

FORCEVIEW

MODEL SUMMARY:

ForceView is a PC-based mapping tool built by the Air Force Wargaming Institute (AFWI) in support of AFWI-sponsored wargames. It is a multi-day visualization tool for displaying and editing military order of battle and force disposition. ForceView's strengths as a wargame-tailored system are its usability and unique airpower visualization. Usability features include click/drag, drag/drop, multiple selection, multiple-level undo/redo and several other features common to today's PC-based applications. Usability is a vital issue in AFWI-sponsored wargames, primarily due to two factors: (1) limited training time available for arriving controllers and players and (2) high-paced wargames requiring a mapping tool with a simple, yet effective, user interface. ForceView's airpower visualization is also uniquely tailored for wargaming. Airbases are displayed with callout boxes that provide tailorable details on aircraft totals for each base. Totals can be presented by unit, type or category and can be filtered down in efforts to reduce screen clutter and provide the user with the specific information needed.



ForceView is used to meet a variety of mapping and visualization needs within AFWI. The original intent behind its creation was to provide a "digital" map display for operational and strategic-level wargames in efforts to move away from the outdated magnet/wall-hanging map paradigm. ForceView's versatile design has allowed it to be used in tactical computer-adjudicated wargames such as those using ACES and ACT as well. ForceView has also been provided for use at the Navy War College.

DETAILS:

Unclassified, PC-based mapping tool tailored for wargaming.

- a. Used in wargames hosted for the various PME schools/courses at Maxwell AFB AL (e.g., Joint Warrior; Joint Land, Aerospace and Sea Simulation; Solo Challenge; Theater Campaign Warfare and Joint Air Exercise). It is also used at the Joint Services Command and Staff College (UK), and the Australian Defence College (ADC).
- b. Displays disposition of forces over multiple days.
- c. Supports distributed wargaming outside AFWI, providing players read-only scenario viewing over the Internet.
- d. Preferred over commercial off-the-shelf (COTS) mapping tools for strategic and operational-level wargaming due to its ease of use and effective means of visualizing air and space power.

- e. Designed with usability considerations such as click/drag, drag/drop, multiple selection and multiple-level undo/redo. Usability is a key factor considering the limited training time prior to the game and limited editing time during the game.
- f. Imports data from other AFWI models.
- g. ForceView's versatile design allows it to be a front-end editing tool for a variety of databases and models.

GENERAL INFORMATION:

- a. The ForceView program manager is Maj Michael Kimm, Air Force Wargaming Institute, CADRE/WGOO, DSN: 493-6198.
- b. The ForceView project manager is Capt Jon DiLeo, Air Force Wargaming Institute, CADRE/WGTD, DSN: 493-1231.
- c. For more information, email ForceView.support@maxwell.af.mil or "CADRE/ForceView Support" on the global address list (GAL).