Finding Aid to the
America's Army Collection, 1999-2018

Summary Information

Title: *America's Army* collection
Creator: Michael Zyda, The MOVES Institute (primary)
ID: 117.9589
Date: 1999-2018 (inclusive); 1999-2005 (bulk)
Extent: 0.1 linear feet (physical); 35 GB (digital)
Language: This collection is in English.
Abstract: The *America's Army* collection is a fully-digital compilation of planning memos, presentations, meeting minutes, correspondence, graphics, videos, articles, and other documentation on the development of *America's Army*, the Official U.S. Army Game, by Michael Zyda and the MOVES Institute. The bulk of the materials are from 1999-2005.
Repository:

> Brian Sutton-Smith Library and Archives of Play at The Strong
> One Manhattan Square
> Rochester, New York 14607
> 585.263.2700
> library@museumofplay.org

Administrative Information

Conditions Governing Use: This collection is open for research use by staff of The Strong and by users of its library and archives. Though the donor has not transferred intellectual property rights (including, but not limited to any copyright, trademark, and associated rights therein) to The Strong, he has given permission for The Strong to make copies in all media for museum, educational, and research purposes.
Conditions Governing Access: At this time, digital files in this collection related to administrative history and game development are limited to on-site researchers only. It is possible that certain formats may be inaccessible or restricted. Please see The Strong's Digital Games Files Access Policy.
Custodial History: The *America's Army* collection was donated to The Strong in October 2017 as a gift from Michael Zyda. The digital materials were accessioned by The Strong under Object ID 117.9589 and were received from Michael Zyda on a portable hard drive.
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Processed by: Julia Novakovic, October-December 2018

Controlled Access Terms
Personal Names

- Capps, Michael
- Hiles, John
- Wardynski, E. Casey
- Zyda, Michael

Corporate Names
- The MOVES Institute
- United States. Army.

Subjects
- America's Army (Computer game)
- Computer adventure games
- Computer games industry
- Game design and development
- Role playing
- Role playing games
- Simulation games
- United States. Army.

Historical Note

In 1999, the U.S. Army theorized that the creation of an Army-sponsored video game would be helpful to provide information to prospective soldiers. Working with Michael Zyda at the Naval Postgraduate School's (NPS) MOVES Institute in Monterey, California, the project team developed a multiplayer, first-person shooter video game branded as a strategic communication device. The result, *America's Army*, represents the first large-scale use of video game technology by the U.S. government as a platform for communication and recruitment. The first version was released in 2002, followed by *America's Army: Special Forces* in 2003. The MOVES Institute withdrew from the project in 2004, but subsequent titles in the series were published in 2008 and 2012, with a fifth installment announced in 2018.

As both a game and a recruitment tool, *America's Army* has been adapted for U.S. Army special events and for other government agencies. The game has received multiple awards and praise from media outlets worldwide.

Collection Scope and Content Note

The *America's Army* collection contains digital files about the Official U.S. Army Game, *America's Army*, developed by Michael Zyda and the MOVES Institute in the early 2000s. Development materials include planning memos, license agreements, presentations, status reports, meeting minutes, and correspondence. Game design documentation includes various image and video files. Presentations and press announcements document the release of the game (at E3 and other trade shows), and publications such as articles and theses discuss the impact (both real and potential) of the game. The bulk of the materials are dated between 1999 and 2005. Additional scope and content information can be found in the Contents List section of this finding aid.

The *America's Army* collection has been arranged into three series, two of which have been further divided into subseries. This digital collection can be accessed on-site at The Strong.

System of Arrangement
 Series I: Administrative history, 1999-2018
 Series II: Game design documentation, 1999-2005
           Subseries A: Game screenshots and graphics, 1999-2002
           Subseries B: Game play videos, 2001-2005
           Subseries C: Reference, 1999-2003
 Series III: Publicity and presentations, 2000-2006
           Subseries A: E3 conferences, 2002-2004
           Subseries B: Formal presentations, 2000-2005
           Subseries C: Promotional videos and press kits, 2002-2003
           Subseries D: Publications, 2003-2006
           Subseries E: News coverage, 2002

Contents List

Series I: Administrative history, 1999-2018

        Scope and Content Note: This series contains digital files related to the administrative history of the *America's Army* video game. Materials include project proposals, scope of work information, licenses and agreements, planning memos, meeting minutes, emails, correspondence, team member bios, status update presentations, statistics, release history information, fan reception, and more.

        Subfolders and file names are retained from their original naming conventions. When possible, files have been migrated to stable file formats for continued access. Additional information has been provided in brackets for each file.

