



Video gives Marines taste of reality



From left to right: Cameraman Nick Eppinga, Marine 2nd Lt. Jerome Riehl and Marine Pvt. Jaclyn Rottier, both Marine Corps Detachment takes instruction from Mike Hogan, IES Interactive Training video director during filming at Stem Village, Friday.

**Story and photo by
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A tense situation. A distraught service member contemplates suicide and threatens violence against other family members. A young Marine military policeman is dispatched to the scene and the outcome of the situation can have a variety of endings — good and bad — and today the Marine will get to see both endings, as the situation is a training video filmed at Fort Leonard Wood.

“It’s interactive training,” said Robert McCue, IES Interactive Training general manager. “It’s a video system that allows the Marine to be part of a situation, and, based on his actions, determines the outcome of the video — good or bad.”

The system features a video screen that portrays actors in various situations in real-life size. The camera has filmed the

action as would be seen by the military policeman. An instructor overseeing the training can select a variety of endings for the situation based on how well the Marine handles the situation, McCue said.

On Friday, new scenarios for the trainer were being filmed on Fort Leonard Wood.

“These are new scenarios that our Marines right here on Fort Leonard Wood came up with,” said Capt. Harry Bailey, MP Instruction Course executive officer, Marine Corps Detachment. “These are typical scenarios that a Marine military policeman might face, either in garrison or deployed.”

The action is intense and the wrong tone or movement by the MP can create a critical situation. From routine car stops to a domestic situation, each training segment has multiple ways the event could end.

“A typical young student may freeze-up, so we want to give them every opportunity to

overcome that feeling, and give them exposure to situations before they face it for real,” Bailey said.

The Marine Detachment was filming more than a dozen new scenarios to use with the system. One scene was a young couple arguing in a car that drew the attention of the military police.

“This (the scenario) is being created to train an MP to watch the second suspect as the partner makes an arrest on the male suspect,” said Mike Hogan, IES Interactive Training film director. “We’ll shoot 12 to 15 episodes of different situation, each with several different ways the video can end. After we finish shooting, we’ll edit the product to enhance it with interactive zones.”

The interactive zones respond to laser beams from the typical tools a military policeman would carry, said McCue.

“We outfit the MP with his weapon, spray, baton and

flashlight. All are tuned to work with the video. We can control the lighting level of the scene, to the point where the Marine would have to use the flashlight to see the action,” McCue said.

The system and the locally produced scenarios have an immediate value to the Marine.

“A military policeman might go years without ever encountering any of these situations, but with this system, we can test ... and stress ... him now,” McCue said.

“You rarely hear of a Marine MP getting into trouble for bad marksmanship. This trainer is truly a judgmental and decision making process simulation,” McCue said.

“Our goal is to teach the young Marine to use the lowest possible force to solve a problem, but to always remember that the problem can intensify if they don’t follow the training and procedures,” Bailey said.