



GameTech 2010 Wrap-up: Winners, Repositories, and Presentations

ADLnet Home

Will Wright, creator of the strategic life-simulation computer game "The Sims," joined Frank DiGiovanni, Deputy Director, Readiness and Training Policy and Programs, Office of the Deputy Under Secretary of Defense, and Paul Jesukiewicz, Director, ADL Initiative to present awards to the winners of the inaugural "Innovations in DoD Gaming" Competition at the 2010 Defense GameTech Users' Conference, held in Orlando, FL on March 29-31.

The Office of the Under Secretary of Defense, Personnel & Readiness along with Team Orlando, an inter-service partnership in Central Florida dedicated to improving human performance through simulation, hosted the competition. The Joint ADL Co-Lab is a member of Team Orlando.

The Innovations in DoD Gaming Competition was designed to determine and publicize a use of game technology that is utilized in an innovative manner to accomplish realistic and effective military training. Thirteen games entries were submitted and evaluated on qualities such as innovative approach, training effectiveness, and replay value.



Second place award - Left to right: Will Wright; Jon Sullenberger (SAIC); Frank DiGiovanni; Captain Jeremy Guy .

Runner-up James Cimino offered this advice for future competitors: "Any vendor or any part of the DoD that's doing gaming for training in an innovative way should enter this competition. It shows a lot of options and solutions that the government should be aware of. Our \$80,000 project went up against multi-million dollar projects and we now have the ability to talk about our 'award-winning' solution."

3D Asset Repository Proof-of-Concept

Humvees. . . helicopters . . . trees. These and other objects appear repeatedly in games and virtual worlds to depict realistic immersive learning scenarios. Acknowledging the rapid growth of 3D objects for use in games and virtual worlds, ADL Director Paul Jesukiewicz shared ideas for a 3D Asset Repository to encourage development of a system for searching, discovering and downloading 3D objects and related assets. Access to assets in such a repository would save hours of modeling time for game and simulation developers. Attendees saw a brief demonstration of how such a repository might work. Anyone interested in participating in discussions about developing the pilot project can send email to: 3d-repositories@googlegroups.com.

ILT Tutorial and Mobile Learning Panel

Peter Smith, ADL Immersive Learning Technologies (ILT) Team Lead, gave a 2-hour tutorial entitled *Introduction to Designing Immersive Learning Experiences* that covered ADL's four major ILT areas: Virtual Worlds, Games, Mobile, and Social Media/ Web 2.0. Jason Haag, ADL Learning Technology Analyst, participated in a panel discussion on *Connecting Soldiers to Mobile Apps*. Attendees expressed interest in the iPhone games the ADL team shared.

Conference Organizers and Keynote Speakers

ADL Co-Lab Director Kristy Murray, Peter Smith, and Karen Murgas served on the Team Orlando conference planning committee. Peter was also on the speaker selection committee, which was chaired by Dr. Roger Smith, Chief Scientist at the Army's Program Executive Office for Simulation Training, and Instrumentation (PEO STRI). Keynote speakers for this event included Mr. Will Wright; General James Mattis, Commander, Joint Forces Command; Major General Melvin Spiess, Commander, USMC Training and Education Command; and Mr. Larry Johnson, CEO of the New Media Consortium. More than 500 people attended the conference while about 100 more participated via Second Life Virtual World on the Team Orlando Island.



First place award ceremony - Left to right: Will Wright ("The Sims"); winners Luke Devore and Tess Reavis (Cubic Applications); Frank DiGiovanni (OUSD)

The winning game entry was developed for the II Marine Air-Ground Task Force Expeditionary Force Simulation Center at Camp Lejeune in North Carolina. Luke Devore, contractor and Tess Reavis, site manager for Cubic Applications, Inc. accepted the award on behalf of the game developers. Mr. Devore explained the approach that led to his team's win: "We focused on stimuli to get the user thinking versus simply executing tasks. The award validates the process and the benefits of the application." The winners are being invited to share their innovative use of game technology at ADL's ImplementationFest 2010 in August.

Two teams tied for second-place, and awards were given to Battle Command Training Center Joint Base Lewis-McChord (represented by Captain Jeremy Guy, Chief of Small Unit Training and Jon Sullenberger, SAIC Lead, Plans & Training Support) and D2 TEAM Sim 3-6 Air Defense Artillery Schoolhouse (represented by James Cimino, senior program manager). The exposure created at GameTech will allow all the winners to create more awareness and bring more attention to the possibilities afforded to military training via games.



Second place award - Left to right: Will Wright; James Cimino (Air Defense Artillery Schoolhouse); Frank DiGiovanni.