Beyond "Gaming"

How videogames and VR are also shaping military tactics and Operations around the World

Rishav tries to analyse the significance of professional video games in training military forces around the world, and offering them a wide range of flexibilities for combat simulations.

Just like humans, technology has also evolved throughout the generations. The early iterations were primitive, weak and more vulnerable to threats while the modern-day variants are quite developed, robust, and adaptive. One such domain of technology is video gaming, one that is still regarded as just a bootless errand in common households. However, the significance of videogame has already broken the barriers of casual refreshment for people, and reached the serious levels of professional military-grade training, covering conventional soldiers to even commanders. And multiple factors have driven it to this stage.

Create any form of environment virtually, anytime

There is a dedicated category of videogames, referred to as "sandbox". These are specially aimed platforms that focus on expanding players' creativity. It helps in simulating various scenarios by placing multiple virtual assets on the given terrain. For example,

we can create a situation in Afghanistan by using an arid terrain, containing mountains, cliffs, and small-scale infrastructure, then placing infantry and other virtual representation of combat units. A tactically realistic videogame will be able to simulate near-accurate results, allowing the viewers to witness how combat will unfold in its most basic form. The simulations can also

be carried out independently by Artificial Intelligence, or the human brain at either one side or both sides.

The evolution of Virtual Reality (VR) is offering a great degree of realism

If someone asks to define VR, it is all about bringing real-world things into a virtual environment. Modern VR systems are able

VR-based training in Indian Air Force