

Developing a Simulation to Examine the Will to Fight and Sacrifice ; Does Fidelity Matter?



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Problem

The will to fight has been identified as the most important factor towards successful war outcomes; however, measuring the will to fight is subjective and has not been explored fully

-- Solution: Lower an individual's decision-action gap through survey, Xbox, and VR scenarios

Approach

Detailed analysis of alternatives to examine current and future ways to predict the will to fight in a game
-- Evaluate Commercial-off-the-shelf (COTS) solutions

Once selected, examine behaviors in gaming environment as a proxy towards understanding an individual's will to fight with diverse backgrounds

Design a proof of concept for USAFA to continue advancing the ways we assess warrior ethos

Status / Way Ahead

The goal moving forward is to gather and analyze data to further bolster our hypothesis.

Early Design Ideas / Prototyping



- Survey #1: Pre-survey that gives participants a series of questions based on the upcoming scenario
- Survey #2: Post Xbox survey that compares answers from the initial survey
- Survey #3: Post VR survey that compares participant's answers from the previous surveys
- Survey #4: Post-survey that allows participants to reflect on if their decisions changed over the course of each scenario

