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### WORTH REPEATING

“ We will maintain a sufficient footprint with an adequate, generally substantial, Iraqi force of police and soldiers. It provides situational awareness and a link to the enablers that we can provide indirect fire, close-air support, medevac, quick-reaction forces and so on. Obviously as we draw down, the Iraqis have to pick up more of the responsibility, and that is the case.”

— Gen. David H. Petraeus, describing the way ahead in Iraq.



3-D Rendering/ Dwain Fletcher Company

## Gaming through the Ages: Where the Military and Entertainment Industry Collide

By Roger Smith, PEO STRI Chief Technology Officer

The military has used games for training, tactics analysis and mission preparation for centuries. Each generation has had to wrestle with whether to use a game for something as serious as planning warfare in which people’s lives are at stake. During the opening years of the 21st century, we face a renewed version of this question with the widespread use of computer games taken directly from the entertainment industry. This case study considers the history of the use of games by the military, the perceptual issues around that use and the progress that we have made over many centuries.

### STONE AGE

Simulation and gaming as tools of warfare date as far back as the Roman Empire when commanders used sand tables with icons to represent Soldiers and units in battle. This allowed leaders to visualize and manipulate a small physical copy of the battlefield. It allowed them to see information in geo-

graphic perspective and enabled multiple players to pit different ideas against one another.

Though the visual representation was the initial value, creating a playboard upon which multiple options could be considered and where players could compare their ideas proved to be even more powerful.

### PAPER AGE

Strategy board games in a wooden or paper form emerged in Asia, the Middle East and Europe and used tokens that the player manipulated to gain a territorial advantage over an opponent.

The board game, “Chaturanga,” emerged in India in 500 B.C. and is the clear predecessor to modern Chess. Many cultures cast it as the ultimate test of strategic thinking in a military context due to the identification of specific pieces, the movement patterns assigned to each, the size of the playing board and the advanced rules created a game that have challenged players for a lifetime.

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to recognize  
their sacrifice.



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*Established by Congress*

UP 1/14/08 + DOWN 5/31/08



# Army Stands Up Contracting Command

By J.D. Leipold, *Army News*

The U.S. Army Materiel Command activated the Army Contracting Command (Provisional) March 13 which will oversee more than \$85 billion in contracts annually and focus on maintaining and improving the Army's ability to respond globally in support of Warfighters' needs.

AMC Commander Gen. Benjamin S. Griffin introduced Jeffrey Parsons as the new executive director of ACC, telling the audience the 5,800-strong command would allow AMC to better support the Army in sustaining, preparing, resetting and transforming.

"Our goal is to focus on customers," Griffin said. "Structured to better serve the Warfighter and to look for ways to improve our support, we will provide a single face to the customer for contracting support, working hand in hand with our Army field support brigades. We recognize that still much more must be done to reach where we want to be."

Griffin said the stand-up was a historic event, not because it was a new command but because the Army was demonstrating to the Office of the Secretary of Defense, Congress, and the American taxpayer that Army leadership was serious in taking steps to regain confidence in Army contracting and ensuring that it becomes one of the Army's core competencies.

Parsons told the audience that his new command would be world-class providers of contracting support to Warfighters whenever, wherever to meet their needs.

"At the same time we must balance those needs with being good stewards of our taxpayer dollars," Parsons said. "Even one instance of procurement fraud, waste or abuse is unacceptable no matter how small the infraction may be. The American taxpayer puts their trust in us and we should not and will not tolerate any violations of this trust."

Parsons also said it was imperative the Army train and develop contracting personnel to execute its contracts responsibly and that the Army "must be more pure than Ivory soap as even a 1 percent error equates to \$850 million."

Additionally, the Army will grow its contracting officer and non-commissioned officer corps by more than 900 Soldiers in the active, Guard and National Guard and will establish a warrant officer contracting branch that will add an additional 120 military personnel to

the deployable force. Parsons said the warrant officers will maintain the contracting technical expertise to support expeditionary operations, and they will play a key role in training officers and non-commissioned officers as they begin their contracting careers.

ACC will provide oversight to Installation Contracting Command under Bryon J. Young, who will oversee contracting support to Army and federal agencies at continental U.S. installations and provide contracting support for all common IT hardware, software and services on behalf of Army and Defense Department organizations.

