

VIRTUAL ARMY EXPERIENCESM

VIRTUAL ARMY EXPERIENCE FACT SHEET

OVERVIEW

The Virtual Army Experience (VAE) provides participants with a virtual test drive of the Army, with a focus on operations in the Global War on Terrorism. The core of the 10,000-square-foot VAE is the *America's Army: Special Forces (Overmatch)* computer game, rendered with state-of-the-art Army training simulation technology to create a life-size, networked virtual world. The VAE highlights key Soldier occupations, Army technologies, operating environments and mission profiles, within a fast-paced, action-packed, information-rich experience that immerses visitors in the world of Soldiering in the U.S. Army. Participants employ teamwork, rules of engagement, leadership and high-tech equipment as they take part in a virtual mission.

Participants receive video briefings by Soldiers who embody the training, occupations and abilities that make the U.S. Army the world's premier land force. At the Joint Operations Center, participants receive a briefing that covers intelligence, force protection, signals, support and the current situation, to prepare them to enter a virtual combat operation. Participants then enter the mission simulator area where they execute a simulated operation in the War on Terrorism. Forty participants, who are split into two teams, fall in on six HMMWV simulators modeled on vehicles employed by Army Special Forces, and onto two Overwatch or covering positions where participants employ light arms and TOW anti-tank missiles. Working as a team, participants are charged with executing the ground component of a raid on a terrorist stronghold. Upon mission completion, participants move to the After Action Review area where they receive a debriefing on their performances.

The VAE also includes activities ranging from multiplayer versions of the *America's Army* computer game, briefings by *America's Army* Real Heroes, PackBot Robot operator training and a robot agility course. Throughout, Soldiers guide activities and stand ready to discuss Soldiering with participants.

VAE FACTS

The Experience

- Inside the Joint Operations Center, participants are briefed on their mission by virtual members of the team. They also receive a battle update briefing by one of their mission commanders.
- Participants will be assigned to one of eight elements (Alpha, Bravo, Charlie, Delta, Echo, Foxtrot, Golf or Hotel) in two teams of 20 participants. Within these elements, participants are assigned to specific duties, ranging from TOW gunner to CROWS gunner to HMMWV GMV driver.
- Participants then move to the Mission Simulator where they participate as a member of a combat team in an operation in the War on Terrorism.
- The teams fall-in on six HMMWV GMVs simulators and onto two Overwatch positions where participants employ light arms, including M4 rifles and M249 SAWs (Squad Automatic Weapons) and TOW anti-tank missiles in actions against virtual enemies rendered by the *America's Army* game.
- The VAE features actual Army combat systems adapted for use within the VAE. These systems employ laser engagement and force feedback technology to replicate the feel and function of Army equipment.
- Upon completing their mission in the Mission Simulator, participants will move to the After Action Review area to receive a recap of their team's performance.



General Facts

- As with the *America's Army* game, the VAE is designed to provide visitors with a high-fidelity, information-rich experience in which participants can take part in a virtual test drive of Soldiering in the U.S. Army.
- The VAE is featured at large events across the country. The exact dates and locations for 2008 will be listed online at vae.americasarmy.com as they become available.
- *America's Army* Real Heroes (Soldiers who have distinguished themselves in combat and earned citations for bravery and valor) will appear with the VAE at select locations.
- Scenarios presented within the VAE Mission Simulator comport with ESRB standards for a teen rated game. Also, as with the *America's Army* PC game, VAE participants operate under rules of engagement and laws of war in order to achieve mission success.
- The VAE supports up to 180 participants per hour (including the convoy simulation and game stations).
- The total VAE immersive experience takes approximately 20 minutes.

