

MAJ Robinson
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"VIDEO ARCADE TECHNOLOGY -
potential for training...."

PENDING PRODUCTION APPROVAL SCRIPT

TECHNICAL ADVISOR: MAJ David Robinson
ATTN: ATIC-AET-IO
US Army Training Support Center
Building 1529
Fort Eustis, VA 23604
804-878-3522/2240

WRITER: Tory Salvia
519 Wilson Rd.
Annapolis, Md 21401
301-261-8450

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VIDEO

AUDIO

FADE IN

1. INTERIOR - ARCADE

FADE IN UP-TEMPO COMPUTER GENERATED
MUSIC. MIX WITH GAME SOUND EFFECTS.

CLOSE SHOT OF HAND
PLACING COIN IN MACHINE.
ZOOM OUT TO ESTABLISHING
SHOT OF YOUNG PLAYER AND
VIDEO GAME.

2. INT - ARCADE

FULL SHOT OF GAME SCREEN
SHOWING "Tail Gunner"
GAME ACTION.

3. INT - ARCADE

CLOSE UP OF PLAYER'S
HAND WORKING GAME CONTROLS.

4. INT - ARCADE

CLOSE UP OF PLAYER'S FACE
AS HE CONCENTRATES ON GAME.

5. INT - ARCADE

CLOSE UP OF GAME SYMBOLS
FIRING & EXPLODING. GAME
ENDS & "Tail Gunner" LOGO
SPINS OUT FROM CENTER OF
SCREEN TO FILL FRAME.

6. INT - ARCADE

MEDIUM CLOSE SHOT OF
PLAYER & GAME. ZOOM OUT
& PAN TO ESTABLISH CROWDED
ARCADE.

DUCK COMPUTER MUSIC & GAME SFX UNDER
FOR OFF-SCREEN NARRATOR:

...Video Arcade Games have become the
entertainment phenomenon of the 1980's.



7. INT - ARCADE

MEDIUM SHOT OF SEVERAL
PLAYERS GATHERED AROUND
GAME.

...They have a special attraction to
our nation's youth who are highly video
oriented based on thousands of hours of
individual television viewing.

8. INT - ARCADE

FULL SHOT OF GAME SCREEN
ACTION. THE GAME IS RUNNING
AT INITIAL SLOW PACE WITH
MANY TARGET HITS.

...The games feature realistic graphics
and sound effects which are programed
by a computer. They present a continu-
ous challenge and provide immediate
visual and audio feedback, so they are
self-motivating. The games are also
easy to learn...

DISSOLVE TO

9. INT - ARCADE

FULL SHOT OF GAME SCREEN.
PACE OF ACTION HAS NOW
INCREASED MARKEDLY WITH
FEWER TARGET HITS.

...yet escalate in complexity. So
they are difficult to defeat and tend
to maintain interest.

10. INT - ARCADE

CAMERA PANS ACROSS
SEVERAL VIDEO GAMES
KEY IN SEGMENT TITLE:

"Video Arcade Technology-
potential for training..."

FADE OUT ON MUSIC

FADE IN

11. INT - ATARI FACILITY
(Sunnyvale, CA)

FULL SHOT OF MISSILE COMMAND
GAME SCREEN. TILT DOWN TO
SHOW PLAYER'S HAND MOVING
TRAK BALL.

WIPE TO

12. STOCK FOOTAGE

HAWK MISSILE LAUNCH &
TARGET IMPACT.

...Because of the entertainment
value, popularity, realism, and
computer flexibility Video Arcade
Technology appears to offer a unique
potential for training

MUSIC OUT NATURAL

The Army Training Support Center has formed a
task force to study the potential applications
of Video Arcade Technology to support military
training.

SEGUE GAME SFX TO HAWK LAUNCH

... Skills acquired through video games are
similar to skills used to perform certain
military tasks.

13. STOCK FOOTAGE

HAWK MISSILE FIRE CONTROL CENTER. SHOW CONTROL PANEL WHICH IS VERY SIMILAR TO "Missile Command's".

...Especially those which are computer associated...

14. STOCK FOOTAGE

TANK GUNNERY TRAINING.

SFX: TANK FIRE

...resource intensive...

15. STOCK FOOTAGE

INFANTRY SQUAD TACTICS

SFX: SMALL ARMS

...and have time and trainer limitations....

