooter game)
The NATO Training Federation (NTF) is JTLS - JCATS - VBS 2
VBS 2 primarily used to provide realistic video feed from UAVs



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IFACTS 1



Forward Air Controller Trainer

IFACTS provides both a FAC Station and a simple Pilot station

JCATS is used to provide the Ground / “non-FAC” scenario



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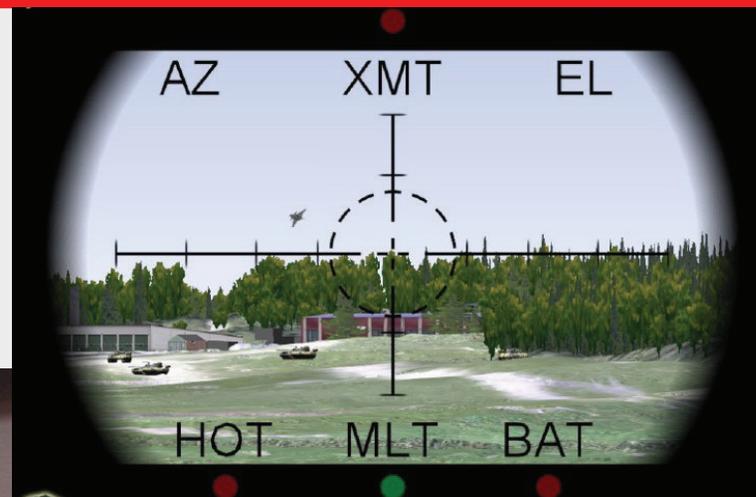


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IFACTS 2



Forward Air Controller Trainer



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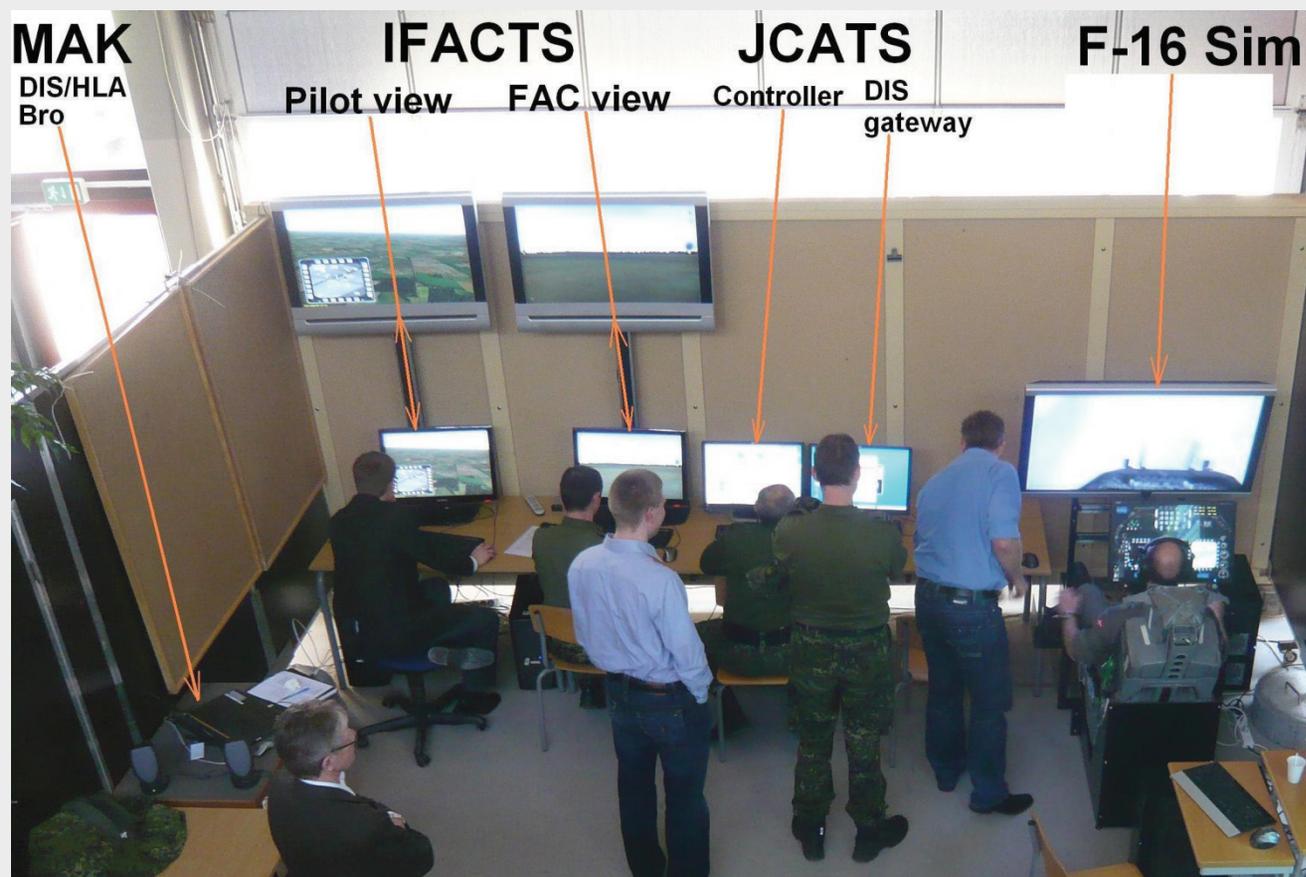
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IFACTS 3



