



MCIT

Mobile Counter-IED Interactive Trainer



Improvised explosive devices, or IEDs, are the primary cause of death and injury for troops at war today. Drawing on ICT's expertise in using storytelling and game-based training for making decisions under stress, the Mobile Counter-Improvised Explosive Device Interactive Trainer (MCIT) endeavors to create an easily transportable, interactive and immersive training environment to better prepare soldiers for detecting and dealing with IEDs.

To date, over 5000 Soldiers and Marines have been trained on MCIT. With only a single operator, the system can train approximately 100 Warfighters per day. The combination of compelling presentation, geo-specific material, the ability to play both sides of the combat equation, and high throughput with low support costs makes MCIT a unique, effective and efficient training solution.

During an accelerated spiral development process, the first prototype system was deployed at Ft. Bragg six months after start of the project. The second prototype was installed at Camp Pendleton in August 2009, with the final version going operations at Camp Shelby in December 2009.

The current design consists of a series of four modified 40' shipping containers that soldiers go through at their own pace. The first three containers utilize narrative vignettes from the perspectives of insurgent bomb maker and U.S. troops. These filmed stories introduce the various aspects of IEDs and how insurgents use them, as well as Warfighter actions and responses. In the last container, students engage in a computer game-based interactive exercise where they assume the roles of being an insurgent ambush team as well as mounted patrol. The goal is to provide trainees a framework for understanding how terrain analysis and environmental cues can provide clues necessary to identify a device before it is detonated.

High ranking officers who have toured the system include GEN James Mattis, JFCOM Commander; LTG Joseph Dunford, Commanding General, 1 MEF; Ray Mabus, Secretary of the Navy.

Funding comes from the Joint Improvised Explosive Device Defeat Organization, Joint Center of Excellence (JIEDDO JCOE), which supports programs to ensure that service members are trained and competent in Counter-IED procedures prior to deployment.

GOALS

Use storytelling, video games and IED components to:

- provide a framework for understanding how to detect IEDs, specifically the cues and nuances of the physical environment
- be aware of how insurgents operate
- become proficient with procedures to follow in the event of an explosion

USC Institute for Creative Technologies

Photo Credit: Chuck Bowman

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