

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

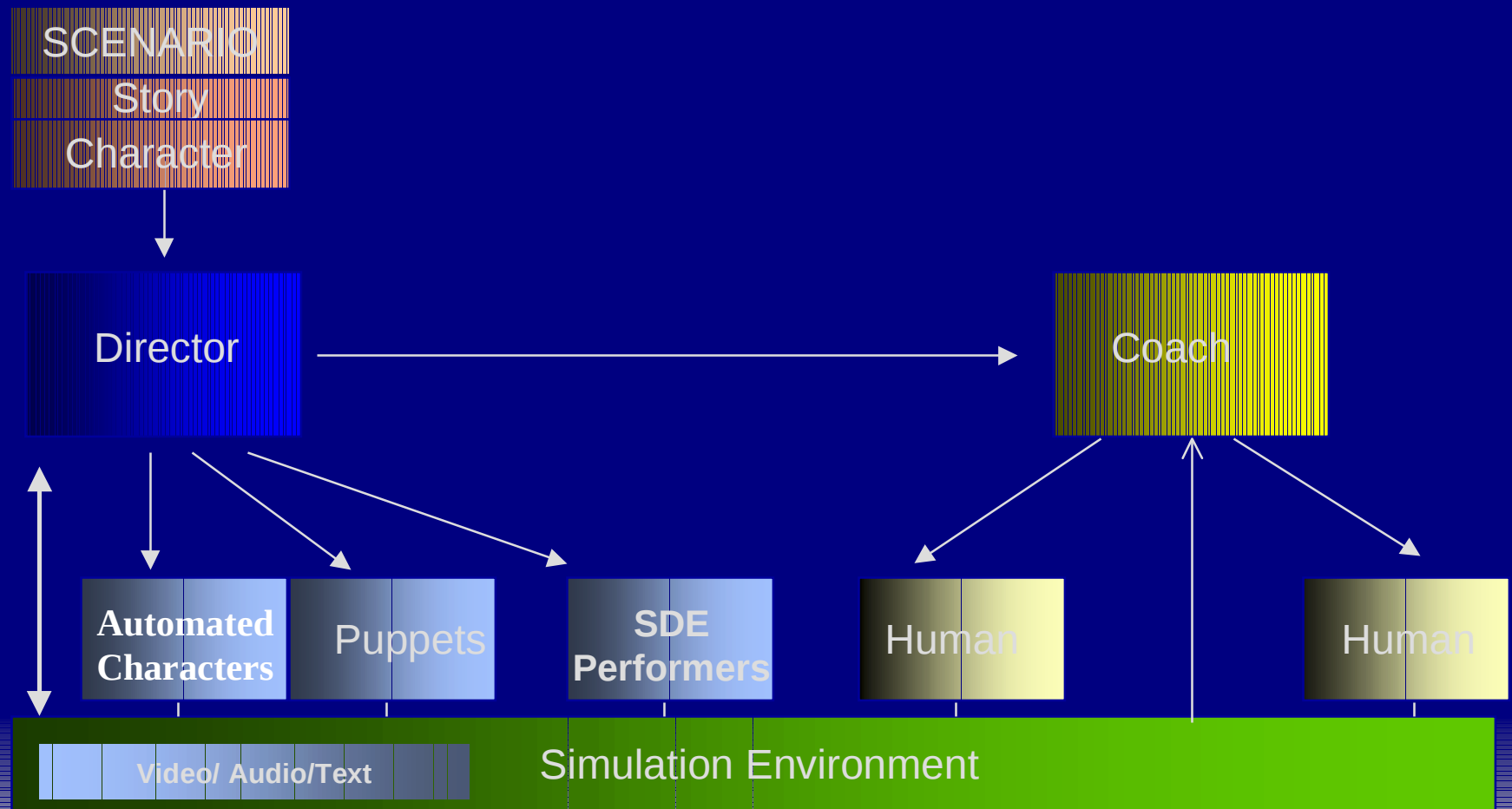
Characters

- ◆ 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



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)



STUDENT_V031

NSC INTRANET

COMMO

EVMAIL

INTEL ON DEMAND

DAILY INTEL DIGESTS

SIT. REPORTS

NEWS SUMMARIES

MAP UPDATES

QUICK REF

DATABASE

ORDER OF BATTLE

GEOPOLITICAL SUMMARIES

MAPS

BIO S / PROFILES

REPORTING TEMPLATES



DEFENSELINK

EVMAIL

6.1	Tanker Crippled-CIA	E
6.1	Mass Demonstrations	E
6.1	Position of OAS on crisis	E
6.1	Threats at Embassy	E
6.1	Developments in SE Asia	E
6.1	Iran Economic Situation	E
6.1	Riots in Refugee Camps	E
6.1	Morales Requests Aid	E
▲	MORE	▼



Date: 6/01/08

From: White House Situation Room

To: NSC, NSC IWG, State Department, Washington D.C.

