

# VRP® MIL Description



## 1 OVERVIEW

VRP® MIL augments virtual training scenarios with Virtual Role Players representing host nationals. VRP® MIL makes it possible to train and rehearse nonlethal missions within a virtual training context. Trainees communicate with VRPs using spoken language, for greater realism.

An advanced technology presentation of VRP® MIL, with English (non-native) or Pashto-speaking virtual role players, is being delivered to the Bohemia Interactive® Simulations for demonstrations within their VBS3 platform.

## 2 BENEFITS

- Train without teams of live role players, at home station – this saves personnel and travel costs.
- Trainees focus on training – they are not called on to act as role-players in training exercises.
- Support for mission planning, rehearsal, and after-action review.
- Fully compatible with Bohemia Interactive® Simulations' VBS3.
- VRP® MIL behavior is culturally accurate – based on cultural research that is cross-validated and approved by the US Defense Language and National Security Education Office (DLNSEO).
- Trainers populate scenarios with virtual role players, without specialized programming knowledge or cultural expertise.
- Trainers can control level of difficulty of the training scenario, to maximize training effectiveness.
- Utilizes Alelo's Virtual Role-Play technology for cross-cultural dialog with speech and gesture.

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### 3 EXAMPLE USE CASE

Trainees practice a variety of missions, at varying degrees of intensity. VRP hostility level is set initially by the trainer, and can then escalate or de-escalate depending upon trainee actions. At the hostile level, scenario steps and outcomes would include the following: (based upon an example of a Key Leader Engagement mission)

- Approach meeting site
- Inform sentry of your appointment to meet local leader
- Gain access to local leader
- Suggest cooperation on project
- Local leader denies cooperation
- Leave area without completing objectives

At permissive level, scenario may include the following objectives:

- Approach meeting site
- Greet and identify yourself to sentries
- Inform sentry of your appointment to meet local leader
- Be escorted into the compound and presented to local leader
- Greet and introduce yourself to local leader
- Engage in rapport-building conversation
- Suggest cooperation on a project
- Gain approval for future cooperative effort
- Excuse yourself and receive invitation to return to discuss project
- Complete mission objectives successfully

During the scenario other civilians may be active in the area. Player and team members may observe movements of civilian NPCs and are expected to conduct themselves in a culturally appropriate manner.

### 4 CAPABILITIES FOR VRP® MIL

- VRPs targeting specific priority nonlethal missions and cultures, aligned with current operational requirements
- Culture focus (for demonstration): Northern Africa and South Asia (e.g., Morocco and Afghanistan)
- Mission focus (for demonstration): Key Leader Engagement
- Spoken language: Non-native English or Pashto (as spoken by host nationals)
- Level of hostility to determined by Player interaction with VRPs
- After-action Review

### 5 PLANNED CAPABILITIES FOR FUTURE RELEASES

- Spoken dialog in additional local languages
- Expanded set of cultures and missions
- Expanded configuration tool for configuring and customizing VRP® MIL behaviors
- Trainer can adjust level of hostility, to determine level of difficulty of training scenario
- Application programming interface (API) for integrating a variety of sociocultural data and models.