Additionally, ACC will oversee the Expeditionary Contracting Command headed by Col. Camille M. Nichols, who will support Army service component commanders and the joint Warfighter to Army and other federal agencies at overseas installations. ■

**“Even one instance of procurement fraud, waste or abuse is unacceptable no matter how small the infraction may be. The American taxpayer puts their trust in us and we should not and will not tolerate any violations of this trust.”**

JEFFREY PARSONS  
EXECUTIVE DIRECTOR OF ACC



Credit: U.S. Army Photo/ J.D. Leipold

Jeffrey P. Parsons prepares to accept a flag during the standing up of the new Army Contracting Command (provisional) March 13 at Fort Belvoir, Va. The new command will provide global contracting capability in support of Warfighter needs across the full spectrum of military operations.

# BLOOD DRIVE

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## Upgrade to Range Network Improves IED Testing

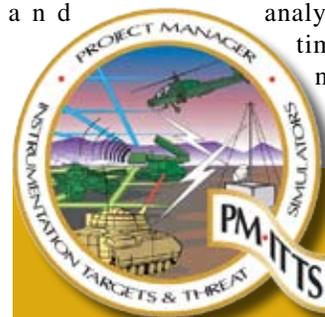
By Darryll Mathias, PM ITTS Systems Engineer

A significant milestone occurred Feb. 27 at White Sands Missile Range (WSMR), N.M., with completion of the 10 gigabit per second (10G) upgrade to the Test Support Network, the range's electronic transmission backbone.

The 10G upgrade is part of the Digital Network Migration (DNM) project being managed by the Instrumentation Management Office of Project Manager for Instrumentation, Targets and Threat Simulators. The overall objective of DNM is to provide the development and operational test community at WSMR the most advanced voice, video, telemetry and data transport network available in the U.S. Army.

The 10G network provides a substantially improved network to transport data, video, telemetry and voice at the range. In particular, it has a direct impact on the Improvised Explosive Device (IED) testing being conducted at the WSMR Joint Directed Energy Test Site (JDETS).

The extremely high-speed, state-of-the-art, 10G link at JDETS provides engineers and analysts the real-time data they need to identify, combat and defeat IEDs. ■



# Mustangs Go Virtual for First Time since Returning from Theater

By Spc. Alexis Harrison, 2nd BCT, 1st Cav. Div. Public Affairs

Just a few weeks after returning from a well-earned vacation, the troops from Company C, 1st Battalion, 8th Cavalry Regiment, are already getting back in the driver's seat.

Roughly three dozen Soldiers from the company trained on movement drills, reaction to contact and communication while training on virtual M-1 Abrams at the Close Combat Tactical Training facility March 5.

This facility is unlike many others on post. Rather than rolling down a dusty trail and blasting off hundreds of live rounds, Soldiers are immersed into a three-dimensional world set up to replicate real battlefield conditions without many of the hazards they might find in the field.

According to program directors, the system can be custom-tailored to fit the commander's training plan.

On the outside, the large plastic boxes hardly look like training aids, however step inside there is an almost exact replica of the cockpit and gunners turret found in the real tanks. Everything happens in real time giving Soldiers the experience of moving together as a team or engaging a real enemy.

"It's a very helpful tool. Drills like movement and actions on contact have to become second nature and this helps make that possible," said Staff Sgt. Antwan Smittie, the company's master gunner who calls Little Rock, Ark., home.

This is the first of many training exercises for the company out of the 2nd Brigade Combat Team, according to the commander, Capt. Miguel Juarez.

Juarez, a Brownsville, Texas, native, said the training is useful for several reasons with familiarization being at the top of the list. While in Iraq, most of the company's movements were accomplished with Humvees not the massive tanks they were trained on before deploying.

While in Iraq, the Company C "Cobras" were in charge of manning Combat Outpost Cobra in southeastern Baghdad and conducting almost daily patrols in the city.

Now that they've returned, the company begins a transformation much like other units in the 1st Cavalry Division. Many troops would soon be changing stations, going to school or getting out altogether.

