**Special Forces AV software overview**

# Exhibit Name: Recruitment & Selection

Exhibit Code: MTC\_AV01

Exhibit Type: Touchscreen Interactive (24’’ landscape-mounted screen)

## Summary:

Touchscreen will allow visitors to explore different aspects of recruitment, selection and training. In particular, it will feature personal accounts of SF soldiers’ experiences during selection training, illustrated, where possible, with authentic training footage, photographs and other material like newspaper headline/articles. Touchscreen will also feature the views of SF soldiers’ and other experts, talking about the selection process and what it takes to be an SF soldier, again, illustrated, where possible, with photos and footage. It may also explore the issue of whether women should be allowed to join the SF.

Audio: Yes – full capability

Assets:

NAM will provide all image, video and audio content, these may require some processing/editing by the software contractor

Duration:

Dwell time should be around 5-7 minutes

Indicative hardware specification:

See attached

# Exhibit Name: KIMS Game

Exhibit Code: TAS\_AV01

Exhibit Type: Touchscreen Interactive (46’’ portrait-mounted screen)

## Summary:

Users are asked questions to test their powers of observation and analysis. They see a screen with 16 objects. The objects remain on-screen for a set period of time (10-20 seconds) and users then have to answer a series of questions (6-7) about what they saw.

Audio: Yes – simple beeps and clicks

Assets:

NAM will provide image assets, these may need some processing/editing by the software contractor.

Duration: each game should last 2-4 minutes

Indicative hardware specification:

See attached

# Exhibit Name: Hostage Rescue

Exhibit Code: TAS\_AV02

Exhibit Type: Touchscreen Interactive (46’’ landscape-mounted screen)

## Summary:

The opening screen offers two possible interactives:

1. Decision-making interactive
   1. Users make decisions about what to do next in order to successfully navigate through a hypothetical rescue mission.
2. Virtual ‘exhibition’ of material related to actual SF hostage rescue, Operation Barras
   1. Users can scroll through or progress through a series of images and audio/video about Operation Barras

Audio: Yes – full capability

Assets:

NAM will provide some image, audio and video assets for the virtual exhibition element of the interactive.

The software contractor will be required to generate assets (e.g. images, animations, audio feedback) to support the decision-making interactive mission.

Duration: 5-10 minutes; game = 5 minutes, image/video content = 3-7 minutes

Indicative hardware specification:

See attached

# Exhibit Name: Pack Your Bag/Specialist Troop Training

Exhibit Code: TAS\_AV03

Exhibit Type: Touchscreen Interactive (46’’ landscape-mounted screen)

## Summary:

Users will select a mission and need to choose a set of equipment to ensure they have the appropriate and sufficient amount of equipment for the mission

Visitors are presented with three (possibly four) different special forces missions, each with different terrain and objectives (strike, reconnaissance and counter-terrorism and possibly also support and influence). For each mission, visitors have to make choices about the insertion method they will use to deploy their force and the equipment that they will bring to get the job done. Experts will advise on the equipment selections. Visitors will be given a text based operation briefing which will give them clues about which insertion method and equipment they should select but will not make this explicate. The equipment that they can select will be limited by how much a soldier can carry, this will be shown visually. Each item will be assigned a numerical weight value and the pack will have a maximum weight value. The computer will then run the operation using their choices and let them know if they have succeeded or failed.

Audio: Yes – simple beeps and clicks

Assets:

NAM will provide image assets, these may need some processing/editing by the software contractor.

Duration: 2-4 minutes per scenario; 3-4 scenarios

Indicative hardware specification:

See attached

# Exhibit Name: Weapons & Kit

Exhibit Code: TAS\_AV04

Exhibit Type: Touchscreen Interactive (24’’ landscape-mounted screen)

## Summary:

A mass display of weaponry, kit and uniforms navigable by multiple filters. Visitors should be able to select individual weapons or group them by a small number of themes which could include type, period, how they would be used etc.

As visitors select individual weapons they can access additional content. This could include high resolution images to zoom into, audio and written quotes from men who used them, sound effects of the weapons being used, period images and footage of them in use. After engaging with the assets visitors should be able to revert back to the selector screen to continue their exploration – or follow one weapon’s thematic links to the next weapon in that group. Visitors should always be able to relate the weapons they are exploring on screen back to the case display and the objects related to this content.

Audio: Yes – full capability

Assets:

NAM will provide all image, video and audio content, these may require some processing/editing by the software contractor

Duration: 3-10 minutes

Indicative hardware specification:

See attached

# Exhibit Name: Morse code

Exhibit Code: TAS\_AV05

Exhibit Type: iPad Interactive

## Summary:

A listening device (earphones, earpiece of speaker) which plays a looped message that visitors can decode using the Morse code chart wall graphic and a ‘magic pen’ type writing pad that erases itself after each use (iPad).

Audio requirement: Yes – full capability

Assets: N/A

Duration: 5-10 minutes

Indicative hardware specification:

See attached

# Exhibit Name: Iranian Embassy

Exhibit Code: OPS\_AV03

Exhibit Type: Touchscreen Interactive (24’’ landscape-mounted screen)

## Summary:

Infographic/image with hotspots explainer of embassy siege together with audio/video content. This content will include interviews with SF soldiers and others who were involved with the siege, together with news footage and possibly other film footage and audio. This material be organised under various headings which will allow visitors to explore this subject, but these headings are yet to be confirmed.

Audio: Yes – full capability

Assets:

NAM will provide some image, audio and video content such as oral history interviews.

The software contractor will be required to generate infographic content for the explainer, and any associated imagery/animations to support the interactive.

Duration: 3-12 minutes

Indicative hardware specification:

See attached