



INTELLIGENT AGGRESSOR (IA)

Intelligent Aggressor (IA) is an operator tool that provides enhanced control of multiple virtual environment entities for use in shiphandling and Anti-Terrorism/Force Protection (AT/FP) training in the Full Mission Bridge and Multi-Mission Tactical Trainers.

The IA program was developed as an ONR-funded Research and Development (R&D) effort with the University of Nevada at Reno.

IA utilizes common gaming interfaces to dramatically improve the simulation environment and student immersion by allowing simulator operators to easily command and control large groups of surface, air, and subsurface entities.

This provides the instructor and operator the ability to rapidly change the behavior of simulation units in response to student actions.

IA permits students to see immediate, real-time feedback.

IA allows for a rapid response to student actions to enhance the simulation environment to the level of complexity dictated by student actions. This ability permits the students to see immediate, real-time feedback to their own decisions and actions.

Historically, the simulation operator was required to individually control each entity within the simulation. As a result, the simulation common operating environment had a significant lag in real-time response to student orders and actions. IA now enables simultaneous control over large groups of entities as well as responses to those entities, allowing for a greatly improved immersive simulation experience. IA integrates seamlessly with the Virtual Ship software to produce realistic, adaptive, and highly complex AT/FP, Fast Attack Craft (FAC)/Fast Inshore Attack Craft (FIAC), multi-warfare, and shiphandling training scenarios.

