

Nesta “Collective Embodiment” Event  
London - 15 Oct 2019

# A Virtual Reality Perspective



Andy Fawkes  
Thinke Company

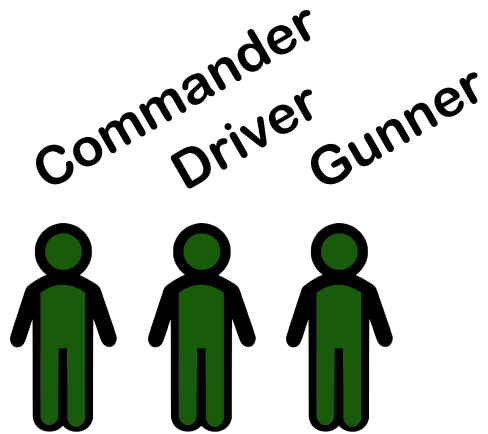
# Virtual Reality in Land Training Q1 2019

The aim was to identify how VR technology  
might support future Army Collective Training  
30+ Personnel in VR

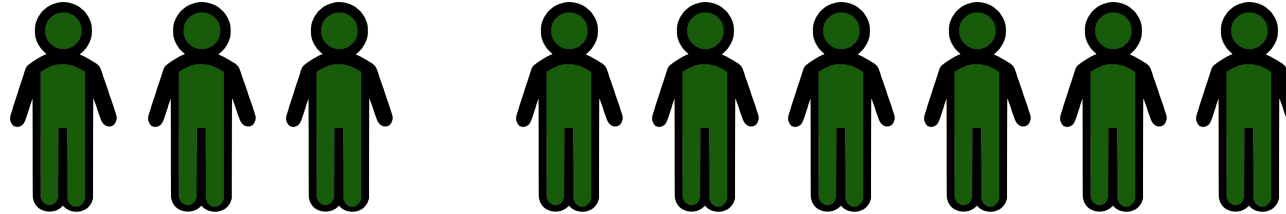


# The "Training Audience"

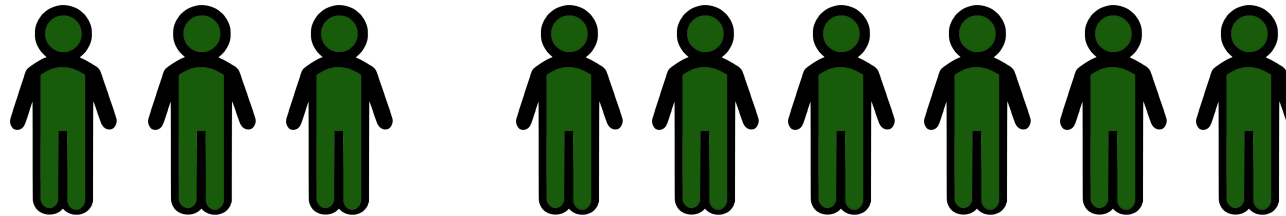
Warrior  
1



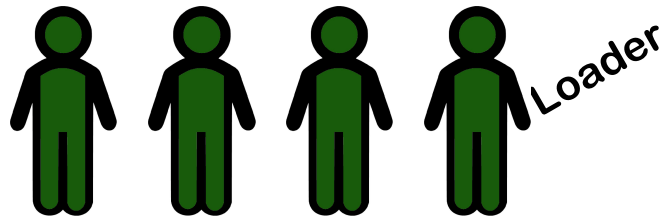
Warrior  
2



Warrior  
3



Challenger 2  
Tank



31



# Collective Training

- Leadership – character, knowledge and action that inspires
- Situation Awareness – shared mental model of team situation
- Decision Making – team collectively makes a choice
- Communication – right information, right people, right time
- Co-operation – team goals over individual's

# Why VR for Collective Training?

- Immersive environment creates a challenging environment
- Can rapidly rehearse and repeatedly practice in a variety of scenarios
- Flexible, scalable, deployable and cost effective







THINK



in desktop  
simulation  
you look at  
the virtual  
world,  
in VR, you  
are in it



# Collective Embodiment

- **Collective briefings before and after**
  - “Commander’s Intent” communicated
- **Voice comms key to co-ordination and situation awareness**
- **Need to simulate other forms of real world communication e.g. hand signals**
- **Explored in-VR avatar personalisation**
  - Avatar faces personalised
  - Gait and BMI important in real world





# APEX

— LEGENDS —

nonverbal communication,  
known as "Pinging"