Digital - I

Folder 1   **Folder 01_Project proposals** [8 files]
- "01. Recruit.project" – document/.PDF [Army recruit game project abstract], 1999
- "02. WardinskiSlides" – PowerPoint/.PDF ["You're in the Army Now – Virtually: Interactive Virtual Adventures to Augment Army Recruiting" presentation, LTC Casey Wardynski, 4 October 1999], 1999
- "03. STRICOM Recruit…ame 23Nov99" – PowerPoint/.PDF ["Recruiting Generation Y" presentation, LTC Casey Wardynski and Dr. Mike Macedonia, 23 October 1999], 1999
- "04. Proposal" – document/.PDF ["You're in the Army Now! – Recruiting Games" Research Proposal, Submission by Michael Zyda, John Hiles, and Michael Capps], 1999
- "05. NPS.Proposal" – document/.PDF ["You're in the Army Now! – Recruiting Games" Research Proposal, Submission by Michael Zyda, John Hiles, and Michael Capps], 2000
- "06. zyda-sow" – document/.PDF ["Army Recruiting Initiatives, Appendix A, Army Computer Game"], 2000
- "07. AGP Marketing Operations 2002" – document/.PDF ["America's Army: Operations & Soldiers Marketing Support" Research Proposal, Submission by John Falby and Michael Zyda], 2002
- "08. Medic proposal" – document/.PDF ["America's Army – Combat Medic" Research Proposal, Submitted by Michael J. Zyda], 2002

Folder 2   **Folder 02_Scope of work**

      01_Army Recruit MOU [6 files]
- "01. WG B Descriptio…ame Extract" – document/.PDF ["Army Recruiting Initiatives: Working Group B, Initiative-3, Army Computer Game"], 2000
- "02. WGB Kiosk D&SOW" – document/.PDF ["Army Recruiting Initiatives: Working Group B, Initiative-7, Kiosk Regional Tests"], 2000
- "03. MOADraft" – document/.PDF ["Memorandum of Agreement between The Naval Post-Graduate School (NPS) and The Office of the

Assistant Secretary of the Army for Manpower and Reserve Affairs"],
2000
- ▪ "04. GameSOW" – document/.PDF ["Army Recruiting Initiatives:
  Working Group B, Initiative-3, Army Computer Game"], 2000
- ▪ "05. GameSOW3" – document/.PDF ["Army Recruiting Initiatives:
  Working Group B, Initiative-3, Army Computer Game"], 2000
- ▪ "06. MOADraft2" – document/.PDF ["Memorandum of Agreement
  between The Naval Post-Graduate School (NPS) and The Office of the
  Assistant Secretary of the Army for Manpower and Reserve Affairs"],
  2000

Folder 3   **Folder 03_Licenses and agreements**

01_Admin [6 files]
- ▪ "01. ArmyGame license DOD-DOE amendment" - .PDF ["Unreal™
  License Agreement Amendment"], 2003
- ▪ "02. MOVES-AGP-PropertyAgreement" – document/.PDF ["America's
  Army Real Property Disposition" memo, 1 August 2003], 2003
- ▪ "03. AGPEquipmentOwner" - .PDF ["America's Army Real Property
  Disposition" memo, 15 August 2003], 2003
- ▪ "04. Assignment and Assumption Agreement 21-jul-03" – document/.PDF
  ["Assignment and Assumption Agreement and Consent to Transfer," 11
  November 2003], 2003
- ▪ "05. GameEngineLicenseAgreement" – document/.PDF ["Assignment and
  Assumption Agreement and Consent to Transfer," 11 November 2003],
  2003
- ▪ "06. GameEngineLicense" - .PDF ["Assignment and Assumption
  Agreement and Consent to Transfer," 11 November 2003], 2003

02_Separate files [8 files]
- ▪ "01. zyda-dft-mou" – document/.PDF ["Memorandum of Agreement
  between The Naval Post-Graduate School (NPS) and The Office of the
  Assistant Secretary of the Army for Manpower and Reserve Affairs"],
  2000
- ▪ "02. ArmyVideoGame" – document/.PDF ["Memorandum of Agreement
  between The Naval Post-Graduate School (NPS) and The Office of the
  Assistant Secretary of the Army for Manpower and Reserve Affairs"],
  2000
- ▪ "03. ArmyVideoGame.final" – document/.PDF ["Memorandum of
  Agreement between The Naval Post-Graduate School (NPS) and The
  Office of the Assistant Secretary of the Army for Manpower and Reserve
  Affairs"], 2000
- ▪ "04. MOAAddendum" – document/.PDF ["Addendum to Memorandum of
  Agreement between The Naval Post-Graduate School (NPS) and The
  Office of the Assistant Secretary of the Army for Manpower and Reserve
  Affairs"], 2000
- ▪ "05. "Game Engine Sta…ent of Work" – document/.PDF ["Game
  Engine"], 2000

- ▪ "06. Army Game Unrea…11-00 final" – document/.PDF ["Unreal™ License Agreement"], 2000
- ▪ "07. NDA-AGP" – document/.PDF ["Confidentiality, Non-Disclosure, and Non-Competition Agreement"], 2001
- ▪ "08. UnrealContract" – document/.PDF ["Unreal™ License Agreement Addendum"], 2002