He said that many of the Soldiers training on



U.S. Army Photo/Spc. Alexis Harrison

Sgt. Zach Berghammer, a tanker with Company C, 1st Battalion, 8th Cavalry Regiment, 2nd Brigade Combat Team, 1st Cavalry Division, mans the turret of a virtual M-1 Abrams during a training exercise at the Close Combat Tactical Training site March 5.



U.S. Army Photo/Spc. Alexis Harrison

Capt. Miguel Juarez, commander Company C, 1st Battalion, 8th Cavalry Regiment, 2nd Brigade Combat Team, 1st Cavalry Division and Brownsville, Texas, native, maintains radio contact with troops during a virtual training exercise at the Close Combat Tactical Training site March 5.

the virtual course were guys who would be staying with the unit for another possible rotation, so they would be able to train newer, less experienced Soldiers in the near future when they arrive.

"I'll be losing about half my company soon

and this helps create a more cohesive team that'll be able to train the newer Soldiers when they arrive," he said.

Weapons qualifications, gunneries, days in the field and a trip to the National Training Center are in the future for the Cobras, he said. ■

# ONESAF VERSION 2.0 TAKES COMPUTER GENERATED FORCES TO THE NEXT LEVEL

By Kristen A. Dooley, Public Affairs Officer

Project Manager Constructive Simulation released Feb. 29 the newest version of the Army's next generation of computer generated forces for brigade and below. Compared to the earlier versions, One Semi-Automated Forces (OneSAF) 2.0 offers enhanced scalability and supports scenarios with more than 30,000 entities, which models everything from individual Soldiers, tanks and weapon platforms to opposing enemy forces.

"Version 2.0 was a tremendous step up from the 6,800 entities we had successfully tested in previous versions and also supports a much more complex and dense terrain than the previous versions," said Lt. Col. Rob Rasch, product manager for OneSAF comparing the new software to versions 1.0, 1.1 and 1.5. "From a modeling perspective, it's a much harder environment to make all your entities perform as the user requires."

The new and improved software has already been released and will be delivered with the source code to more than 200 different government agencies and companies with government contracts.

"Eventually everyone with 1.0 will get 2.0," Rasch said concerning the various parties that currently have OneSAF 1.0. "It's an open source system and since the Army owns it, we can give it out, executable and source code, to everyone who qualifies and they can make modifications and pass their code back to the program for integration into future releases. That is our business model."

A number of external agencies, to include the Marine Corps' Program Manager for Training Systems and the Robotic Systems Joint Project Office, are using or will use OneSAF in their training systems.

"From a robotics perspective, OneSAF will help to solve a training gap because

Soldiers really don't get much hands-on time with the robotics system until they get into theater," Rasch said.

"OneSAF is providing a relatively high fidelity training and analysis module that includes things like modeling the effects of signal strength that weakens when the robot gets out of range and can result in the Soldier losing communication with the robot," he said.

In addition to outside organizations, PEO STRI, through the Synthetic Environment Core program, is in the process of integrating OneSAF into two of its systems:

will become less expensive and the training systems will be able to interoperate with one another."

Due to these factors, the Army chose to use OneSAF as a major part of the embedded training solution for the Future Combat Systems, the Army's modernization plan. The software will become part of all manned systems giving Soldiers the opportunity to train in their actual vehicle.

OneSAF has already been used to train Soldiers for the future force by enabling them to test and train on future systems at Fort Bliss, Texas, as part of the Tactical Leaders Course.

Eventually, Rasch said the real benefit to the Army will come when it has been accepted and used by the entire force.

"OneSAF is still a young program as far as being released to the Army. When the program is fully accepted and utilized, the Army only needs to invest in one system one time to meet training, research and analytical requirements," Rasch said about the cost-savings OneSAF could provide the Army.

Many Army organizations, to include the Training and Doctrine Command and the Space and

Missile Defense Command, have already embraced OneSAF.

"We have received a lot of positive feedback especially concerning the fidelity of the models and behaviors as well as the overall breadth of functionality contained within the architecture," Rasch said.

He also acknowledged that the young program has some hurdles to overcome, like ease of use of the system. "Soldiers want more of a game-type interface and we're addressing that request now," Rasch asserted.

