



Mobile Usability Lab Exhibit



Army's Mobile Usability Lab Exhibit, (MULE). The MULE Semi is an 18-wheel tractor-trailer that is self-contained and climate controlled. It is an Interactive exhibit with state of the art technology, used to create excitement and interest about the Army. It offers a Humvee Simulator, an Augmented Reality Sand Table, HTC Vive System, the Oculus Rift System, the Distracted Driver System and an IRobot. All of which is Virtual Reality and S.T.E.M. based interaction.



AUGMENTED REALITY SAND TABLE



The Augmented Reality Sand table (ARES) is a traditional sand table, filled with play sand, augmented with a commercial-off-the-shelf projector, LCD monitor, laptop, and Microsoft Kinect. The Kinect senses user gestures, changes to the sand “terrain,” and potentially, verbal commands as forms of user interaction. ARES projects moving military units, terrain features, and other data onto the sand.



HTC VIVE SYSTEM



The Vive System allows individuals to use virtual reality to interact with such things as Google Earth, taking a tour of the human body or just simply playing some games, testing their hand and eye coordination skills.



OCULUS RIFT SYSTEM



The Oculus System allows individuals to use virtual reality to interact with such things as taking a tour of the daily Army life and its surroundings, parachuting into the Army Navy football game with the Army's Golden Knights or just simply taking a ride on a roller coaster virtually.



DISTRACTED DRIVER SYSTEM



The DDS is designed to promote the safe operation of a motor vehicle and the downfall and consequences of being distracted while operating a motor vehicle.



HUMVEE SIMULATOR



The Humvee Simulator is an interactive system that allows individuals to operator the current equipment that today's highly trained soldiers are using in the Army. It provides individuals the opportunity to work as a team. All while providing them with a sense of accomplishment and adventure.