WIPE TO

SEGUE SFX TO COMPUTER GENERATED MUSIC WITH CLASSICAL THEME. (Bach)

16. INT - LIVINGROOM

CLOSE SHOT OF TV SCREEN SHOWING "BASKETBALL" GAME. ZOOM OUT TO REVEAL CHILDREN, TEENS, & ADULTS ENGAGED IN VIDEO GAME & ELECTRONIC GAME PLAY.

...A wide variety of video games are now commercially available which appeal to a broad range of age groups and educational backgrounds.

16. CONT'D

CAMERA ZOOMS INTO
CLOSE SHOT OF APPLE
COMPUTER.

CONTINUE MUSIC

...Many of these games can be played
on home computers which attach to
ordinary TV sets.

17. INT - LIVINGROOM

OVER-SHOULDER SHOT AS
PERSON TURNS PAGES OF
NOTEBOOK CONTAINING
COMPUTER DISCS.

The games are stored on rugged, compact
computer discs....

18. INT - LIVINGROOM

MED CLOSE SHOT OF COMPUTER
TERMINAL & DRIVE UNIT.
PLAYER INSERTS DISC & TURNS
COMPUTER ON. CAMERA TILTS
UP & FOCUSES ON TV SCREEN
AS GAME APPEARS.

19. INT - LIVINGROOM

CLOSE SHOT OF PLAYER'S HAND
MANIPULATING HAND-HELD CONTROL.
ZOOM OUT TO WIDE SHOT, SHOWING
PLAYERS, COMPUTER & TV SET.

SEGUE MUSIC TO GAME SFX

Either hand-held controls or the
keyboard can be used to play the game...

20. INT - TV STUDIO

FULL SHOT OF SONY MONITOR
SCREEN (hooked to Apple)
SHOWING "PONG" GAME

...Video games have been commercially available for 6 years. But in that short time software technology has developed rapidly. Early games, were simple in design and used low resolution graphics...

STAR WIPE TO

21. INT - TV STUDIO

FULL SHOT OF MONITOR
SCREEN SHOWING "Periscope"
GAME TO INCLUDE EFFICIENCY
REPORT.

...But as vendors developed better software, graphics became more realistic and game design became more sophisticated. The amount of game-player interaction increased, with the player receiving more feedback - even in printed form.

DIAMOND WIPE TO

22. INT - STUDIO

FULL SHOT OF MONITOR
SCREEN SHOWING "Talking
Calculator" GAME.

COMPUTER VOICE ANNOUNCES CALCULATION.
...In some more recent games, a computer voice provides player-machine interaction and feedback.

CIRCLE WIPE TO

23. INT - STUDIO

FULL SHOT OF MONITOR
SCREEN SHOWING "Death Star"
GAME.

GAME SFX

...The latest state-of-the-art in game software is the 3-dimensional moving image which adds a realistic perspective to the player's field of view....

DISSOLVE TO

24. EXTERIOR

MEDIUM SHOT OF TEENS PLAYING
WITH HAND-HELD ELECTRONIC
GAME.

SEGUE GAME SFX TO ELECTRONIC ROCK MUSIC.

Another group of games with training potential are the hand-held electronic variety.

25. EXTERIOR

CLOSE SHOT OF GAME.

GAME SFX FULL

These games present visual displays similar to electronic calculators, and most incorporate some movement and sound effects....

26. EXTERIOR

MED CLOSE SHOT OF TEEN AS
HE PLACES GAME IN POCKET.

Though not as dynamic as the video variety, these units are relatively inexpensive, rugged, and compact enough to carry in a pocket.

27. STOCK FOOTAGE

SHOTS OF STUDENTS
USING COMPUTERS IN
SCHOOL.

Computer learning games are also being
used in many public school systems.....

WIPE TO

28. INT - VIDEO ARCADE

ESTAB SHOT OF ARCADE.

There's a lot of training potential in
Video Arcade Technology

29. INT - VIDEO ARCADE

CLOSE SHOT OF PLAYER'S FACE.

... What we need is a comprehensive
evaluation program to determine...

30. INT - VIDEO ARCADE

EXTREME CLOSE UP OF ACTION
ON SCREEN.

... if the skills acquired in these games
transfer to military training

SAW TOOTH WIPE TO

31. INT - ATARI FACILITY

FULL SHOT OF VIDEO SCREEN
OF CONVERTED "Battle Zone"
GAME. SILHOUTTE OF HIND
HELICOPTER APPEARS IN
RETICLE. CURSER SYMBOLS
FOR 25MM CANNON FIRE DESTROYS
HIND. CAMERA ZOOMS OUT TO
ESTAB SHOT OF GAME CONSOLE.

