

VIDEO ARCADE TRAINING

DURING COMMANDER'S CONFERENCE:

- DEFINE TRAINING OBSTACLES
- DEMONSTRATE TECHNOLOGY
- DISCUSS PSYCHOLOGY
- DEMONSTRATE TRAINING POTENTIAL
- GET SCHOOLS INVOLVED
- PRESENT DEVELOPMENT OUTLINE

IMPLIED TRAINING POTENTIAL

- PRECURSOR TRAINING
- SUBLIMINAL TRAINING
- IMPLICIT TRAINING
- 1980 PHENOMENON

• THE TECHNOLOGY:

- PORTABLE
- MINIATURE
- FLEXIBLE/REPROGRAMMABLE
- DYNAMIC
- AVAILABLE AND ADAPTABLE
- CURRENTLY USED IN SOME WEAPONS SYSTEMS & TRAINING DEVICES

• THE PSYCHOLOGY:

- CHALLENGING
- REWARDING
- ENJOYABLE
- ATTRACTS BROAD RANGE OF AGE GROUPS & EDUCATIONAL BACKGROUNDS

ARCADE

<u>TASK</u>	<u>PRODUCT</u>
GUNNERY SUSTAINMENT	BATTLE ZONE WITH IFV CONTROLS
INDIVIDUAL WEAPONS TRAINING	GUNFIGHTER - PISTOL, RIFLE, LAW
HAND/EYE COORDINATION	MISSILE COMMAND
PRECURSOR	AIR COMBAT MANEUVER
FIRE DIRECTION CENTER TRAINING	HOWITZER
NCO TACTICAL TRAINING	AMBUSH
OPFOR TRAINING	RED ATTACK
BATTALION/TASK FORCE TRAINING	RED ATTACK

## GUIDANCE TO ATARI

- o RETAIN AMUSEMENT/MOTIVATION
- o DO NOT EXCEED CURRENT GAME COST
- o THREE GUNNER TASKS
  - .. PUT TURRET INTO OPERATION
  - .. ACQUIRE TARGETS
  - .. ENGAGE TARGETS
- o CUES FOR GUNNER
  - .. TARGET SIZE, SHAPE, ASPECT, MOVEMENT
  - .. OBSCURATION
  - .. SOUNDS (FIRE, COMMANDS, SENSINGS, WARNINGS)
  - .. TRACER TRAJECTORY
  - .. TARGET EFFECT
- o HARDWARE INTERFACE WITH GUNNER
  - .. HAND CONTROLS
    - HORIZONTAL/VERTICAL MOVEMENT
    - SIMILAR TORQUE, RATES, DISPLACEMENTS
    - FIRE SWITCH
  - .. SIGHT
    - SAME ANGLE FIELD OF VIEW
    - TWO MAGNIFICATIONS
    - SAME RETICLES, STADIA
    - WEAPON, AMMUNITION, RANGE READOUT
  - .. CONTROL PANEL
    - SELECT WEAPON, AMMUNITION, FIRE RATE
    - INPUT RANGE
    - RAISE MISSILE LAUNCHER

SIMULATED TARGETS

FOE

TANK  
BMP  
HIND  
SAGGER TEAM  
BRDM  
SP 122/152  
ZSU-23  
ZSU-57  
TROOPS

FRIEND

M60  
M113  
COBRA  
M109  
IFV  
LEOPARD  
CHIEFTAIN

USATSC INTENTIONS FOR CONVERSION/DEMONSTRATION

SCORE NEAR MISS AND HITS  
TWO TARGETS SIMULTANEOUSLY  
VOICE LATER, VISUAL FOR DEMONSTRATION  
TERRAIN LIMITED; DUST, OBSCURATION, SPEC EFFECTS  
WASHBOARD TERRAIN AS LOW PRIORITY  
STADIA RANGING AND INDEXING  
NO SEAT  
CLOSED SCREEN  
VIDEO TAKE-OFF FOR TV DEMONSTRATION  
CONVERSION COMPLETE BY 6 MARCH  
FURNISH AIR COMBAT MANEUVER



TASK - ACQUIRE TARGETS

PERFORMANCE ELEMENTS/ STEPS	CUES	CONDITIONS	STANDARDS	SKILLS/KNOWLEDGE
a. Detect Target	<p>Movement</p> <p>Regularity of shape</p> <p>Environmental (dust, smoke, color)</p> <p>Flash and smoke</p> <p>Voice (cdr designated)</p>	<p>Field of view</p> <p>Target in open and/or partial defilade</p> <p>Targets still or moving</p> <p>Daylight (clear)</p>	<p>Detect target before target attacks or takes evasive action</p>	<p>Distinguish between natural and manmade objects</p> <p>Recognize characteristic shapes</p> <p>Know the causes of environmental cues</p>
<p>b. Identify Target</p> <p>(1) Type of target</p> <p>(2) Friend or Foe</p>	<p>Size and shape</p> <p>Composition</p> <p>Movement</p> <p>Location</p> <p>Size and Shape</p> <p>Markings</p> <p>Location</p> <p>Activity</p>	<p>Potential target detected</p>	<p>Correctly identify target</p>	<p>Know characteristic details of friendly and enemy targets</p> <p>Know characteristic employment features</p>

TASK - ACQUIRE TARGETS

PERFORMANCE ELEMENTS/ STEPS	CUES	CONDITIONS	STANDARDS	SKILLS/KNOWLEDGE
1. Evaluate target (1) Target threat	Type of target Target location and activity	Target identified as enemy	Correctly assess target threat (priority of engagement).	Knowledge of target capabilities (speed, effective range)
(2) Target Range	Size			Know target vulner- ability limitations
(3) Target Activity	Moving or stationary			

TASK - ENGAGE A HOSTILE TARGET

PERFORMANCE ELEMENTS/ STEPS	CUES	CONDITIONS	STANDARDS	SKILLS/KNOWLEDGE
a. Select weapon (and ammo)*	Type target Range Environmental (natural obstructions) Ammo avail- ability	Target identified as hostile Command to engage Weapon select switch	Select least costly and capable weapon which will destroy the target	Know weapon/ammo relative effectiveness Know conditions under which weapon can be employed effectively
b. Index range	Visual display of alternative range settings and current switch lo- cation	Weapon (and ammo) selected Range select switch	Range setting coincides with estimated range to target	Estimate range using sight vehicle
c. Aim and/or track target	Visual display of vehicle and target	Correct sight vehicle for weapon (ammo selected)	Take and hold proper sight picture for target situation	Know proper sight picture Hand-eye coordination
d. Fire	Proper sight picture	Weapon firing switch (trigger)	Complete within x seconds of order to engage Hit target	
e. Evaluate effect	Visual display of target, tracer, and terminal action	Obscuration con- sistent with weapon employed	Correctly assess hit or miss and corrective action needed	Know fire adjustment procedures

\*Weapon selected will affect actions required

GENERAL COMMENTS

IFV GUNNER TRAINING EMPHASIS

ATARI

COMMITTED

ENTHUSIASTIC

COMPETENT

PRODUCTION APPROACH

WATCH GOLD-PLATE ADD-ONS