"Our vision for the future is a training world with virtual and gaming simulations that have OneSAF under the hood," he said. ■



the Close Combat Tactical Trainer (CCTT) and the Aviation Combined Arms Tactical Trainer (AVCATT).

"Currently, those virtual systems are each operating in a virtual world with their own unique SAF. With OneSAF, CCTT and AVCATT will utilize the same SAF," Rasch said.

More specifically, the aviation simulator will share the same models of individual entities as the simulated battlefield in the CCTT. As such, both simulators can see and interoperate with each other.

This has a number of benefits for the Army, Rasch asserted. "The Army owns the code so maintenance of these simulators

# PEO STRI Hosts Defense Department's Premier Modeling and Simulation Event

By Kristen Dooley, PEO STRI Public Affairs Officer

The U.S. Army's Program Executive Office for Simulation, Training and Instrumentation (PEO STRI) hosted the third annual Defense Modeling and Simulation Conference (DMSC) March 10 through March 14 at the International Plaza Resort and Spa in Orlando, Fla.

The Conference brought together military leaders, government civilians,

strategic planners and senior technical managers to better enable the Department of Defense's modeling and simulation efforts.

DMSC allowed those in the modeling and simulation community to discuss the current state of the industry, determine shortfalls, issues and challenges, and decide how to fill gaps associated with

policies, procedures and practices.

The event also included presentations by key U.S. Army leaders. Maj. Gen. Robert P. Lennox, assistant deputy chief of staff, G-3/5/7, provided the keynote address. Brig. Gen. Thomas C. Maffey, director, Department of Army, Military Operations, Training, presented a briefing on the strategic way ahead for Army modeling and simulation.

In addition, Dr. Jim Blake provided the conference's opening remarks. "We will focus on the roadmap to success out to 2020," he said. "If it is true that the surest way to predict the future is to create it, then we have that opportunity this week."

Blake also participated in the Team Orlando panel, "Get It Done," with PEO STRI's sister service senior executives. "When we hold reunions and conversations in 2020 what will we say? Will we say we devoted ourselves to resolving the tough issues, made the tough decisions, and did our absolute best to provide the best possible solutions? We plant the seeds of those future conversations today," he closed. ■

**"If it is true that the surest way to predict the future is to create it, then we have that opportunity this week."**

DR. JAMES T. BLAKE  
PEO FOR SIMULATION, TRAINING  
AND INSTRUMENTATION

**6TH ANNUAL Organization Day**  
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Hamburgers, BBQ Pork,  
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**No Children, No pets, EMPLOYEES ONLY.**

\* this is a work day and your official duty station \*



# LEGAL CORNER



## Hybrid Cars Equal Tax Credits

By Laura Cushler, PEO STRI Office of Counsel

According to a recent survey issued by the Civil Society Institute last month, 71 percent of Americans said they believe gas will hit \$4 a gallon by the summer. More than half of the respondents said that prices for gasoline and home heating oil were their number one economic concern for 2008, topping recession, foreclosure and unemployment.

High fuel costs can drive consumers to consider purchasing hybrids, clean diesels and other fuel-efficient vehicles. A hybrid car can lower gas consumption and allow consumers to take advantage of certain tax benefits.

The new *Energy Independence and Security Act of 2007* signed into law by President Bush Dec. 19, 2007 seeks to address some of these concerns. One of the highlights of the wide-ranging bill is an increase in the Corporate Average Fuel Economy standards for automobiles and light trucks. It requires auto manufacturers to raise fuel economy to

a fleet-wide average of 35 miles per gallon by 2020. Congress had not increased fuel economy standards for passenger cars since 1975.

Hybrids purchased or placed into service after Dec. 31, 2005 may be eligible for a federal income tax credit of up to \$3,400. Credit amounts begin to phase out for a given manufacturer once it has sold more than 60,000 eligible vehicles.

Individuals who purchased any of the new gas-electric hybrid cars available in the U.S. between 2006 and 2007 are eligible for up to \$3,400 in federal tax credits. The credits apply only to the first 60,000 hybrid cars sold by each automaker however, limiting the savings to those who act early.

