
Session 4 – Dismounted Simulation

Summary of General Discussion

- Fidelity is still an issue as to what should be presented virtually and what should be live. Those decisions have a lot to do with what is being trained or the purpose of the simulation.
- Movement in VEs in particular is in question-with seemingly no really foolproof simulated means. Real movement has lots of advantages. Marrying up live and virtual has challenges.
- Getting decision makers to buy into simulation has been difficult in the dismounted community because they all learned in the live environment and are reluctant to change.
- Emphasis in dismounted simulations should be on cognitive skills.
- Hybrid solutions that mix live movement and virtual may meet need but need further research.
- Low end simulations and games on the rise.
- Mission rehearsal a likely application and it may require less fidelity than training.
- Other applications of VE could be for testing personnel for selection or promotion.

