

SOAR26: Joint Fires & Effects Training System (JFETS)

Robert Wray, Randy Jones – Principal Investigator Scott Sorel, Al Wallace – Project Manager Jonathan Beard – Tech Lead Geoff Morgan, Steve Furtwangler – Research Engineers

Project Details

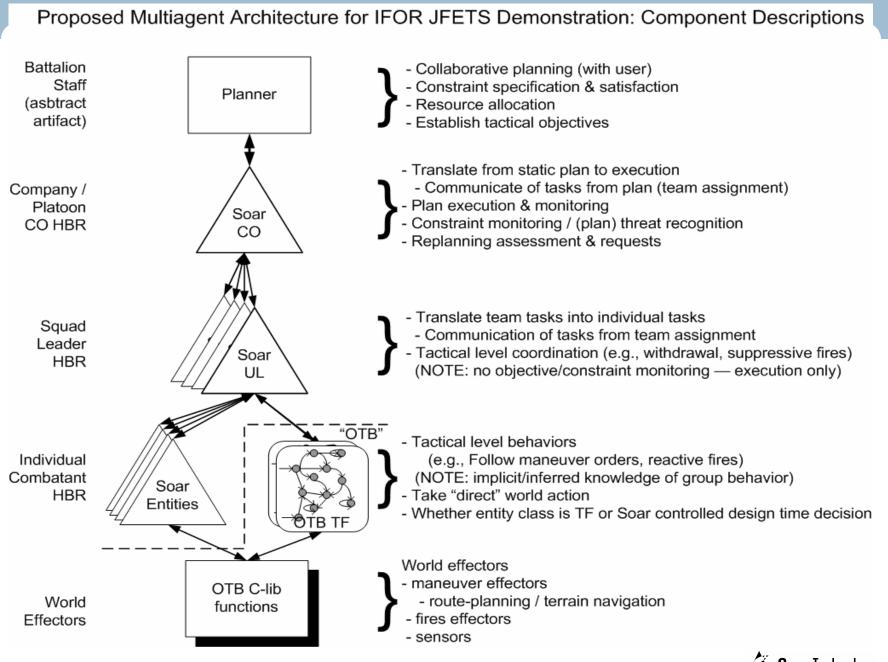
- SoarTech working as a subcontractor to the Institute for Creative Technologies (ICT)
- Overall Objective
 - Build an immersive training environment for the Ft. Sill artillery school to train forward observers
- SoarTech Objective
 - Create believable and evocative insurgent behaviors for observation & interaction



Insurgent Behaviors

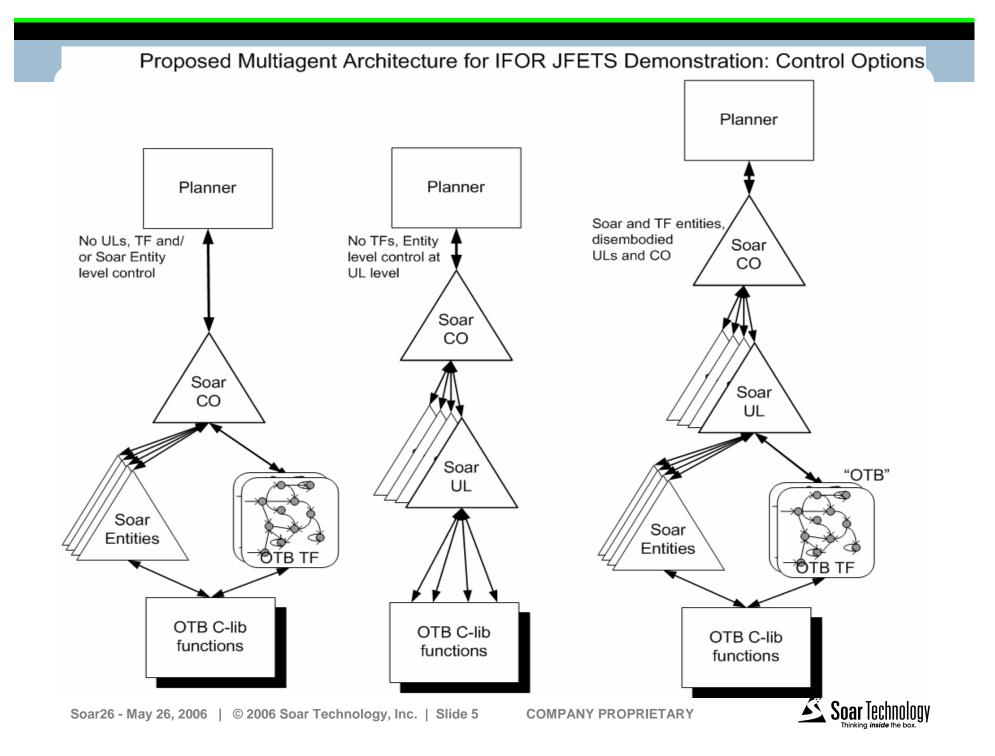
- Must work in a team
- Geographically distributed in a low-density urban environment
- Must be able to execute pre-planned missions AND adapt appropriately to dynamically changing circumstances
- Agents must fulfill a multitude of roles and engage in asymmetric warfare
 - AK47, Anti-Aircraft, IED Detonator, IED Placer, IED Vehicle, Lookouts, MG, Mortar, RPG, Suicide Bomber, Technical Vehicle
- Should ideally support pedagogic training goals (deemed out scope for 2005/2006)