Be sure to find out the credit amount certified by the IRS for the vehicle at the time you acquire it. For up-to-date information, go to the Newsroom link at [www.irs.gov](http://www.irs.gov) and then click on Hybrid Cars and Alternative Motor Vehicles. ■



Call for Articles!

The PEO STRI workforce is welcome to submit articles for publication in Inside STRI.

For writing and stylistic guidelines, contact Kristen Dooley at [kristen.dooley@us.army.mil](mailto:kristen.dooley@us.army.mil) or 407-384-5224.



## Congratulations to PM CONSIM

for their outstanding support of the 2007 Combined Federal Campaign.

PM ConSim contributed 145 percent of their assigned goal for the campaign, outdistancing the next highest contributor by almost 15 percent. Thank you to PM ConSim for their outstanding support.

Thanks also to everyone who supported the 2007 CFC and helped PEO STRI exceed their set goal of \$65,000 by a total contribution of \$74,837.50.



# PEO STRI Holds Annual Jeans Day April 17

By Bill Osborne and Donnette Hart, *PEO STRI Security Office*

Wednesday, April 17, 2008, is “Jeans Day.” As the name implies, this is the one day set aside every year when all employees are encouraged to come to work in blue jeans and clean their offices, files and storage areas.

Employees are encouraged to recycle and dispose of unused materials in their assigned office space. Collection stations will be set up on each floor of every building from 7:30 a.m. to 3:00 p.m. There will be a monitor at each station who will provide boxes and labels, answer general questions and inspect material being dropped off to ensure it can be properly disposed of. Collection stations will contain recycling bins, disposal areas for office supplies and areas to drop off surplus office furniture.

The following items are the primary focus for Jeans Day:

## **CLASSIFIED MATERIAL:**

There should be no classified material in any work area. If material is discovered and suspected of being classified, take it to the Security Office for identification, disposition and destruction.

## **RECYCLING BINS:**

Non-sensitive white office paper will be collected in recycling bins. Please ensure all binder clips and staples are removed.

## **FOR OFFICIAL USE ONLY (FOUO) MATERIAL:**

Collection boxes will be on hand for FOUO and other sensitive information. Paper containing information designated FOUO, sensitive but unclassified, controlled unclassified, Privacy Act, or Personally Identifiable Information will be stored in these boxes on-site until it can be shredded. Please ensure all binder clips and staples are removed.

## **TRASH CONTAINERS:**

Employees should dispose of general trash in the designated trash cans located at collection stations. Telephone books, supply catalogs, magazines and similar items should be discarded as trash.

## **OFFICE SUPPLIES:**

Please bring slightly used office supplies to

the collection station. These types of supplies include binders, folders, notebooks, pens, pencils, markers, two or three hole punchers, staplers, etc.

## **SURPLUS OFFICE FURNITURE:**

Small and portable items of furniture will be accepted at the collection stations. Examples include chairs and rolling files. Do not disassemble or move any systems furniture, partitions or work surfaces. Please do not bring items with a barcode to stations. These items must be returned to the Property Book Office to be removed from your inventory.

