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## Hope Against Terrorism

### Local Think Tank Comes Up With Some Answers



(ABC7)

**Apr. 16** — Since Sept. 11, have you wondered at all how a terrorist group might strike America next? It's a question the military has been thinking about a lot. There's a relatively new think tank of scholars and military leaders in Monterey trying to come up with some answers. In this *Assignment 7* report, [Karina Rusk](#) shows us how a video game could help.

Past the armed guards at the acclaimed naval post-graduate school in Monterey is the MOVES Institute.

It's a modest looking and forward thinking war room of sorts, funded primarily by the Department of Defense.

Many of the projects here aim to improve and enhance military training and operations.

Then there was Sept. 11.

Michael Zyda, MOVES Institute Director: "Inside the institute we said we've got to figure out what we can do in homeland defense and for the country."

Micheal Zyda founded the MOVES Institute in January 2001.

MOVES stands for Modeling, Virtual Environments and Simulation Institute. Zyda wanted his scholarly troops to use those high tech tools to get inside the mind of a terrorist.

Before Sept. 11, no one could imagine hijacked planes being used as weapons of mass destruction. In the simplest of terms the MOVES Institute wants to figure out how to anticipate the unthinkable.

Capt Joel Pawloski has 23 years in the army and he took on the challenge.

Pawloski is creating a new breed of war games called GI Agent.

Capt Joel Pawloski, GI Agent Creator: "The agents are only interested in a goal, they are not interested in the particular path to the goal so we tell an agent to cause as much destruction as possible and that agent look for things that can cause that."

The MOVES Institute is a big fan of the video gaming industry. You may notice GI agents borrow ideas from the popular video game, the Sims.

In GI Agent, there are 16 rules governing the program. Each agent has a team, rank and personality.

Think for a moment about the traits of a suicide bomber:

Capt Joel Pawloski, GI Agent Creator: "I would simply set the self preservation at zero or very low, set loyalty to organization very high and aggressive factor very high as well and turn him loose."

GI Agent took eight months and 40,000 lines of code to write. The red and blue dot army's are now the building blocks for a three dimensional, interactive virtual environment.

Comm. Brian Osborn, MOVES Institute: "What it will allow us hopefully to do is to come up with some unanticipated events and not so much predict what will happen but anticipate what could happen."

GI Agent is being designed to defend against the next unforeseen threat.

Capt Joel Pawloski, GI Agent Creator: "So everyone is currently worried about weapons for mass destruction but a small suitcase nuclear device

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placed on the San Andreas Fault triggering a large earthquake would cause more damage than just the suitcase nuclear device and that is the kind of thinking where we want to be able to go with this."

The MOVES Institute is working on a number of military applications promising to save lives. GI agent is the only one being designed to come up with the worst-case scenario.

Michael Zyda, MOVES Institute Director: "I think the fascinating thing is how motivated the people are. I have 50 people here who love to come to work in the morning and they like to do what they're doing and they realize it's going to have national effect."

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