Folder 4   **Folder 04_Planning memos and minutes** [28 files]
- ▪ "01. 2 May 00 Schneck" – text file [note about signed MOU], 2000
- ▪ "02. VirtualCinematographer"- .PDF ["The Virtual Cinematographer: A Paradigm for Automatic Real-Time Camera Control and Directing," Li-wei He, Michael F. Cohen, and David H. Salesin, 1996], 2000
- ▪ "03. AGPImmedSpaceRequirements" – document/.PDF ["Immediate Space Requirements" memo, 4 August 2000], 2000
- ▪ "04. CaseyOverhead" – document/.PDF ["Request for Waiver of Indirect Costs" memo, 15 September 2000], 2000
- ▪ "05. ARMY GAME MEETING" – document/.PDF [meeting minutes, 5 October 2000], 2000
- ▪ "06. SuptAddendum" – document/.PDF ["Superintendent" memo, 14 November 2000], 2000
- ▪ "07. 18Jan2001AGPReview" – document/.PDF ["18 Jan 2001 AGP Review"], 2000
- ▪ "08. agpcover" - .BMP [Army Game Project graphic collage], 2001
- ▪ "09. AAR-AGP" – document/.PDF ["AAR on Visit by Deputy Assistant Secretary of the Army John McLaurin" memo, 25 January 2001], 2001
- ▪ "10. AAR-AGP" – .PDF ["AAR on Visit by Deputy Assistant Secretary of the Army John McLaurin" memo, 25 January 2001], 2001
- ▪ "11. 10August2001AGPReview" – document/.PDF ["10 August 2001 AGP Review"], 2001
- ▪ "12. SecretaryArmy" – document/.PDF ["Recent Visit" memo, 3 October 2001], 2001
- ▪ "13. SecretaryArmyOsborn" – document/.PDF ["Army Game Technology Project Sharing" memo, 3 October 2001], 2001
- ▪ "14. Secretary of the Army Note" - .BMP [memo from Thomas E. White to Colonel Wardynski, 4 October 2001], 2001
- ▪ "15. Army Game Plan …Sep Master)" – document/.PDF ["Planning Guidance for The Army Game Project (AGP) DRAFT" memo, 19 June 2001], 2001
- ▪ "16. ClientSideState.war" - .WAR file [.WAR file, unknown content], 2002
- ▪ "17. The Unofficial Cookie FAQ" – text file [reference on cookies from previous website, 2001], 2002
- ▪ "18. ToBeOrNotToBeACookie" – document/.PDF ["Cookies and Their Disuse in the America's Army Videogame Suite" memo, 23 May 2002], 2002
- ▪ "19. 12 September 2002 – McLau" – document/.PDF ["12 September 2002, McLaurin Meeting"], 2002

- ▪ "20. 8 Oct 2002 Akamai Meeting" – document/.PDF ["8 Oct 2002, Akamai Meeting"], 2002
- ▪ "21. AkamaiAmericas_Army_Meeting_Notes_10082002" – document/.PDF ["Akamai, America's Army/MOVES Meeting Notes, 10/08/2002"], 2002
- ▪ "22. Development Priorities for AA in 2003" – document/.PDF ["Overview"], 2002
- ▪ "23. SecretServiceOnePager" – document/.PDF ["Why the Secret Service Wants a Virtual Emergency Response Game"], 2003
- ▪ "24. 21 Jan 2003 Secret Service" – document/.PDF ["21 Jan 2003 Secret Service" notes], 2003
- ▪ "25. Motion Capture Proposal" – document/.PDF ["In-House Motion Capture Proposal, Army Games Project"], 2003
- ▪ "26. Army Game Production Planning-CY 03 27 Jun 03" – document/.PDF ["Army Game Project Production Planning – CY 2003" memo, 27 June 2003], 2003
- ▪ "27. AGP_PR~1" – .PDF ["Army Game Project Development & Production Plan (DPP) – FY 2003 (w/ changes thru May 03)" memo, 22 December 2003], 2003
- ▪ "28. AGP_PR~2" – .PDF ["Army Game Project Development & Production Plan (DPP) – FY 2003 (w/ changes thru May 03)" memo, 22 December 2003], 2003

Folder 5   **Folder 05_Emails** [4 files]
- ▪ "01_Casey - Recruiting.mbox (all combined)" - .MBOX/.PDFs [3,081 pages of email correspondence], 2002-2004
- ▪ "02_Epic Sublicenses.mbox (combined)" - .MBOX/.PDFs [71 pages of email correspondence], 2002-2004
- ▪ "03_Secret Service.mbox (combined)" - .MBOX/.PDFs [86 pages of email correspondence], 2002-2004
- ▪ "04_AGP Staff.mbox (combined)" - .MBOX/.PDFs [142 pages of email correspondence], 2003-2004

Folder 6   **Folder 06_Team bios**
                   01_AGP Bio Pack [13 files]
- ▪ "01. AllBios2" – document/.PDF [MOVES Institute bios], 2001
- ▪ "02. Brian-osborn"- .JPG [photo], 2001
- ▪ "03. InfoPaperOn AGP" – document/.PDF ["Information Paper, The Army Game Project (AGP)"], 2001
- ▪ "04. John-hiles" – .JPG [photo], 2001
- ▪ "05. John-hiles.pct" - .JPG/.PCT file [photo], 2001
- ▪ "06. Mike-capps" – .JPG [photo], 2001
- ▪ "07. Mike-capps.pct" - .JPG/.PCT file [photo], 2001
- ▪ "08. MikeZyda" – .JPG [photo], 2001
- ▪ "09. MikeZyda.pct" - .JPG/.PCT file [photo], 2001
- ▪ "10. OsbornBio" – document/.PDF [bio], 2001
- ▪ "11. TheRecruits" – .JPG [logo graphic], 2001
- ▪ "12. TheRecruits.psd" - .JPG/.PSD file [logo graphic], 2001