GAME SFX

... The first step has been taken
This unit is a conversion of a
commercially available game called
"Battle Zone." It features the
physical controls of the Infantry
Fighting Vehicle weapon system and
gunner's station.

32. INT - ATARI FACILITY

INT - IFV

TWO WAY SPLIT SCREEN

Game Gunner		IFV Gunner
Control		Control
Handles.		Handles.

HANDS GRASP & MANIPULATE
BOTH SETS OF HANDLES.

HANDS ACTIVATE FIRING
SWITCHES & PALM GRIP
STABILIZATION CONTROLS.

...The gunner control handles of the game
closely duplicate those of the IFV in
appearance...

... feel and gun and turret motion.

They also incorporate the same firing
switches and palm grip stabilization
controls....

33. INT - ATARI FACILITY
INT - IFV

TWO WAY SPLIT SCREEN

Game Screen showing field of view through gunner's sight with firing & ranging reticle & read-outs of range, weapon, & ammo selection.

View through IFV gunner's sight with reticle & read-outs.

...The game's video screen presents the same field of view as seen through the IFV gunner's sight. This includes the same firing and ranging reticle plus visual read-outs of indexed ranges, weapon, and ammunition selection.

34. INT - ATARI FACILITY
STOCK FOOTAGE

TWO WAY SPLIT SCREEN

Game silhouettes of threat & friendly vehicles appearing at close range.

Stock ftg of threat & friendly vehicles.

...The game screen shows silhouettes realistic enough to permit friend or foe identification.

35. INT - ATARI FACILITY
STOCK FOOTAGE

TWO WAY SPLIT SCREEN

Game silhouettes of vehicles appear at various ranges

Stock ftg of threat vehicles appearing at approx similar ranges.

...These silhouettes can appear at ranges out to three thousand meters ...

36. INT - ATARI FACILITY
STOCK FOOTAGE

GAME SFX

TWO WAY SPLIT SCREEN

...They can also be programed to follow

Game silhouettes of
threat & friendly
vehicles make
movements
characteristic
of real vehicles.

Stock ftg of paths and take actions characteristic
vehicles making
characteristic of the equipment they represent....
movements.

37. INT - ATARI FACILITY
INT - IFV

TWO WAY SPLIT SCREEN

...The realistic game controls enable

Game: hand
manipulates
controls.

IFV: hand
manipulates
controls.

the gunner to select the desired
weapon, ammunition, and rate of fire -
as well as index the target range
measured through the game's stadia
ranging reticle.

38. INT - ATARI FACILITY
STOCK FOOTAGE

TWO WAY SPLIT SCREEN

... Silhouettes of threat vehicles are

Game silhouettes of
threat vehicles
firing.

Stock ftg
of threat
vehicles
firing.

programed to fire at realistic times
and fire rates.

39. INT - ATARI FACILITY
STOCK FOOTAGE

TWO WAY SPLIT SCREEN

Game silhouettes of IFV fires each of its weapons.	Stock ftg of IFV firing weapons.
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GAME SFX

...The gunner is able to employ all of the IFV weapons - coaxial machinegun, 25mm automatic cannon, and TOW missile - using realistic trajectories and times of flight. Sound effects from actual weapons and vehicles are used.

40. INT - ATARI FACILITY

CLOSE SHOT OF GAME'S
SCORING READ-OUT.

ZOOM OUT TO OVER-SHOULDER
SHOT OF SOLDIER (in fatigues)
USING GAME.

...The game also incorporates a scoring system which provides the soldier with immediate feedback on his performance. As the gunner's skill improves, the game increases in difficulty in order to maintain a high level of challenge.

41. INT - ATARI FACILITY

FULL SHOT OF GAME ACTION
ON SCREEN.

..."Battle Zone" is a proven success in the commercial arcade business....

42. INT - ATARI FACILITY

GAME SFX

MED CLOSE SHOT OF SOLDIER'S
HANDS OPERATING GAME
CONTROLS.

...The conversion adds training
realism...

43. INT - ATARI FACILITY

CLOSE SHOT OF SOLDIER'S
FACE.

...while maintaining the game's
entertainment attraction ...

44. INT - ATARI FACILITY

FULL SHOT OF SOLDIER &
GAME CONSOLE.

...all within the cost of the commercial
version. Now let's watch one of several
offensive scenarios which are programed
into the "Battle Zone" conversion.

45. INT - ATARI FACILITY

FULL SHOT OF GAME SCREEN.
9th OFFENSIVE ENGAGEMENT.