Forward Air Controller Trainer

DEMO of federation with F-16 simulator



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Danish use of Commercial Games IRAS*COMM



Simulated Radios

Can be installed on the same PC's as Model / Game



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Danish use of Commercial Games Integration / Federation 1



Getting a Simulation Gateway (SimGW)

Connecting Steel Beasts Pro and JCATS
to Danish Army BMS / C2 systems (Blue Force Positions)

- Steel Beasts - BMS
- JCATS - BMS
- Steel Beasts - C2
- JCATS - C2

Simulated Radios may be installed wherever desired
And VBS 2 may also be federated (via JCATS)

This is the first step for a full integration of C2 and Simulation

Further integration will need a standard for a Battle Management
Language being developed by MSG-085

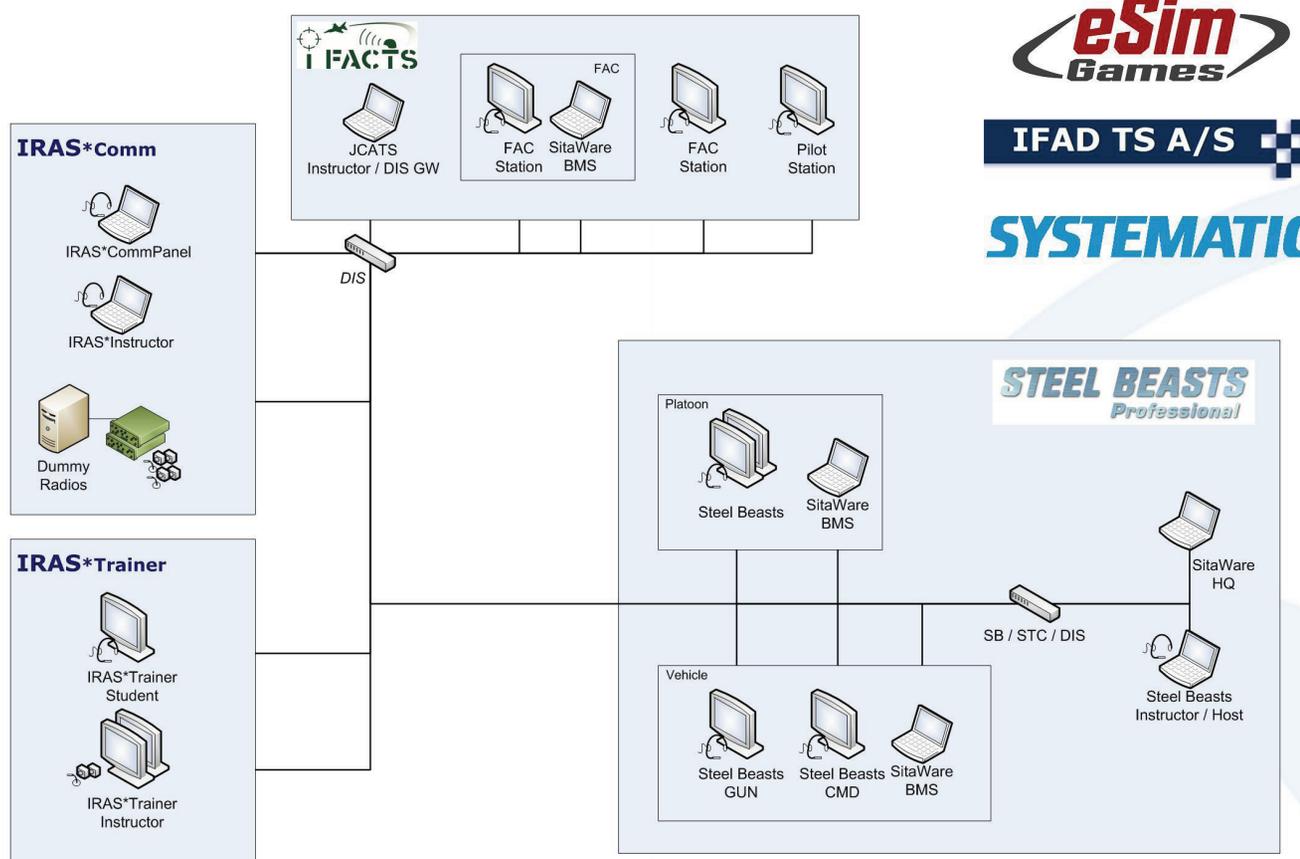


Danish use of Commercial Games Integration / Federation 2



A Possible Future Integration (presented at MSG-087)

ITEC 2011 Demonstration



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Danish use of Commercial Games Integration / Federation 3



A Possible Future Integration (shown at ITEC)



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Danish use of Commercial Games Integration / Federation 4



DEMONSTRATED Possible Integration JCATS - Naval TAK Trainer