- ▪ "13. TheRecruits2.psd" - .JPG/.PSD file [logo graphic], 2001

02_SecretaryArmyPics [10 files]

- ▪ 01. – 10. - .JPGs [photos of staff and officer visit], 2001

03_Separate files [1 file]

- ▪ "01. Interview form" – document/.PDF [questions to Michael Zyda with typed responses], 2002

Folder 7   **Folder 07_Status update presentations**

01_Nov 1 2000 [4 files]

- ▪ "01. Unrealtechdemo" - .MPG [Unreal engine tech demo video], 2000
- ▪ "02. OEMA Mission Briefing, #3C0" - .PDF/.PPT ["Genesis, Organization, History and Analytic Framework, Prepared for MG Dennis D. Cavin, 1 November 2000" presentation], 2000
- ▪ "03. Usarec-nov00" - .PDF/.PPT ["3D Title Discussion, Game Design Assumptions Development Plan, Army Game Project" presentation], 2000
- ▪ "04. AGP Review Nov" - .PDF/.PPT ["Army Game Project (AGP) The Recruits" presentation], 2000

02_AGP Review 16 Jan 2003 [2 files]

- ▪ "01. Performance Measurement Dec 2002" - .PDF/.PPT ["Performance Measurement, MV4001, Christian M. Buhl, December 2002" presentation], 2002
- ▪ "02. Game Briefing McLaurin 13 Jan 03" - .PDF/.PPT ["America's Army Game Project Quarterly Update, Prepared 13 January 2003" presentation], 2003

03_AGP STATUS 26 March 2003 [3 files]

- ▪ "01. GameStatus" - .JPG [statistic graphics], 2003
- ▪ "02. GameStatus1" - .JPG [statistic graphics], 2003
- ▪ "03. GameStatus2" - .JPG [statistic graphics], 2003

04_Separate files [19 files]

- ▪ "01. Firstoutline" - .PDF/.PPT ["NPSNET/MOVES Overview" presentation], 1999
- ▪ "02. RecruitGame" - .PDF/.PPT ["You're in the Army Now! – Recruiting Games, Michael Zyda, John Hiles, and Michael Capps" presentation], 1999
- ▪ "03. ZydaRecruitGame2" - .PDF/.PPT ["You're in the Army Now! – Recruiting Games, Michael Zyda, John Hiles, and Michael Capps" presentation], 1999
- ▪ "04. ZydaRecruitGame3" - .PDF/.PPT ["You're in the Army Now! – Recruiting Games, Michael Zyda, John Hiles, and Michael Capps" presentation], 1999
- ▪ "05. VIDEO GAME APPENDIX A & B" – document/.PDF ["Appendix A: Army Computer Game"], 2000
- ▪ "06. agpKickOff" - .PDF/.PPT ["Project Kick-Off, Army Game Project, NPS, Monterey, California, May 26, 2000" presentation], 2000
- ▪ "07. Army Guest" - .PDF/.PPT ["Army Guest – Summary, John Hiles, 2000" presentation], 2000

- "08. AGP-Jan01 brief" - .PDF/.PPT ["Army Game Project, January 2001" presentation], 2001
- "09. Caseys-brief-2-2001" - .PDF/.PPT ["The Army Game Project, Prepared for the U.S. Army Marketing Director by LTC E. Casey Wardynski, 30 Jan 2001" presentation], 2001
- "10. 30March2001agp" - .PDF/.PPT [draft slides], 2001
- "11. Recruits Update June 01" - .PDF/.PPT ["The Recruits: Interactive Stories, Professor John Hiles, LCDR Brian Osborn" presentation], 2001
- "12. Brief to Mr. Brown" - .PDF/.PPT ["Army Game Project prepared for Honorable Reginald Brown, Assistant Secretary of the Army for Manpower and Reserve Affairs by LTC E. Casey Wardynski, 30 August 2001" presentation], 2001
- "13. Brief to Mr. Br…n, 5 Sep 01" - .PDF/.PPT ["Army Game Project prepared for Honorable Reginald Brown, Assistant Secretary of the Army for Manpower and Reserve Affairs by LTC E. Casey Wardynski, 5 September 2001" presentation], 2001
- "14. ShillingAudio" - .PDF/.PPT ["Sound Design" slide], 2001
- "15. Status Briefing, 18 Sept 02" - .PDF/.PPT ["America's Army Game Project, 4th Quarter FY02 Status Update, Prepared for Mr. John P. McLaurin III, Prepared by LTC Casey Wardynski, 17 Sept 2002" presentation], 2002
- "16. Project Update, Nov 02" – document/.PDF ["America's Army Project Update, 5 November 2002" presentation], 2002
- "17. Highland Forum, v2" – document/.PDF ["America's Army Project Overview, prepared for the Highlands Forum XX, 4-6 December 2002" presentation], 2002
- "18. Status Briefing 7 Jan 03" - .PDF/.PPT ["America's Army Game Project Update as of 7 January 2003" presentation], 2003
- "19. Status Briefing 26 Feb 03" - .PDF ["America's Army Project Status Update Prepared 26 February 2003" presentation], 2003