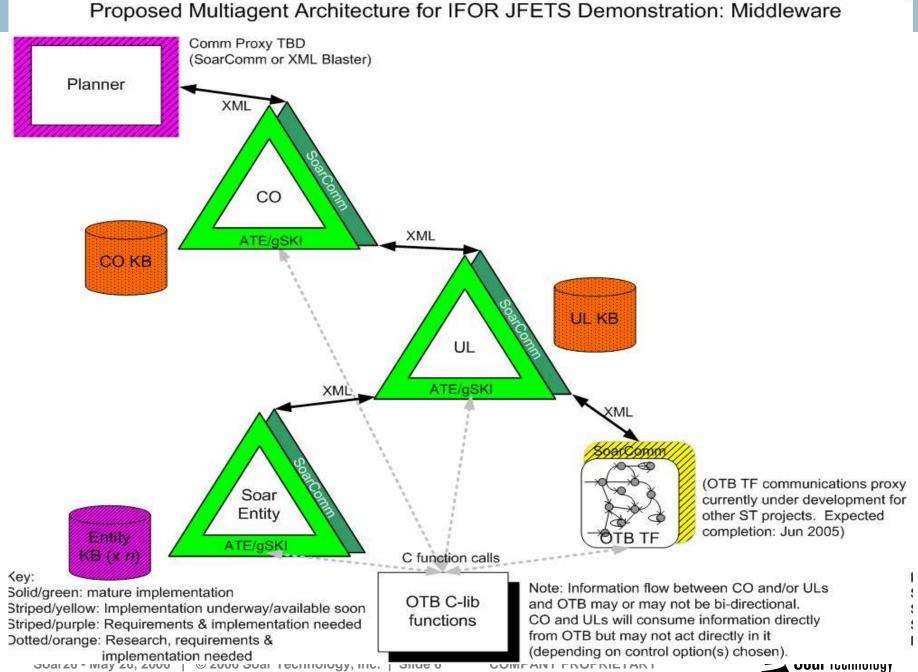




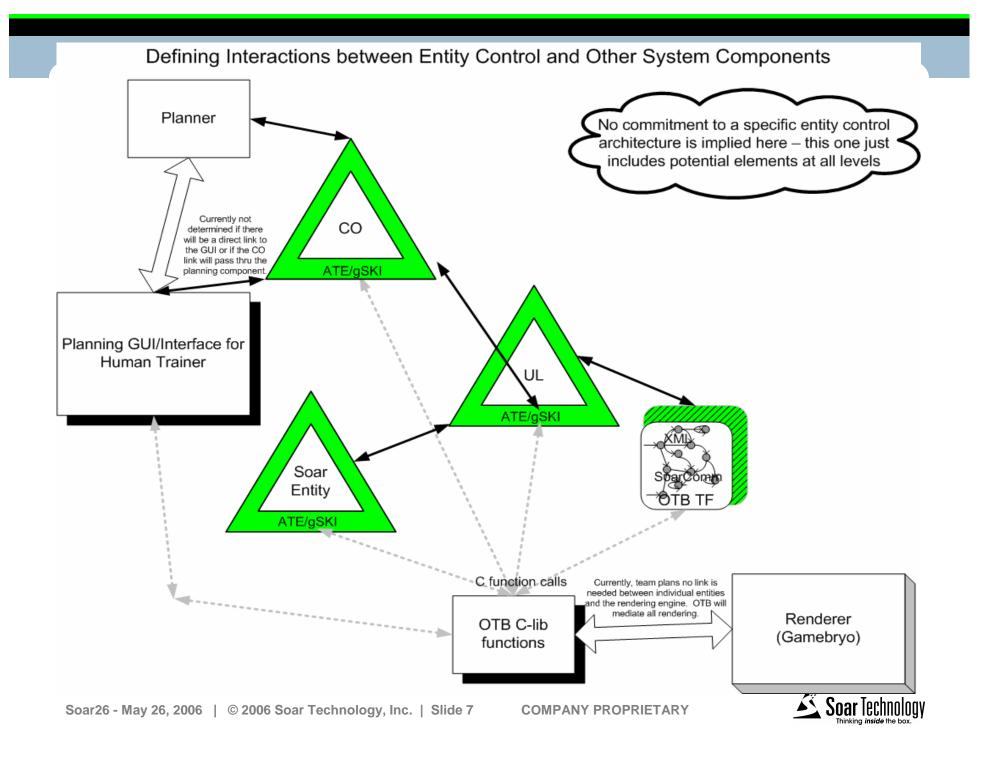