## **COMPUTER RELATED GOODS:**

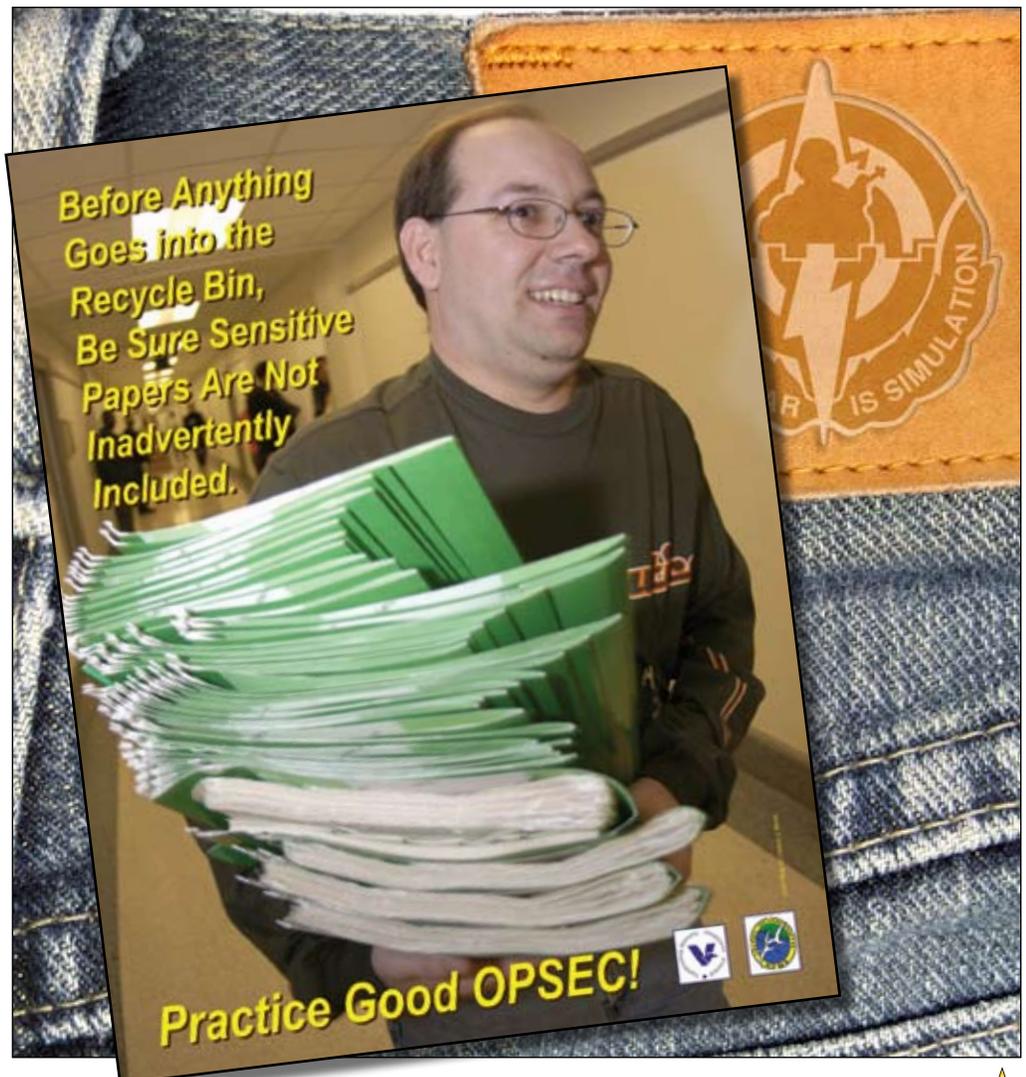
A separate box will be designated for CDs, DVDs, diskettes, tapes, hard drives and other media. Please remove the jewel cases, protec-

tive sleeves, etc., from all media prior to disposal. Place contents in the marked boxes at each collection station.

## **SPECIAL ITEMS:**

Some items may have specific environmental disposal restrictions. These items include but are not limited to paints and solvents, pesticides, batteries (13 volt, lead, lithium are considered hazardous waste), aerosol cans. Disposition has not yet been determined for these items.

This is a joint Army-Navy endeavor. The primary points of contact for PEO STRI are Ms. Eddie Brewer and Ms. Alicia Biggers. As additional information such as the specific location of collection points are determined, information will be passed along to the workforce in the form of area wide messages, splash screen images and posters. ■





## What has been your favorite Town Hall Meeting theme and why?



"I would say the Mardi Gras theme. It was a lot of fun and everyone was into it. We got incentives to keep the PEO STRI team spirit going. I'd also have to mention that PM Field OPS should have won the hat contest because, honestly, our hat was the best... really!"

**PATTY QUIROZ,  
PM FIELD OPS**



"The Mardi Gras theme was the best I've seen because the audience participation was outstanding. A good theme really helps with communicating the message in a fun way."

**GARY SCRUGGS,  
BOO**



"My favorite Town Hall theme was the last one, the Mardi Gras theme. It was fun to see the leadership so involved in the event. The parade portion was a lot of fun and the musical soloist was absolutely amazing... a great kickoff to an informative and fun Town Hall."

**YVETTE PUE,  
BOO**

Want your opinion heard? Answer April's Question! **What was your favorite event during Organization Day this year and why?** Send your response to [Kristen.Dooley@us.army.mil](mailto:Kristen.Dooley@us.army.mil) and put Citizen STRI in the subject line.