Folder 8   **Folder 08_Project conclusion and analysis**
01_Postmortem Study [13 files]
- "01. Zyda-AGP-End" – document/.PDF ["Army Game Project Termination" letter, 10 March 2004], 2004
- "02. Zyda-AGP-End" - .PDF ["Army Game Project Termination" letter, 10 March 2004], 2004
- "03. AmericasArmyPostmortem.nmind" - .nmind [NovaMind mapping software file (needs specific program)], 2004
- "04. AmericasArmyPostmortem2~.nmind" – .nmind [NovaMind mapping software file (needs specific program)], 2004
- "05. AmericasArmyPostmortem2" - .PDF ["America's Army Post Mortem, 2 April 2004" outline graphics], 2004
- "06. AmericasArmyPostmortem2.nmind" - .nmind file [NovaMind mapping software file (needs specific program)], 2004
- "07. Key Dates~.nmind" - .nmind file [NovaMind mapping software file (needs specific program)], 2004

- "08. Key Dates.nmind" - .nmind file [NovaMind mapping software file (needs specific program)], 2004
- "09. Timeline-Of-AF-Project" – .AI /.PDF [timeline, 7 July 2004], 2004
- "10. Timeline-Of-AF-Project" - .PDF [timeline, 7 July 2004], 2004
- "11. Questionnaire for Michael Zyda" – document/.PDF ["Questionnaire for Michael Zyda"], 2004
- "12. Travel-AF" – document/.PDF [memo of travel requests, 25 August 2004], 2004
- "13. 16Sep2004-IG-Memo-For-Record" – document/.PDF ["IG Meeting Yesterday" memo, 16 September 2004], 2004

02_Wardynski Complaint Memo [1 file]
- "01.WardynskiComplaintMemo2" - .PDF [scan of memo, 5 March 2004], 2004

03_Separate file [1 file]
- "01. Positional-and-Component-Breakdown" – document/.PDF ["America's Army: Operations, Positional and Core Component Breakdown for FPS genre of Video Games"], 2003

Folder 9   **Folder 09_Release history** [1 file]
- "01. AA Release History" – spreadsheet/.PDF [America's Army release history and features], 2004

Folder 10   **Folder 10_Public reception**

01_AA Fans [25 files]
- "01. angelhq" - .wmv [video], 2003
- "02. HostageRescue.wmv" - .ASP file [Active Server Page file], 2003
- "03. Movie2nd" - .wmv [video], 2003
- "04. Swingin_Soldiers" - .avi [video], 2003
- "05. menofgodbanner" - .JPG [graphic], 2003
- "06. Headstrong" - .wmv [video], 2003
- "07. menofgodcross" - .JPG [graphic], 2003
- "08. hiphopkiller" - .wmv [video], 2003
- "09. brazilpower" - .JPG [graphic], 2003
- "10. Fearless" - .wmv [video], 2003
- "11. terroristbust" - .wmv [video], 2003
- "12. frenchbanner" - .JPG [graphic], 2003
- "13. aao_in_game" - .wmv [video], 2003
- "14. aamostwantedcomic" – [unidentified file format], 2003
- "15. asthebulletsflycomic" – [unidentified file format], 2003
- "16. aaE3comic" – [unidentified file format], 2003
- "17. aahippies1comic" – [unidentified file format], 2003
- "18. aasummercampcomic" – [unidentified file format], 2003
- "19. patchtasticcomic" – [unidentified file format], 2003
- "20. 1st Vets Battalion" – [unidentified file format], 2003
- "21. playboysig" - .JPG [graphic], 2003
- "22. hammersig" - .JPG [graphic], 2003
- "23. NATOsigSgtD" - .JPG [graphic], 2003
- "24. 1VBbanner1" - .JPG [graphic], 2003

- ▪ "25. 1VBbanner2" - .JPG [graphic], 2003
02_Separate file
  - ▪ "01. AmericasArmyNo3" - .JPG [GameSpy stats], 2003

Series II: Game design documentation, 1999-2005

> **Scope and Content Note:** Included in this series are game screenshots and graphics, videos of game play (for reference and promotional purposes), and reference materials used by the creators of *America's Army*.
>
> Subfolders and file names are retained from their original naming conventions. When possible, files have been migrated to stable file formats for continued access. Additional information has been provided in brackets for each file.
>
> **Subseries A: Game screenshots and graphics, 1999-2002**
> **Scope and Content Note:** This subseries holds folders of graphics in various file formats. These screenshots were likely utilized in status updates and as reference for game development progress.
>
> Graphics are labeled with a descriptive file name, and files are retained in the original folder name as denoted by Zyda. Additional descriptive information is provided in brackets.

