

OUR VISION

To serve as a national authority on the integration and application of game-based technology to address USAF training needs.

OUR MISSION

To conduct integration efforts and training research using game-based technology to increase the operational efficiency and effectiveness of people defending our nation.

OUR AWARDS

2018 - 1st Quarter Team Collaboration Award: GRILL®

2016 - 3rd Place Dayton Business

Journal's Innovation Index Award

2015 - 711 Human Performance Wing Commander's Excellence Award

2014 - AF Training Systems Product Group Excellence in Team Performance Award

2014 - I/ITSEC NTSA Modeling and Simulation Award-Training Category

2014 - I/ITSEC NTSA Governor's Award for Outstanding Achievement in Modeling and Simulation

THE OPPORTUNITIES

Wright Scholar Program

An Air Force Research Laboratory program designed to provide high school juniors and seniors with a solid foundation in engineering and science areas for future careers. Interested applicants should refer to deadline and eligibility criteria as posted on: <https://www.USAJobs.gov>

Middle and High School Teachers

The GRILL® publishes Challenge Problems available to districts free of charge on our GRILL® website: www.gamingresearchintegrationforlearninglab.com Teachers may apply for an intern position at the GRILL®. Please contact Lt Dave Clement for information: dave.clement.1@us.af.mil

GRILL® Intern Positions

Throughout the academic year, students may apply for the WSU Academic Pipeline to fill Research Scientist or Engineering positions. Email your resume/CV to Lt Dave Clement: dave.clement.1@us.af.mil



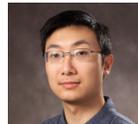
THE TEAM



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AFRL
THE AIR FORCE RESEARCH LABORATORY



THE GRILL®

**GAMING RESEARCH INTEGRATION
FOR LEARNING LABORATORY®**

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GAMING RESEARCH INTEGRATION
FOR LEARNING LABORATORY®

The GRILL® team investigates cost-effective training solutions and actively works with industry to develop technologies that support USAF training audience needs within state-of-the-art game and simulation engines.

As the USAF defines its future training and readiness concepts, it is increasingly important to create efficient and effective learning environments for training and readiness assessment. Off-the-shelf game technologies have significant potential to advance this goal. The GRILL® team is also tackling questions related to the adaptation of feedback in training and the assessment of performance and team constructs within game-based training environments. Game engines provide a viable option for building USAF simulations as well as cost-effective experimentation environments.



WHY WE DO WHAT WE DO

A number of scientific activities have emphasized the importance of new approaches for learning and training that take advantage of games as venues for learning, training and readiness assessment.



Increases knowledge, motivation, and engagement for learning new technology



Develops new environments for training, concept exploration and testing



Addresses USAF training problems using more cost-efficient capabilities

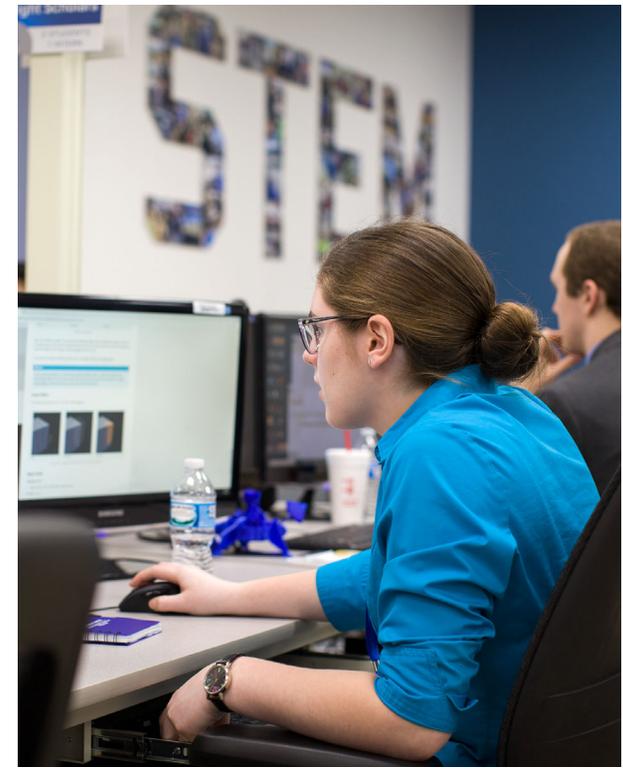


Gives students involved in STEM an opportunity to network and develop content

USAF SUCCESSSES

- Attack Controller (JTAC), remotely piloted aircraft (RPA), Pararescue Jumper (PJ) and special weapons and tactics (SWAT) training audiences
- Leveraged game engines to construct two educational simulation capabilities for the USAF School of Aerospace Medicine's (USAFSAM) aeromedical evacuation students

The GRILL® continues to work collaborations to both explore stand-alone applications and to enable successful integration of game technology to complement training capabilities in live, virtual, and constructive training environments.



BENEFITS OF STEM

SCIENCE, TECHNOLOGY
EDUCATION, MATHEMATICS

Students work hands-on with game engines and related technology and are given opportunities to exercise their critical thinking and problem-solving skills. Outcomes of these efforts include high school courses, open-ended challenge problems and instructional guides, capstone project templates and evaluations of modeling and simulation (M&S) technologies.

GRILL® STEM efforts have resulted in a high school M&S course that has been taught in 13 school districts within Ohio.