... The IFV moves out and observes an
enemy tank moving at approximately
25 kilometers per hour on a
crossing course at 1000 meters.
Simultaneously, the gunner observes a
SAGGER team in position to fire at 600
meters.

46. INT - ATARI FACILITY

CLOSE SHOT OF GAME CONTROL
PANEL. SOLDIER SELECTS
COAX MACHINEGUN.

GAME SFX

... During the SAGGER team's 5-second
aiming time, the gunner must select the
appropriate weapon ... range ... aim ...
and fire

47. INT - ATARI FACILITY

FULL SHOT OF GAME SCREEN.
9th OFFENSIVE ENGAGEMENT
CONTINUED.

... Even if the SAGGER is fired first,
an accurate burst by the gunner will
kill the team and ground the missile.

48. INT - ATARI FACILITY

CLOSE SHOT OF GAME CONTROL
PANEL. SOLDIER SELECTS
TOW MISSILE.

... Next, the gunner must quickly stop
the IFV and engage the tank with his
TOW missile.

OSCILLATING WIPE TO

49. INT - ATARI FACILITY

FULL SHOT OF GAME SCREEN.
4th DEFENSIVE ENGAGEMENT.

... The following engagement is one
of several defensive scenarios
available. The gunner observes two HIND
helicopters moving low towards the right.
Both disappear behind a hill at 2000
meters.

50. INT - ATARI FACILITY

CLOSE UP OF GAME CONTROL
PANEL. GUNNER SELECTS
25MM CANNON.

GAME SFX

...The gunner must quickly select the
appropriate weapon system ...

51. INT - ATARI FACILITY

FULL SHOT OF SCREEN.
4th DEFENSIVE ENGAGEMENT
CONTINUES.

... When one HIND pops into view,
the gunner fires Five seconds
later, the second HIND pops up and fires
a SAGGER. The gunner returns fire....
If he misses, his IFV is destroyed.

WIPE TO

GAME SFX OUT

52. INT - ATARI FACILITY

ESTAB SHOT OF "Missile
Command" GAME CONSOLE.

...Several other commercial games exist
which possess training potential
similar to "Battle Zone."

53. INT - ATARI FACILITY

FULL SHOT OF GAME SCREEN.

...The arcade game, "Missile Command,"
incorporates MIRV's, bombers and "smart"
missiles into its game strategy.

54. INT - ATARI FACILITY
STOCK FOOTAGE

TWO WAY SPLIT SCREEN

Game control panel HAWK missile
control panel

...It also utilizes a control panel
which is remarkably similar to the
HAWK system.

WIPE TO

55. STOCK FOOTAGE

SHOTS OF INFANTRY
SQUAD TRAINING.

SMALL ARMS SFX

...Tactics is another area where
existing commercial video games
exhibit training potential....

SEGUE TO GAME SFX

56. INT - TV STUDIO

FULL SHOT OF SONY
MONITOR SCREEN SHOWING
"Ambush" GAME.

...For example, the game, "Ambush"
could prove useful in training NCO's
in squad tactics....

WIPE TO

57 INT - TV STUDIO

FULL SHOT OF SONY MONITOR
SCREEN SHOWING "Red Attack"
GAME.

...Another commercial game, "Red Attack,
is a sophisticated war game simulation
at the battalion task force level....

58. STOCK FOOTAGE (Navy)
(OR ATARI FACILITY)
SHOTS OF "Air Combat
Maneuver" GAME,
PREFERABLY WITH NAVY
PERSONNEL AT CONTROLS.

GAME SFX

...Though the Army is yet to perform instructional transfer studies on video games, the Navy has already evaluated several. Their findings show that the game, "Air Combat Maneuver," demonstrates a significant degree of instructional transfer to fighter pilot skills.

59. INT - ATARI FACILITY

MONTAGE OF SHOTS INTERCUTTING
SOLDIER USING "Battle Zone"
CONVERSION WITH PLAYERS IN
COMMERCIAL ARCADE & HOME
SETTING.

FADE IN COMPUTER ROCK MUSIC

...Video Arcade Technology demonstrates strong potential for training. Two key factors appear positive - the games have broad appeal, especially to the young, and off-the-shelf units can be converted for military training with relative ease and at unit costs comparable to commercial versions. The most important factor must now be evaluated - can skills learned through video games transfer to military tasks?

60. INT - ARCADE

FULL SHOT OF GAME SCREEN.
"The End" GRAPHIC SPINS OUT
FROM CENTER OF SCREEN.

FADE OUT

MUSIC OUT

FIN