Digital - IIA

Folder 1	**Folder 01_AGP Pics** [11 files]
	Contains 11 .JPG files [vehicle builds/graphics], 2001
Folder 2	**Folder 02_armygamecoin** [14 files]
	Contains 14 .JPG/.BMP files [website graphics], 2001
Folder 3	**Folder 03_Cool AGP Art** [4 files]
	Contains 4 files (.JPG, .GIF, and .PDF) [website graphics and screenshot], 2002
Folder 4	**Folder 04_GamePics** [6 files]
	Contains 6 .BMP files [gameplay screenshots], 1999

> **Subseries B: Game play videos, 2001-2005**
> **Scope and Content Note:** This subseries houses folders of video files and related graphic formats. Many of these files were created to demonstrate the game development progress by the MOVES Institute.
>
> Files are retained in the original folder name as denoted by Zyda. Additional descriptive information, including video run times, is provided in brackets.

Digital - IIB

Folder 1   **Folder 01_AGP13Apr2001**
01_ArmyAuthor [12 files]
  - ▪ "01. Chopper" - .MOV [video], 2001
  - ▪ "02. Interior" - .MOV [video], 2001
  - ▪ "03. MOS_Army_Demo" – application, 2001

- ▪ "04. Army Game.dir" - .dir file [Adobe Director file], 2001
- ▪ "05. Scene 2.dir" - .dir file [Adobe Director file], 2001
- ▪ "06. Getwithit.dir" - .dir file [Adobe Director file], 2001
- ▪ "07. Recruiter.dir" - .dir file [Adobe Director file], 2001
- ▪ "08. Stub.dir" - .dir file [Adobe Director file], 2001
- ▪ "09. Army Game.dir" - .dir file [Adobe Director file], 2001
- ▪ "10. SoldierInterior.dir" - .dir file [Adobe Director file], 2001
- ▪ "11. Scene 4.dir" - .dir file [Adobe Director file], 2001
- ▪ "12. Scene 4a.dir" - .dir file [Adobe Director file], 2001

02_Separate files [4 files]
- ▪ "01. 13Apr2011 AGPQuarterlyRev" – document/.PDF ["13 Apr 2001 – AGP Quarterly Review" notes], 2001
- ▪ "02. recruitsServerBrief" - .PDF/.PPT ["The Recruits: Server/Hosting and Development Schedule" presentation], 2001
- ▪ "03. AGP-Apr-Capps" - .PDF/.PPT ["Army Game Project Action Game Status April 2001" presentation], 2001
- ▪ "04. AGPOverview" - .PDF/.PPT ["Army Game Project Fire Team The Recruits, April 2001" presentation], 2001

Folder 2   **Folder 02_AGP CD 4 Oct 2001** [6 files]
- ▪ "01. M249MODE" - .AVI [weapon modeling (00:27)], 2001
- ▪ "02. UHMODEL" - .AVI [helicopter modeling (00:27)], 2001
- ▪ "03. M249ANIM" - .AVI [weapon animation (00:21)], 2001
- ▪ "04. TTOV" - .AVI [text-to-voice demo (00:19)], 2001
- ▪ "05. ALPHATES" - .AVI [scene demo (00:48)], 2001
- ▪ "06. CELMOVIE" - .AVI [filming clip (01:22)], 2001

Folder 3   **Folder 03_2002.02.20 AA Progress MOVES DVD** [1 file]
Game play demo progress video file (13:44) and wrapper, 2002

Folder 4   **Folder 04_2002.03.05 AA Progress MOVES DVD** [1 file]
Game play demo progress video files (04:52, 03:40, 06:52) and wrapper, 2002

Folder 5   **Folder 05_2002.03.06 AA Progress MOVES DVD** [1 file]
Game play demo progress video files (04:52, 03:40, 06:52, 03:49) and wrapper, 2002

Folder 6   **Folder 06_2002.03.08 AA Progress MOVES DVD** [1 file]
Game play demo progress video files (04:52, 03:40, 06:52, 03:49) and wrapper, 2002

Folder 7   **Folder 07_2002.03.22 AA Progress MOVES DVD Data 2** [5 files]
- ▪ "01. Pipeline" - .DV [weapon/ gameplay animation (03:33)], 2002
- ▪ "02. Sniper Range" - .DV [weapon/ gameplay animation (00:51)], 2002
- ▪ "03. Movements" - .DV [character movements animation (01:08)], 2002
- ▪ "04. Rifle Range" - .DV [weapon/ gameplay animation (01:54)], 2002
- ▪ "05. Rough Cut" - .DV [gameplay demo (03:13)], 2002

Folder 8   **Folder 08_2002.03.29 AA Progress MOVES DVD** [1 file]
Game play demo progress video files (01:09, 03:11, 00:51, 02:46, 03:33, 05:31, 03:22, 04:47, 05:37, 01:56, 01:01, 06:02, 07:47, 02:46, 01:54) and wrapper, 2002

