

VBS3 Administrator

Level One Course



A course that gives a quick and concise route to create, modify, execute, and review practical scenarios in a training environment.



Course Syllabus

“Without continual growth and progress, such words as improvement, achievement, and success have no meaning.”

- Benjamin Franklin

Aim

The aim of this syllabus is to detail the training, administrative, and logistic requirements for the course.

Welcome to the Course

Training is at the heart of Bohemia Interactive Simulations. Our products are developed to enable the most effective training of our military and professional industry customers worldwide. In support of our simulation and development products, and in response to consultation with our customers, we are proud to deliver training courses of the highest caliber.

Course Description

The VBS3 Administrator Course is the baseline course for those wishing to utilize VBS3 as a training or mission rehearsal tool.

Course Prerequisites

There are no prerequisites for this course.

As this is an introductory course, students are not expected or required to have any previous VBS3 training, and familiarity with VBS3 is helpful but not required.

Familiarity with Windows Operating System (e.g. folders, folder structure) is helpful but not required.

Course Objectives

At the end of this course, students will be able to create and modify custom scenarios for use within VBS3 in the scope and context of training.

Specifically, students will be able to:

- Develop custom scenarios around common training tasks
- Modify custom scenarios to add or focus training objectives
- Execute scenarios as a practical VBS3 instructor or operator
- Review scenarios conducted by soldiers exactly as they occurred
- Manage a classroom environment with tools provided by VBS3





Requires Texts and Resources

- VBS3 Administrator Student Guide
- VBS3 User Manuals

Instructional Methods

This course will use the following methods of instruction: Direct Teaching, Lecture, Presentation, Demonstration, Discussion, Cooperative Learning, Step-by-Step Activities, Small Group Activities, Hands-on Practical Application, Reading Assignments, and Simulation.

Course Policies and Requirements

Attendance and Participation

It is required that you attend at least 90% of this course (36 hours) in order to receive the course certificate. Punctuality is necessary to achieve success in this course. Participation in activities and discussion is required.

Grading

This is a Pass / Fail course. If you are unable to complete at least 90% of the lessons successfully, the instructor will meet with you and determine if it is appropriate for you to receive a Course Certificate.

Teamwork

This course depends upon teamwork and cooperation. You will be working with other students to create and modify scenarios, host and join sessions, and troubleshoot items as they may arise. If you have difficulty working in teams, please speak with the instructor. Although you will work in teams, your work must be produced independently.

Professionalism Policy

In order to maintain the optimal learning environment, mobile phones, pagers, tablets **must be silenced** during all classroom activities. Those individuals who do not comply with this policy will be asked to leave the classroom so as not to interfere with other students' learning. Please arrive on time for all class sessions. Students who habitually disturb the class by talking, arriving late, leaving early, etc., and have been warned by the instructor may not receive a Course Certificate.

Indemnity Clause

The instructor reserves the right to modify any and all portions of this syllabus in any way he or she sees fit while maintaining the academic integrity of this course.





Tentative Course Schedule

The times and dates listed are tentative and subject to change.

Monday:	0900 – 1700
Tuesday – Friday:	0800 – 1700
Lunch:	1100 – 1230
Breaks:	15 Minutes between lesson blocks
Preview/Review:	15 Minutes at start and end of class day



Course Topics

The course will introduce students to the scenario development, modification, execution, and review process.

Students will be able to utilize all the tools available to generate scenarios around common training tasks that deal with behavioral and cognitive processes, employing a variety of practical assets most-commonly used by training centers around the world.

Students will be able to execute scenarios as an instructor or facilitator to training and review conducted exercises using the VBS3 After Action Review feature.

Students will be able to manage a classroom environment using local area network tools to start and stop VBS3 as well as set up a classroom appropriate to their needs.



More Information

Complete details for our primary training sites can be found at: <https://www.bisimulations.com/company/contact-us>




- Farnborough Aerospace Center, UK
- Orlando, Florida, USA
- Williamtown, Australia

Contact our Training Department directly via email at: training@bisimulations.com

You can find more information on other courses at our website via: <https://www.bisimulations.com/training>

Which Courses Do You Need?



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VBS3 terrain development is a very important skill set for a VBS user developer, as it provides the developer with the ability to create sensitive terrain areas with restricted source data, within the security of your own organization. Combined with the VBS3 Rigging and Import Course, the developer is armed with a very powerful skill set which will, with the necessary source data, enable high detail replication of real world terrain locations.



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Three courses are designed to support learners at any level, and provide a pathway towards more advanced scenario and content development in support of training. Courses start at Level One, for those who are unfamiliar with scripting concepts and builds upon lessons learned in the Administrator Course, and end at Level Three for those who want to tap into basic Designer-level tasks.



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The VBS3 Administrator Course is the foundation course for all Bohemia Interactive Simulations-developed training. This course introduces instructors and training facilitators to VBS3. This course covers the following topics: VBS3 capabilities, administrator functions, scenario design, and lesson design.



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The Rigging and Import Course is specifically aimed at model development within the VBS3 Developer Suite, provided with the purchase of a VBS3 license. And in particular to Bohemia Interactive Simulation's proprietary modelling software "Oxygen2." You may already be an experienced 3D artist in Maya, 3DSmax, Modo or any number of other modelling packages, but to import your model into VBS3 requires an understanding of the proprietary tools, workflow and techniques required to set up and rig a model for use in VBS3.



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VBS3 Fires FST integrates the best of both Fires and Strike functionality into a single solution that supports both Call for Fire and Close Air Support training. It can be used to facilitate both Joint Forward Observer (JFO) and Joint Terminal Attack Controller (JTAC) training in a combined format to increase a student's understanding of schedules, restrictions, and coordination in support of a realistic mission. By integrating with VBS3, the FST students can operate within the same environment as other students performing ground-based operations, providing the realism of ongoing operations and events they must prepare for and react to.