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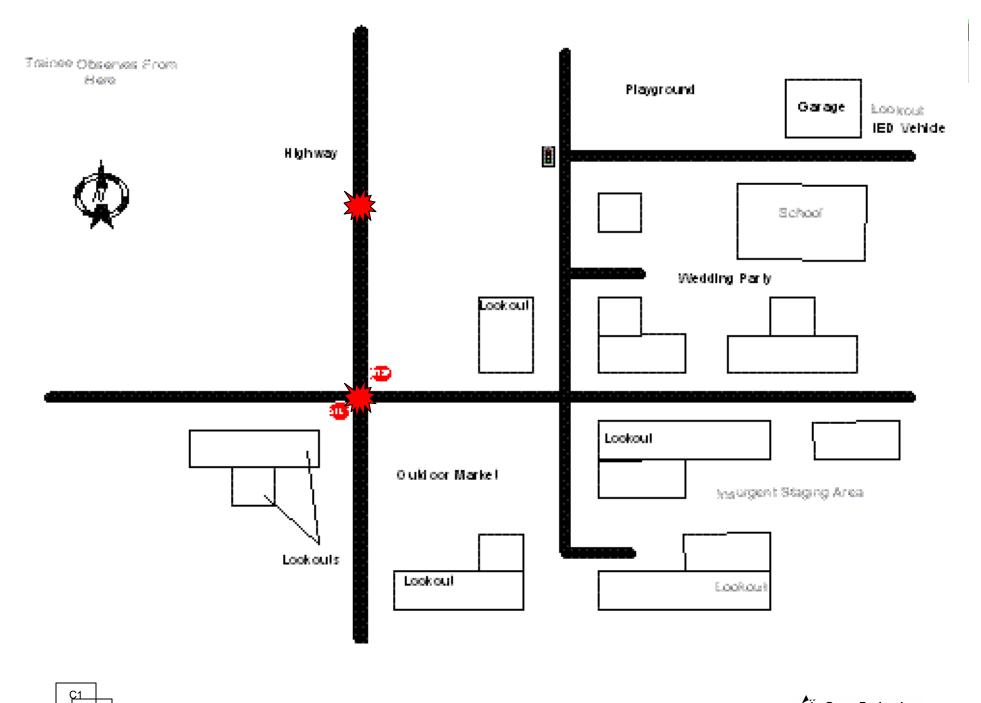


Thinking inside the box.