Folder 9   **Folder 09_2002.04.12 AA Progress MOVES DVD** [1 file]
                  Game play demo progress video files (04:11, 04:29, 04:36, 01:31, 03:10,
                  04:49, 07:47, 03:13, 03:11, 01:09, 06:02, 01:01, 05:31, 02:46, 01:54,
                  00:51) and wrapper, 2002

Folder 10   **Folder 10_2002.04.14 AA Progress MOVES DVD** [1 file]
                  Game play demo progress video files (04:11, 04:29, 04:36, 01:31, 03:10,
                  04:49, 07:47, 03:13, 03:11, 01:09, 06:02, 01:01, 05:31, 02:46, 01:54,
                  00:51) and wrapper, 2002

Folder 11   **Folder 11_2002.04.19 AA Progress MOVES DVD** [4 files]
                  ▪ "01. Storm" - .AIFF [audio file (03:02)], 2002
                  ▪ "02. AGPImage15.psd" – .PSD [Photoshop file], 2002
                  ▪ "03. AGPImage15" - .JPG [background graphic], 2002
                  ▪ "04. Swamp" - .DV ["Swamp Raid" gameplay demo (01:30)], 2002

Folder 12   **Folder 12_2002.04.19 AA Progress MOVES DVD Data** [3 files]
                  ▪ "01. HQ Raid" - .DV ["HQ Raid" gameplay demo (04:29)], 2002
                  ▪ "02. Weapons" - .DV ["Weapons Caches" gameplay demo (03:10)], 2002
                  ▪ "03. 3 MIN BEST" - .DV [gameplay demo (04:10)], 2002

Folder 13   **Folder 13_2002.05.15 AA Progress MOVES DVD** [1 file]
                  Game play demo progress video files (03:40, 07:47) and wrapper, 2002

Folder 14   **Folder 14_2002.06.20 AA Progress MOVES DVD** [1 file]
                  Game play demo progress video files (02:17, 07:47, 01:04, 00:57, 01:52,
                  02:44, 01:44, 00:34, 00:34, 00:04, 00:05) and wrapper, 2002

Folder 15   **Folder 15_2002.06.20 AA Progress MOVES DVD 2** [1 file]
                  Game play demo progress video files (02:17, 07:47, 01:04, 00:57, 01:52,
                  02:44, 01:44, 00:34, 00:34, 00:04, 00:05) and wrapper, 2002

Folder 16   **Folder 16_2002.09.01 AA AUSA Oct 2002 Video Data** [7 files]
                  ▪ "01. IM Fast" - .DV [game promo (01:03)], 2002
                  ▪ "02. IM Slow" - .DV [game promo (00:56)], 2002
                  ▪ "03. AGPImage7.psd" - .PSD [Photoshop file], 2002
                  ▪ "04. AGPImage7" - .JPG [game logo], 2002
                  ▪ "05. E3 Sept Version-1" - .DV ["Launch of the Official U.S. Army Game,
                    E3, 2002" video (02:03)], 2002
                  ▪ "06. Operational Missions" - .DV [gameplay demos (01:32)], 2002
                  ▪ "07. Revamped Production Shots-1" - .DV [production shots (03:29)],
                    2002

Folder 17   **Folder 17_2002.10.04 MOVES Open House DV Files** [4 files]
                  ▪ "01. Brian Osborn Program" - .DV [demonstration (02:17)], 2002
                  ▪ "02. Eric Krebs Program" - .DV [demonstration (03:44)], 2002
                  ▪ "03. Brutzman Program" - .DV [demonstration (01:47)], 2002
                  ▪ "04. Bachmann Program" - .DV [demonstration (02:40)], 2002

Folder 18   **Folder 18_2003.05.16 NPS DVD** [1 file]
                  Promo for Naval Postgraduate School (NPS) with interview clips
                  [includes President George H.W. Bush, Rear Admiral David Ellison, Prof.
                  John Arquilla, Prof. Dave Netzer, and Capt. Jeff Kline] (04:26), 2003

Folder 19　　**Folder 19_2003.05.27 MOVES Institute AA DVD** [1 file]
　　　　　Promo for Naval Postgraduate School (NPS) (04:26), 2003; and MOVES
　　　　　Institute at NPS gameplay promo with E3 and background info (separated
　　　　　audio and video tracks), 2003

Folder 20　　**Folder 20_Americas Army Movies** [5 files]
- "01. MedTraining2003" - .MP4 [medical training game demo (01:58)], 2003
- "02. TrainingMissions2002" - .MP4 ["AA Operations Training Missions" game demo (05:28)], 2003
- "03. AA-31Oct2003-2.0" - .MP4 ["AA Special Forces Training" game demo (07:17)], 2003
- "04. ArsenalInteractiveFall2003" - .MP4 [game promo (02:33)], 2003
- "05. AA-31Oct2003-2.0-SodaMachine" - .MOV [demo with soldier and soda machine (00:54)], 2005