# HOLIDAYS Events

### April 1

April Fools' Day

### April 6-9

AAAA Conference

### April 7-11

OneSAF User's Conference

### April 11

Organization Day

### April 17

Jeans Day

### April 23

Administrative  
Professional's Day



By Marge Hadbavny, Protocol Officer

*"Manners are the sensitive awareness of the feelings of others. If you have that awareness, you have good manners, no matter what fork you use."*

*-Emily Post (1872-1960)*



Though ancient games like “Chess” may be considered games of strategy that can challenge and sharpen a player’s ability to employ pieces, they are not generally considered to be direct training tools for warfare. As a result, there was little confusion as to whether these were games for entertainment or games for serious purposes.

In 1664, however, Christopher Weikmann created “Koenigspiel” which was one of the earliest board games for warfare. He specifically designed a tool to train leaders and experiment with new ideas in warfare. He was followed by C.L. Helwig with “War Chess” in 1780 and Baron von Reisswitz with “Kriegsspiel” in 1811. It became clear that these tools were for military training.

Leaping forward to the 1950s, an entrepreneur named Charles Roberts was awaiting his commission in the Army and sought to create a tool with which he could practice his tactical skills. The result was a board game that he entitled “Tactics.” This resulted in the formalization of board games with a hexagonal overlay to manage movement and engagements, the use of a Combat Results Table to formalize the results of the battle, the incorporation of terrain types to impact combat activities, a turn-based play mechanism and the use of dice to add random events and outcomes to the battle.

Roberts then used his set of tools to create the commercial entertainment company Avalon Hill in 1958. He popularized war gaming as a hobby and a form of entertainment for those interested in trying their hand at warfare. These games attracted a significant following of people who were both well-educated and experienced in the military.

At this point, the lasting dichotomy between games as serious military tools and games as a form of entertainment was established. The issue of the appropriateness of playing games for serious purposes has been part of the education of military leaders ever since their popularization in the 1960s.

During the Korean War, these board war-gaming tools were new and they were being employed by the military colleges to teach officers the craft of warfare. The image of using gaming tools to teach something as serious as warfare was considered to be something that the public might not understand or approve of. Consequently, the practice was kept secret.

Then, Milton Caniff, the cartoonist of the popular Steve Canyon newspaper comic strip, did a long series of comic strips in which Steve Canyon used war games to plan his missions. Thus, the use of games for military training was exposed to the general public in the “funny papers.”

### **MATHEMATICAL AGE**

Players for entertainment sought a game that was easy to use, but military thinkers needed something that was as accurate as possible even if it were some-

what cumbersome to use.

The military adopted computing devices to aid in their calculations and captured the results in the form of printed tables that could be used during the play of the game. As these machines became more accessible, they could be run in real-time to calculate specific combat results. This brought more detailed mathematics and logic to the play of the game and had little influence on the form of the game itself.

Games continued to be played with paper boards, paper pieces, physical die, and miniatures. During this period, computers could be viewed as an advanced form of a calculator that was used by the sophisticated military users. The high costs and rare access to computers widened the gap between the “professional” and the “hobby” users of the games. This split encouraged hobby players to create new manual mechanisms that could improve the richness and realism of their games without resorting to computers.

In 1948, the Army Operations Research Office at Johns Hopkins University created the “Air Defense Simulation” and, in 1953, they produced the first of a series of models called “Carmonette.” These games lost much of the playability of the board game, but significantly improved the mathematical rigor of the results. These were the first truly computerized war games.

### **COMPUTER AGE**

Eventually, computers became powerful enough and sported display devices that would allow the entire war game to be converted into a digital representation. This eliminated much of the manual work of moving pieces, rolling die, looking up results and calculating final results. The players could focus on the tactical movements and leave the complexity of manipulation to the computer. This also made it feasible to expand the size of games. The amount of geography or number of icons played no longer had to be limited by human manipulation. It was now bounded by the capabilities of the computers.

It was now possible to incorporate mathematic and logical algorithms that were far beyond what could be managed with a human-driven paper game. It also became practical to distribute the game between multiple rooms and to present custom views of the battle for each player. As early as the 1960s, we can see the beginnings of the modern networked, multiplayer games that are popular today.