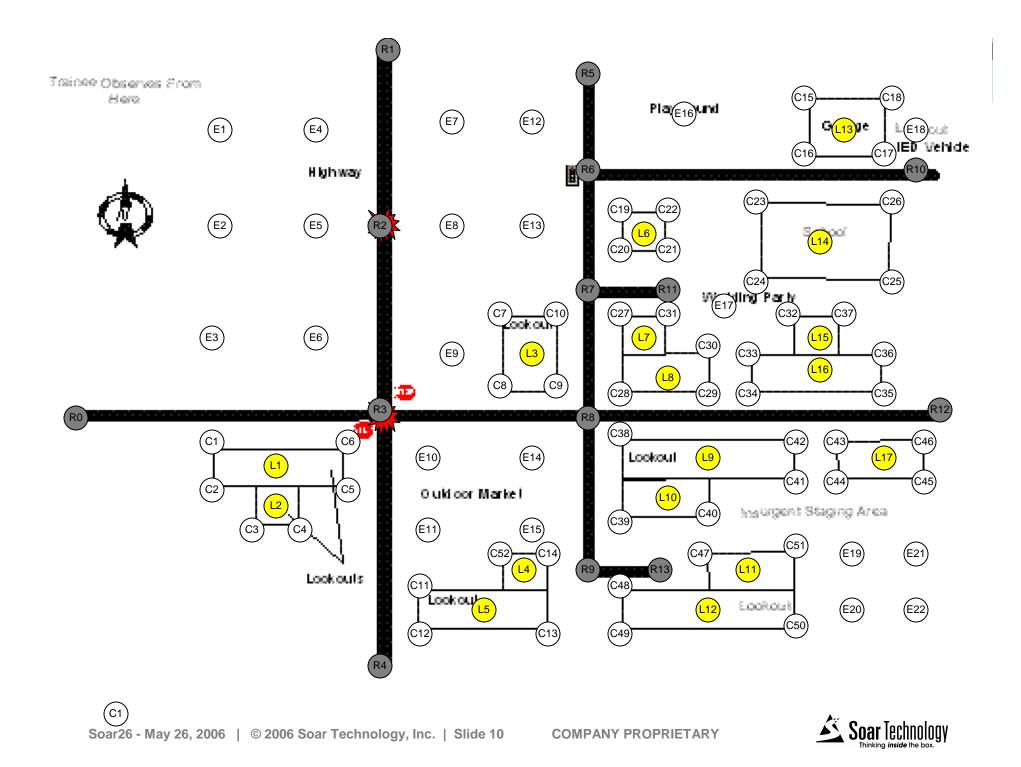


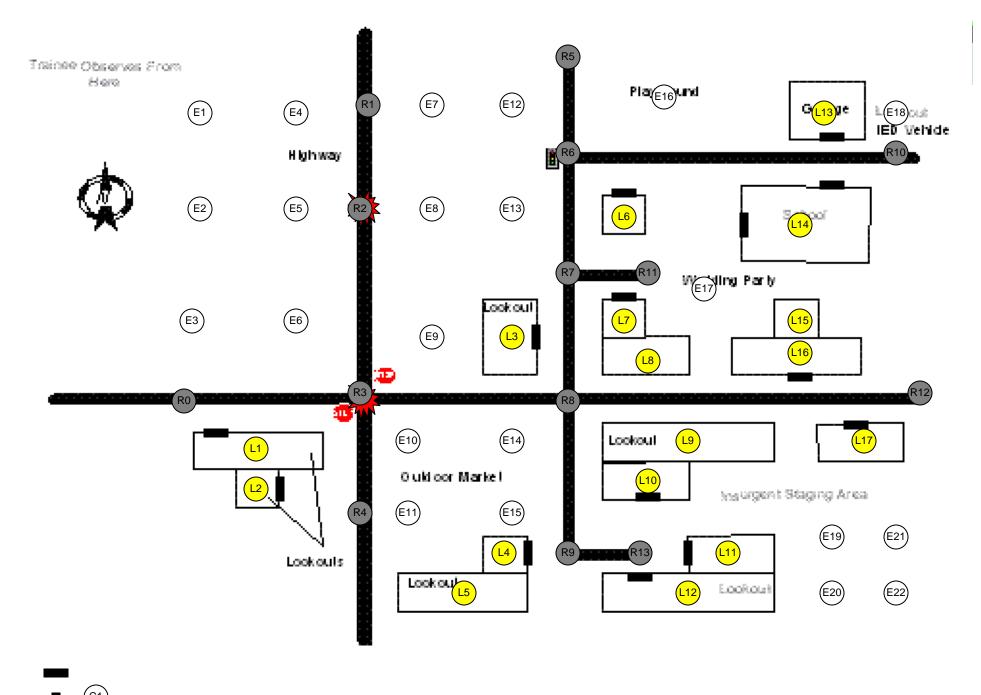


Scenario









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Nuggets & Coal



- NUGGETS:
 - Leveraged existing agent infrastructure (CIAF, STGS, NGSv2, OTB-SSI, SoarPDL)
 - Quickly built a multi-agent system including 13 new agent types, all with new domainspecific behaviors
 - JFETS technologies quickly adapted by other projects at Soar Technology
 - Got to hang out at the really cool full-surround immersive VR trainer at Ft. Sill!

COAL:



- No cool movies for Soar
 Workshop because ICT dealing with export issues
- Limited future funding reduces amount of non-engineering (ie, research) work
- Couldn't talk Mike VanLent into visiting to make a JFETS presentation himself