SITUATION REPORT

TANKER STRIKES SUSPECTED IRANIAN MINE

An empty Kuwaiti oil tanker struck an underwater mine yesterday while steaming past a small Iranian island over 400 miles west of the Strait of Hormuz, the mouth of the Persian Gulf.

INSTRUCTOR_V035

NSC INTRANET

EVMAIL MAP UPDATES NEWS SUMMARIES DAILY INTEL SITE REPORT BIO/PROFILES	evmail/	
	6.1~Special Forces Captured~3_t39.bt 6.1~Cantu Press Statement~3_v38.mov 6.1~Cantu Press Statement~3_v38.bt 6.1~Tanker Crippled~3_v39.mov 6.1~Tanker Crippled~3_t3151.bt 6.1~Mass	PREVIEW ADD REMOVE UPDATE ALL
	6.1~Special Forces Captured~3_t39.bt 6.1~Riots in Refugee Camps~3_t312.bt 6.1~Morales Requests Aid~3_t311_1.bt	
	☒ ALL DAYS ☐ DAY 1 ☐ DAY 2 ☐ DAY 3 ☐ DAY 4 ☐ RESET STUDENTS ☐ ENABLE TEMPLATE FOR DAY 1	
	 DEFENSELINK Date: 6/01/08 From: DIA To: White House Situation Room CC: State Department, NSC IWG 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	CLEAR TEXT CLEAR DISPLAY

OPEN SEQUENCER

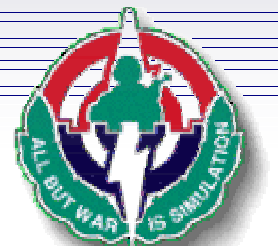
OPEN EDITOR

VIEW TEMP.

CLEAR INDIC.

Final Flurry - Day Two

0815 Hours



NSC INTRANET

COMMO
EVMAIL

INTEL ON DEMAND
DAILY INTEL DIGESTS
SIT. REPORTS
NEWS SUMMARIES
MAP UPDATES

QUICK REF DATABASE
ORDER OF BATTLE
GEOPOLITICAL SUMMARIES
MAPS
BIO S / PROFILES

REPORTING TEMPLATES



DEFENSELINK

EVMAIL		
6.1	Mex. Govt. Collapses	E
6.1	Mass Demonstrations	E
6.1	Position of OAS on crisis	E
6.1	Threats at Embassy	E
6.1	Developments in SE Asia	E
6.1	Iran Economic Situation	E
6.1	Riots in Refugee Camps	E
6.1	Morales Requests Aid	E
▲ MORE ▼		

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INSTRUCTOR_V035

NSC INTRANET

EMAIL	evmail/	
MAP UPDATES	4.1~Press Conf. - Mexico~2_v2101.mov	4.1~Press Conf- Mex. Gov.~2_v21013.mov
NEWS SUMMARIES	4.1~Press Conf. - Mexico~2_v2101.bt	
DAILY INTEL	4.1~Press Conf. - China~2_v2102.bt	
SITE REPORT	4.1~Press Conf. - China~2_v2102.mov	
BIO/PROFILES	4.1~Press Conf. -	

PREVIEW

ADD

REMOVE

UPDATE ALL

☒ ALL DAYS
 ☐ DAY 1
 ☐ DAY 2
 ☐ DAY 3
 ☐ DAY 4
 ☐ RESET STUDENTS

☐ ENABLE TEMPLATE FOR DAY 1



DEFENSELINK

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



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OPEN SEQUENCER

OPEN EDITOR

VIEW TEMP.

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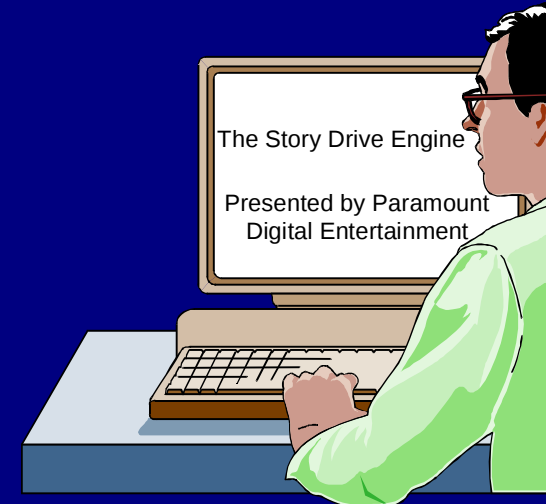
Overnight Intel

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