# Interactive Characters for Cultural Training of Small Military Units

Priti Aggarwal, Kevin Feeley, Fabrizio Morbini, Ron Artstein, Anton Leuski, David Traum, Julia Kim

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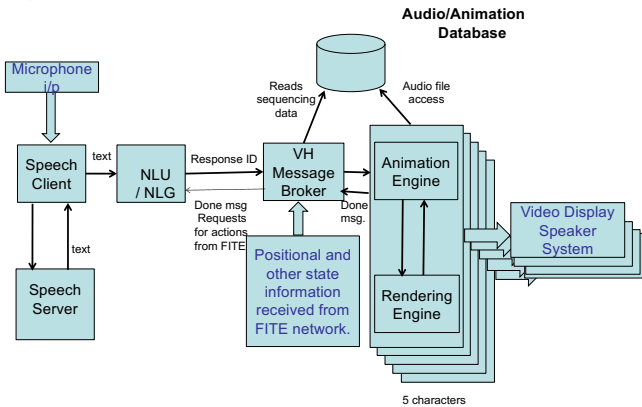ICT INSTITUTE FOR CREATIVE TECHNOLOGIES

## Objectives

CHAOS, The Combat Hunter Action and Observation Simulation, gives small military units the experience of interacting with local Afghan villagers during a patrol via an immersive simulation training environment.

## System Architecture



## Integration with FITE

The goal of the FITE JCTD was to rapidly develop and demonstrate next-generation immersive training for close combat, small unit tasks. The scenarios were expected to:
• Develop cognitive, tactical and ethical decision making skills for individuals, teams and leaders
• Build trust & confidence within units
• Increase sensory threshold s
   (sights, sounds, smells, stressors)
• Increase emphasis on non-kinetic activity

ICT developed 2 virtual Pashtun role players: Omar and Asalah. The exercise involves interacting with Omar, via an interpreter, in a mixed reality environment which was a two room dwelling and the remains of a two room structure destroyed in an air strike.
The squads were tasked to find Omar, confirm information received from the Company-Level Intelligence Cell (CLIC), and determine his disposition. The scenario was modeled after real-life interactions. Subject matter experts and squad leaders with prior experience provided input about the possible teaching points and dilemmas that trainees could be presented with. These included:
• managing the uncertainty inherent to interacting with someone from another culture
• using the interpreter effectively (amount of information to be translated, pace of conversation)
• trying to understand the other person's point of view, and when unexpected events occur
• handling the stress and confusion

Unlike other systems that train interpersonal skills, the CHAOS scenario also integrated with training tasks for the entire squad. While one squad member (usually the squad leader) met with Omar and Asalah, the rest of the squad was expected to perform their own tasks such as providing security and maintaining situational awareness.
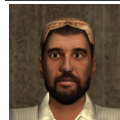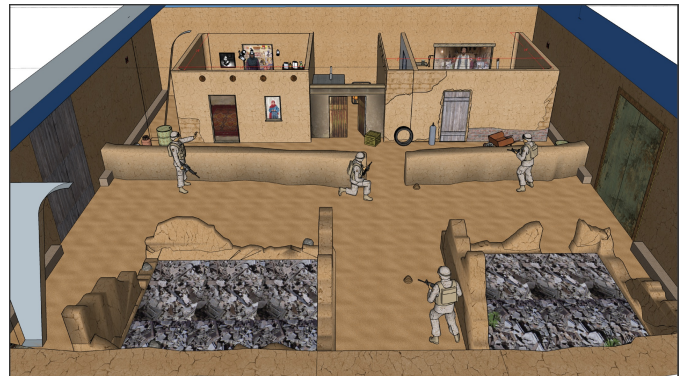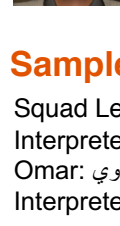




**Omar**: Verbal interaction one virtual human (Omar), via an interpreter (Pashto) to determine his disposition.
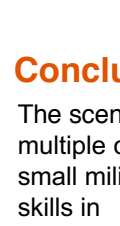
**Asalah**: Omar's mother, who lost her husband in a bombing, and is scared for her son.
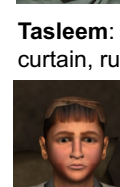
**Naseera**: Omar's wife, who is scared and will not talk to anyone especially men. She tells the marines to leave them alone.

**Tasleem**: Omar's niece, who is looking through a curtain, runs to hide behind Naseera.

**Fahran**: Omar's son, who is playing in the courtyard, runs away when he sees a squad approaching.

## Sample Interaction

Squad Leader : Who uses the generator?
Interpreter: . دا جنریټر څوک کاريي
Omar: څوک چی غواړي وی کاروي
Interpreter: Whoever wants to use it

## Conclusion

The scenario was tested with 9 infantry squads. Mixed Reality, multiple character environment can successfully engage a small military unit allowing them to practice the fundamental skills in
• Tactical Questioning
• Decision making
A Full interaction between Omar and Asalah in a foreign language is an effective tool to teach the dynamics of negotiation when cultural differences restrict interaction