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Creating a Nett Warrior VBS Integrated Training Tool

Jordan Lee, Eric Lopez, Zhaina Myrzakhanova, Michael Robinson, and Gregory Bew

United States Military Academy

Corresponding author's Email: jordan.lee2, eric.lopez, zhaina.myrzakhanova, michael.robinson, gregory.bew@usma.edu

Author Note: MAJ Gregory Bew is the supervising officer overlooking this project in the Department of Systems Engineering at the United States Military Academy (USMA). Cadet Robinson (project leader) and the other contributing authors are all cadets who attended USMA. The project group would like to thank SGM (Ret.) Wayne Batterson and Mr. John Melendez for the tireless support and expertise in aiding the team. The point of contact for this project is MAJ Gregory Bew (Gregory.bew@usma.edu).

Abstract: The purpose of this study is to develop and integrate two different systems, the Nett Warrior and Virtual Battle Space (VBS2). Our sponsor organization, Project Manager Ground Soldier (PM GS), in conjunction with the Department of Systems Engineering, allowed our group to incorporate our knowledge of systems engineering to successfully integrate both systems. Using a Mission Planning Computer (MPC) to utilize VBS and Nett Warrior, leaders in the Army will have the capability to train and prepare Soldiers for real life operations more efficiently and effectively. Our mission is to provide small unit levels the ability to conduct simulation-based training with the Nett Warrior system through equipment that is already issued to them. Our training tool will allow a squad-sized element to operate within a virtual battle space to train tactics using their Nett Warriors without the hassle of scheduling time in a simulation center. This paper will discuss the steps our group utilized to guide the project throughout the year using the Systems Design Process (SDP), as well as the explanation of the processes and details of the systems integration.

Keywords: Integration, Training Tool, Situational Awareness, Nett Warrior, Virtual Battle Space