Authoring in Synthetic Prototyping

Matthew Bowman, Kenneth Butts, Erin Jollota, and Ammon Tuimaunei

Department of Systems Engineering, United States Military Academy, West Point, New York

Corresponding author's Email: matthew.bowman@usma.edu, kenneth.butts@usma.edu, erin.jollota@usma.edu, ammon.tuimaunei@usma.edu.

Abstract: The U.S. Army, in order to improve the acquisitions process, is developing a method to test new assets in a virtual environment. This method is being referred to as Early Synthetic Prototyping (ESP). Improving ESP will allow for feedback from soldiers to be considered earlier, which will reduce waste and increase acquisitions efficiency. The Army Game Studio is interested in improving the game America's Army. America's Army is the primary ESP platform of the US Army, and contains similar components of other popular video games yet lacks abilities in its user-authoring components. User-authoring is the ability for an average user to customize the game without the need of a programmer. Feedback from users helps identify the most important elements of authoring, which in turn helps to create a better ESP platform. This paper presents a suggestion to the Army Game Studio of the best user-authoring features to implement in future ESP platforms.

Keywords: Early Synthetic Prototyping (ESP), User-Authoring, America's Army