The image displays two overlapping screenshots from the JCATS (Joint Capability Training and Assessment System) interface. The top-left screenshot shows the 'JCATS Client' window, which includes a map of a coastal area with various ships and aircraft icons. The bottom-right screenshot shows the 'Game' window, which displays a tactical view of the same area with various units and their status indicators.

Controller [00:00:11:05]
Wed Feb 13, 2008 14:40:02 zulu
Controller: [Clear All] [Close All]

Controller Controls
e Selector
Bad 1
Bad 2
Good 1
Reset Select All Des

Relationships
Observer: Observ
Bad Guy
Enemy

Game: 2 Scale: 50 Instructor: 6 Time: 20:21:15 Targetpool: 72/612

Game Display Vehicle Recording Communications Navigation RSI Weapon ESM/Radar ESM Patterns C2 New Weapons

Group
Create Mo
Delete
Building
Select

System Information:
* Attach: LHA_274/Unit Good 1/Good Guys!
INFO: System LHA_274 has been selected.
Grid position is 31 SDN649395372
* TOS: LHA_274/Unit Good 1/Good Guys!
* Attach: LHA_274/Unit Good 1/Good Guys!

Taskbar: JCATS-2 [root@sir] Controller File Browser JCATS C

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To Sum up :

Steel Beasts Pro

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VBS2

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IFACTS

- **FAC trainer**

IRAS*Comm / IRAS*Trainer

- **Simulated radios (eg. Intercom)**

JCATS

BMS / C2

-- All being integrated in order to “Train as You Fight” --



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Questions and Comments

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