

Squad Overmatch – Tactical Combat Casualty Care (SOvM-TC3)



EXHIBIT FACT SHEET



HUMAN DIMENSION

A joint research team including the Naval Air Warfare Center Training Systems Division (NAWCTSD), Army Research Laboratory Simulation and Training Technology Center (ARL STTC), Walter Reed Army Institute of Research (WRAIR), the Fort Benning Maneuver Center of Excellence (MCoE), and Marine Corps Systems Command Program Manager for Training Systems (PM TRASYS), in an effort helmed by the Army's Program Executive Office for Simulation, Training and Instrumentation (PEO STRI), is conducting a study evaluating an integrated curriculum and technology enhancements in gaming and live environments to improve TC3 effectiveness for Army and Marine Corps Infantry squads through integrated training.

This effort is funded by the Office of the Secretary of Defense's Defense Health Office Joint Program Committee – 1. Data collection was conducted at Fort Benning at the



McKenna MOUT and Clarke Simulation Centre from 19 Oct – 6 Nov 2015.

Purpose

Tactical Combat Casualty Care (TC3) is, by definition, team decision-making under stress. It requires interdependent squad members, performing their role-based critical tasks, to make decisions that achieve a set of common goals under extreme stress. The objective of SOvM-TC3 is to develop a capability affording 68W Combat Medics, Navy Corpsmen, Combat Life Savers, and TC3 first-responders the opportunity to practice simulation-based Care Under Fire and Tactical Field Care skills in a squad-based, integrated training immersive environment.

Integrated Training Approach

The Collective TC3 training course developed within this project spans three days and includes classroom, virtual and live training. TC3 providers and squad leadership receive instruction on and have opportunities to practice and apply teaming skills, medical and tactical decision-making skills, and stress response skills in a series of increasingly complex and challenging virtual and live environment mission scenarios following a contiguous storyline.

Each day of the course includes the integration of various training media to support individual and collective TC3 response: **classroom** including PowerPoint, interactive discussion, scenario diagnostic exercises, and hands on



part task medical simulators; **virtual** involving tactical and medical scenarios—Virtual Battlespace 3 (VBS3) has been augmented with TC3Sim, a game-based TC3 trainer; and **live** environments. These incorporate a wide variety of training media ranging from simulated artillery and IED blasts to interactive wall avatars. These avatars interact as opposing forces capable of inflicting and receiving casualties, as role-players, key leaders, and tactical questioning targets, and as casualties capable of incorporation into triage and TC3 scenario management.

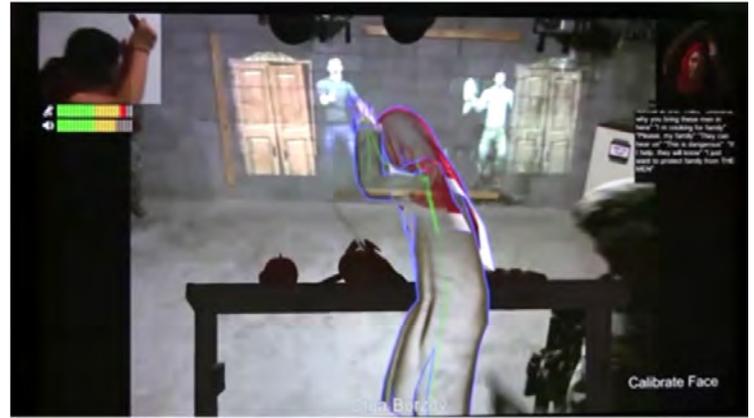
Warfighters and role-players in the live environment are also equipped with MILES gear augmented with electronic casualty display devices enabling TC3 responders to identify, prioritize and succeed or fail to provide appropriate treatment according to realistic time lines and prognoses. Role-players are equipped with moulage and simulated injuries to increase realism.

Targeted Outcomes

Tools designed to capture knowledge acquisition and scenario-based situational judgment have been developed as part of the October - November 2015 curriculum validation effort. Concurrently, measures are being developed to assess training impact on tactical and medical outcomes at the individual and group level.

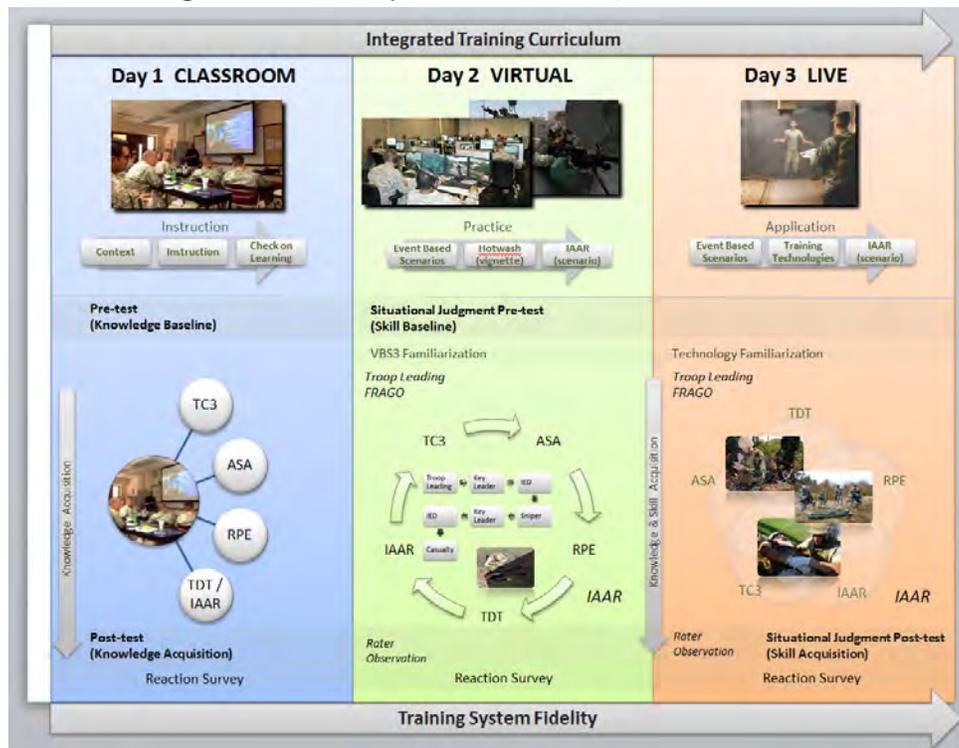
These metrics reflect the integration of key collective casualty response course content including TC3 leadership and

management, Advanced Situational Awareness, Resilience and Performance Enhancement, and Team Dimensional Training™ and Integrated After Action Review, taught using a training approach that incorporates instructional technologies for knowledge acquisition with virtual and live environment practical application and integration opportunity with increasing training system fidelity across the course.



Implications for Training

SOVM-TC3 is teaching integrated combat skills. More than building knowledge, this effort is about developing skills through application to increase mission capability. Squads get a chance to put all these skills to use in tactical scenarios, to give them hands-on experience at where, when, and how to apply the targeted skills to make themselves more tactically effective units.



For further information on this exhibit, or on business opportunities with NAWCTSD, please contact our Business Support Team by telephone at (407) 380-4903, by e-mail at orlo_businesssupportteam@navy.mil, or by mail at Business Support Team, NAWCTSD, 12211 Science Drive, Orlando, FL 32826.