The McClintic Theater Model at the Army War College and the Naval Wargaming System for the Naval War College incorporated the most modern computers, networks and display devices. These simulations improved the mathematical models of warfare, but they also began to bring in attractive graphics for the systems.

This age was also the first step at bringing the military and hobby players of these games back

together. In the previous generation, both communities had shared common map boards and pieces. In the convergence that lay ahead, they would both be building systems on personal computers and the unstable partnership between the two communities would be brought back to life.

### **PERSONAL GAMING AGE**

PCs and graphics cards have created an affordable platform for supporting games for both entertainment and military training. Though both communities had diverged through the 1980s and 1990s, they became reacquainted at the end of the 20th century.

On the entertainment side, games like “Steel Panthers” and “Close Combat” showed their strong tie to the military, while “SimEarth” and others went off in a uniquely entertainment direction.

Military simulations like “ModSAF” and “NPS-net” were uniquely military, but beginning to explore the graphic tools of the entertainment world.

Traditional military training games like “JANUS” and “SIMNET” have now been recreated in a gaming form and are sold for entertainment. Similarly, entertainment games and the technologies that are behind them are seeping into the military domain.

The modification of “Unreal Tournament” became a sensational hit in the form of “Americas Army” and the adoption of “Operation Flashpoint” developed into the basis for “DARWARS *Ambush!*”

Throughout this evolution, there have been concerns about turning entertainment properties into serious games. There is the concern that games may be adopted because they are flashy and attractive more than accurate and valuable.

These apprehensions arise in all industries in which outside technologies are imported. For example, the medical education field has done numerous studies to determine whether simulations of all types can provide better training than traditional non-electronic methods. In most cases, they have learned that these new training tools are essential for teaching the more complex skills that are necessary for the latest forms of surgery and the use of advanced equipment.

### **GAME TECHNOLOGIES**

As games become more sophisticated and the armed services come to better understand them, the military has been able to identify better means of leveraging these technologies for serious purposes. The Army has moved past their initial aversion to using entertainment games for military training. ■

**To obtain a copy of the full article, bibliography and author’s biography, contact the PEO STRI public affairs office at [kristen.dooley@us.army.mil](mailto:kristen.dooley@us.army.mil).**



INTRODUCING  
**James Todd**  
 THE  
**PEO STRI**  
**EMPLOYEE SPOTLIGHT**



By Kristen Dooley, PEO STRI Public Affairs Officer

PEO STRI employee, James Todd, recently won an award from the Department of Defense's Standardization Program Office for the development and implementation of standards for the Future Army Systems Integrated Target (FASIT). The program provides a standard and interoperable solution set for range devices.

"The [award] selection was aptly based on the creation and promulgation of the FASIT standards as well as the initiatives to reach back to legacy systems and modernize those ranges," said Todd, the lead systems engineer for the FASIT program.

This will allow for the replacement of outdated range devices fielded in the late 1970s and early 1980s. During the transition process, these devices will also be standardized and outfitted with future technology.

The new range devices will reduce life-cycle costs, have a more realistic look, decrease in size and weight, and include a data interface port for instrumentation capabilities.

"The unique solution employed to upgrade these existing ranges to the FASIT standard resulted in a cost avoidance of

more than \$10 million last year alone," he said.

Although Todd won the award, he said much of the success of the program is due to the team's effort.

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— James Todd

Todd, a 19-year PEO STRI employee, said that the people along with the mission make for a gratifying work experience. "But, the greatest joy," he said, "comes from those times when you get feedback from Soldiers who use and benefit from our products." ■

"While winning the award is an honor, it overshadows the work efforts of the entire team in their execution of the FASIT endeavors. The success belongs more to the entirety of the team supporting these initiatives," Todd acknowledged.

Furthermore, Todd said that this accomplishment clearly reflects the diligence of the PEO STRI workforce.

"The acknowledgment provides affirmation that we are in fact applying the systems engineering principles in the execution of our assigned duties," Todd said. "The real benefit of this award is the positive reflection that this makes regarding the fine efforts of all of the employees here at the PEO."

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