

## Session 3 – Vehicle Simulation

### Summary of General Discussion

The chairs opened the discussion by remarking that a wide range of simulations were presented during the session, with different degrees of fidelity for different tasks, and asked whether general principles could be used to guide the selection of VR solutions.

- The discussion recognized that high fidelity is not always the answer and that effectiveness of the simulation for its purpose is more important.
- The discussion also indicated that a lack of communication between researchers and users, unrealistic expectations from users, and the need for acceptance by the user community sometimes leads to solutions that are not optimal.
- The attendees discussed the potential value of a generic, overall solution versus dedicated simulations for subtasks and how best to make decisions about the trade-off these approaches or the quality of the simulation components. A few programs, including VIRTE, are addressing these issues. Better linkage among the requirements, research and acquisition communities was again identified as a need.
- The attendees identified several ways to promote selection and user acceptance with simulations including the need for validity testing, cost-benefit analysis and, for pilots, credit for simulator time. Observations were made that basic training has become more standardized so that soldiers learn a common set of tasks and skills and that simulations, including games, provide opportunity for developing creative strategies.
- Several cautions about the unrestricted use of games were identified, including comment about underlying models and the motivational differences between training and entertainment. The efficacy of simulations for deployed training was discussed and the reality that operational tempo often precludes their use.

