

CORRIDOR

PROJECT NEWS

3D Distributed, Interactive Transportation Management & First Responder Training System

Fall, 2008

PROGRESS UPDATE #2

This is the second of a series of updates for the steering committee members of the I-95 Corridor Coalition's Virtual Incident Management Training Tool project. The Updates are intended to provide a high-level summary of project developments completed by the University of Maryland CATT Laboratory, and development goals for the upcoming three months.



3D Training Tool Appearing at the ITS- America World Congress

The 3D Interactive Training System will be debuted in its latest form at the 15th World Congress on Intelligent Transportation Systems. "Interactive Session #04" will include Presentation #30185: "Utilizing Technology for Incident Management Training". World Congress Interactive Sessions "Offer authors and delegates an opportunity to speak directly one-on-one to explore in depth their latest achievements in technology research, program development, and program assessment." Interactive sessions are located directly adjacent to the main exhibition area to ensure maximum opportunities for interaction. We look forward to seeing you in New York City!

Working Group Completes "Pre-Test Testing" of Scenario 1

In Mid-October, a Working Group of Steering Committee members participated in a "pre-test testing" of Scenario 1, for the purpose of vetting the latest programming achievements. Since you've last seen the Training Tool, the User Interface has been completely overhauled, with an emphasis on ease-of-use. Over $\frac{3}{4}$ of the Vehicle Artificial Intelligence has been completed. At this point, there is a road network topology specified for each training location which the vehicles may navigate. The vehicles are aware of other vehicles, users, and obstructions in the road. Their behavior can be pre-determined, and the default behavior includes computational models for following cars, slowing down, and changing lanes. Assets have been added, including discipline-specific vehicles, customized tools for various responder types, and tools

for traffic management. Future developments will include completion of the artificial intelligence, development of night-time scenes, programming of Draft Scenario's 2 + 3, and additional custom assets. The Working group was collectively very pleased with the outcome of this system "testing", as the system appeared very user friendly and highly functional, allowing Scenario 1 to serve its purpose as an introduction to multi-disciplinary scene management in an on-line interactive environment.



The Simulation Software Allows Users to "Teleport" from one location to another. Responders can occupy different locations simultaneously as the situation dictates



"Inventories" for various responder types include clothing, equipment, vehicles and other props - creating a lifelike, discipline specific environment to enhance the user experience

3D Project Welcomes New Project Team Member – As Next Steps are Identified



The 3D Project Team is pleased to announce the addition of John Binks - known for his work with CAPWIN - to the project team. John will be assisting with the development of the preliminary training tools, and the inclusion of the "Core Competencies" of Incident Management into the training scenarios. This process will most likely include developing preliminary reading material that will be required prior to a student going into the on-line environment. We are looking at developing the early learning materials into a CITE-type course, so that prospective students can go on line, register, and get prepped for the on-line course to make the "Live - Interactive" experience more productive. At that time, we can also introduce them to the mechanics of the 3D program, so they will have had some exposure to how to move around before joining the group session.