The StoryDrive Engine
Expanding the Envelope of DoD Simulations

presented by
Paramount Digital Entertainment
to the
Department of Defense Industry Days
Presentation Agenda

The StoryDrive Concept
The StoryDrive Engine
The StoryDrive Test Bed
Simulation Overview: Walk-Through
Future Directions for Development
Table Top Seminars and Wargames

- Media: Printed materials, video
- Labor intensive
- Challenges in managing the scenario
  - Building momentum
  - Stage-managing developments
- Presentation and effectiveness
  - Highly dependent on leader
  - Variable
The StoryDrive Engine Concept

- Designed to make seminar environments more...
  - Immersive and engaging
  - Dynamic
  - Effective learning experiences

- By incorporating and integrating
  - Story
  - Character
  - Functional Design
Story

Crafted and Structured to...

- Develop in ways that capture interest and make participants eager to know what happens next.
- Present relevant information
- Make the scenario credible and compelling
Characters

❖ Created to…
  • Make the human factor more vivid
  • Stimulate strong feelings and attitudes in participants
  • Personify the political and cultural values that influence events
Functional Design

- Provides an interactive structure for driving and modifying the scenario
- Gives students the ability to independently explore and assess scenario environment
- Gives Seminar Leaders the flexibility to seamlessly alter scenario developments
StoryDrive Engine

SCENARIO
Story Character

Director

Automated Characters
Puppets
SDE Performers
Human

Coach

Video/ Audio/Text
Simulation Environment
StoryDrive Test Bed

- Crisis Decision Exercise 2008 - “Final Flurry”
- Presented annually at the Industrial College of the Armed Forces
- Mission
  - To allow students to apply their skills at developing integrated strategies in response to international crises scenarios. The time period of the scenarios is ten years in the future.
CDE 2008 - Final Flurry

- Method
  - Simulated crisis management exercise conducted over a 5 day period at the end of the academic year.
  - Faculty Seminar Leaders run parallel, independent seminars
  - Media: Printed materials, video
CDE 2008 - Final Flurry

- Exercise Structure - Day 2-4
  - Students read intel and situation reports
  - FSL provides tasker from the “NSA”
  - Breakout groups create recommendations
  - FSLs modify and move scenario forward with injects
  - Groups reconvene and craft final work product
  - FSL critiques work product (may role play NSA)
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<td>From</td>
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<td>To</td>
<td>NSC, NSC IWG, State Department, Washington D.C.</td>
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**SITUATION REPORT**

**TANKER STRIKES SUSPECTED IRANIAN MINE**

An empty Kuwaiti oil tanker struck an underwater mine yesterday while steaming past a small Iranian island near 30 miles west of the Straits of Hormuz, due north of Abu...
Date: 6/01/08
From: DIA
To: White House Situation Room
CC: State Department, NSC IGW

SITUATION REPORT

STATUS OF LOYALIST MEXICAN FORCES

On 27 May, retired General Alfredo Morales of the Mexican Army arrived in the U.S. by boat and identified...
Final Flurry - Day Two

0815 Hours
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PRESIDENT BANNING.

Until we know a lot more about the circumstances surrounding the change in the Mexican government, we're not prepared to recognize the new government. In the meantime however, I've asked Ambassador Smith to seek a formal meeting with those in power. He'll ask that they affirm their commitment to the protection of all foreign nationals. And he'll demand that they cease all...
Overnight Intel

Three Mexican Brigade Commanders Neutralized

Mexico City: U.S Embassy and personnel under surveillance

News service communication links in Mexico damaged or impounded

Riots in Mecca sparked by disinformation campaign
What the StoryDrive Engine Brings to Final Flurry

- Story
- Character
- Functional Design
- Environment
Story

- Includes the kinds of incidents, surprises and twists that make a scenario dynamic and compelling
- Develops in ways that capture interest and make participants eager to know what happens next
Characters

- Make the human factor more vivid
- Stimulate strong feelings and attitudes in participants
- Make the scenario more engaging
Functional Design

- Interactive
  - Provides structure and options for driving and modifying the scenario
  - Gives FSLs the flexibility to seamlessly alter scenario developments
  - Gives students the ability to independently explore and assess scenario environment
Functional Design

- Open and expandable
  - FSLs can create and add original content
    - Capitalizes on FSL’s expertise and experience
    - Increases the options for scenario development and feedback to students
    - A “Best Practices” approach for enriching scenario content over time
Functional Design

- **Open and expandable** (Cont.)
  - Allows for the addition of tools and features
    - Word processing for students
    - Interactive map software

- **Allows for expanded connectivity**
  - Teleconferencing
  - Participation of experts and role-players via network
  - Automated director, coaches and characters
Functional Design

◆ Automation
  - Increases flexibility and relevance of media elements
  - Reduces load on human leaders
  - Reduces number of human leaders required
  - Enables automated execution of variant scenarios
  - May improve match to pedagogical goals
Environment

- Immersive
- Creates impression that scenario events are ongoing outside the room
- Models working environment of crisis management groups
Next Steps

◆ SDE implementation will be used in FF 99 next week at ICAF

◆ Techniques and FF results will be presented at Fall workshop on “Technology and Innovation” for education at National Defense University

◆ Looking forward based on FF99 results
  • Routine use of FF SDE capabilities at ICAF
  • Further experimentation with new technologies to enhance seminar wargaming