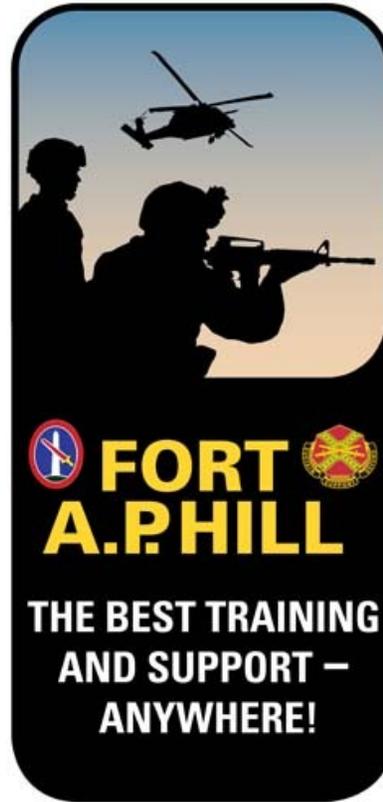


## Operational Language & Culture

**Tactical Language is a suite of programs from the Tactical Language and Culture Training System. These foreign-language courses are self-paced interactive "serious games" with numerous research-based pedagogic and technologic innovations that enable rapid and sustained learning of foreign languages and cultures. They are neither simplistic entertainment video games nor monotonous "repeat after me" programs, but interactive multimedia instruction (IMI) level 4 courses. The goal of the software is to allow everyone - from beginners to advanced students regardless of their self-perceived learning aptitude or prior language knowledge - to learn and retain functional spoken communication skills after just a few hours of study.**



### **ARMY GAMES for TRAINING**

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**ELECT**  
**BiLAT**



ARMY GAMES for TRAINING

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### VBS2 US Army

**3D first-person games-for-training platform that provides realistic semi-immersive environments, large, dynamic terrain areas, hundreds of simulated military and civilian entities and a range of geo-typical (generic) terrain areas, as well as actual, geo-specific terrains from U.S. Army areas of operation. Numerous U.S. Army, Marine Corps and US Air Force equipment is modeled in this game.**



**Mission Based Scenarios**

### VBS2 Fires

**Advanced call-for-fire module for VBS2 that simulates artillery, naval gunfire support, mortars and MLRS to a high level of detail. It allows Offensive Support specialists to construct a Call-For-Fire which is then processed and actioned accordingly within VBS2. Simulating exterior and terminal ballistics to high levels of detail, VBS2Fires enables gun to target visualization of artillery orders in VBS2. The wide array of munitions,**



**Call-For-Fire**

**allows instructions to range from basic skills to decision making from individual to battalion level. Seamless integration of VBS2 Fires with existing VBS2 training programs enables Call-For-Fire to be conducted simultaneously with other warfighter skills in the same virtual environment.**

### ELECT BiLAT

**3D software simulation designed with a specific training objective: to provide an immersive and compelling training environment to practice skills in conducting meetings and negotiations in a specific cultural context. Students virtually assume the role of a U.S. Army officer to conduct a series of bi-lateral engagements (meetings) with local leaders to achieve mission objectives. ELECT BiLAT is a part of the Learning with Adaptive Simulation and Training (LAST) Army Technology Objective (ATO), a collaboration between the University of Southern California's Institute for Creative Technologies (ICT), U.S. Army Research Institute for the Behavioral and Social Sciences (ARI), U.S. Army Research Laboratory Human Research and Engineering Directorate (ARL-HRED) and U.S. Army Research Development, and Engineering Command's Simulation and Training Technology Center (RDECOM STTC).**



**3D software simulation**