Folder 21　　**Folder 21_Separate files** [8 files]
- "01. MedTraining2003" - .MP4 [medical training game demo (01:58)], 2003
- "02. Stryker2003" - .MP4 [game demo (02:53)], 2003
- "03. ProductionShots2002" - .MP4 ["America's Army Production Shots" (03:25)], 2003
- "04. TrainingMissions2002" - .MP4 ["AA Operations Training Missions" game demo (05:28)], 2003
- "05. BlackHawkFinal2003" - .MP4 [footage of helicopter (04:13)], 2003
- "06. SpecialForcesGraphics2003" - .MOV [game demo (02:57)], 2003
- "07. AA-31Oct2003-2.0" - .MP4 ["AA Special Forces Training" game demo (07:17)], 2003
- "08. AA-31Oct2003-2.0-SodaMachine" - .MOV [demo with soldier and soda machine (00:54)], 2005

Subseries C: Reference, 1999-2003
Scope and Content Note: This subseries holds various image and document files that were utilized by staff at the MOVES Institute during the creation of *America's Army*.

Digital - IIC
Folder 1　　**Folder 01_Reference** [3 files]
- "01. Collagesq" - .GIF [graphics collage], 1999
- "02. Alloy White Paper 03.06.03" – document/.PDF ["Silver Platter Software/Alloy White Paper, Confidential, March 6th 2003," MMOGs information], 2003
- "03. BeetleBailey12Dec2003" - .JPG [comic], 2003

Series III: Publicity and presentations, 2000-2006
> **Scope and Content Note:** This series contains information on E3 conferences, formal presentations, promotional videos, publications, and other coverage about *America's Army*.
>
> Subfolders and file names are retained from their original naming conventions. When possible, files have been migrated to stable file formats for continued access. Additional information has been provided in brackets for each file.
>
> **Subseries A: E3 conferences, 2002-2004**
> **Scope and Content Note:** This subseries holds photographs, graphic files, press releases, promotional video files, and other information relating to *America's Army* booths/events at Electronic Entertainment Expo (E3) conferences from 2002 to 2004.
>
> Graphics are labeled with a descriptive file name, and files are retained in the original folder name as denoted by Zyda. Additional descriptive information, including video run times, is provided in brackets.

Digital - IIIA

Folder 1   **Folder 01_AGP at E3-2002**
- o *01_LogoforAGPBox* [5 files] - Photoshop/graphic files, 2002
- o *02_AGPImagesFolder* [67 files] – Photoshop/graphic files, 2002
- o *03_PressKit* [65 files] - .PDFs/graphic files [biographies, images, press releases and game information], 2002
- o *04_RawMaterials* [6 files] – graphic files/.HTML [logos, article], 2002
- o *05_Best E3 Photos* [60 files] – .JPGs [images of E3 in 2002], 2002
- o *06_Soldiers Images* [11 files] - .JPGs [images of soldiers/screenshots], 2002
- o *07_AGP DVD Title Images* [6 files] – Photoshop/graphic files, 2002
- o *08_New Americas Army Logo* [9 files] – graphic files [logos], 2002
- o *09_AGP DVD Disc Image* [5 files] – Photoshop/graphic files, 2002
- o *10_E3 Press Articles* [96 files] - .PDF, .WAR, and graphic files [articles/coverage of E3], 2002
- o *11_AGP TheRecruits* [12 files] – Photoshop/graphic files [screenshots], 2002
- o *12_AGP Press* [4 files] – document/.PDF and graphic files [press releases and graphics], 2002
- o *13_Separate files* [6 files] – document/.PDFs and Photoshop/graphic files [script, presentation, images], 2002

Folder 2   **Folder 02_2002.05.21 E3 2002 AA Formal Giveaway DVD** [1 file]
> Game play demo video files (02:17, 07:47, 01:04, 00:57, 01:48, 03:41, 02:47, 02:47) and wrapper, 2002

Folder 3   **Folder 03_2002.05.21 E3 2002 AA Formal Giveaway DVD 2** [1 file]
> Game play demo video files (02:17, 07:47, 01:04, 00:57, 01:48, 03:41, 02:47, 02:47) and wrapper, 2002

Folder 4   **Folder 04_2002.05.21 E3 2002 Ignited Minds Loop AA** [1 file]
        Logo and game play promo video (05:15), 2002
Folder 5   **Folder 05_E3-2003**
        o *01_America's Army 2002* [174 files] - .JPGs/.TIFs [screenshots], 2003
        o *02_Removed AA Images* [5 files] - .TIFs [screenshots], 2003
        o *03_Press Kit E3 2003* [23 files] – document/.PDFs and graphic files
           [biographies, press releases, images], 2003
        o *04_Best E3 2003 Pics* [175 files] - .JPGs/.TIFs [photos of E3], 2003
        o *05_Best E3 Images 2003* [68 files] -.JPGs/.TIFs, .PDFs [photos of E3, article
           screengrab], 2003
        o *06_E3 2003 Press* [6 files] - .PDFs [articles], 2003
        o *07_Separate files* [2 files] – document/.PPT/.PDF [E3 presentation plan and
           results], 2003
Folder 6   **Folder 06_2003.05.12 E3**
        01_Press-Kits-E3-2003
        o *01. AA Visuals* [144 files] - .JPGs/.TIFs [screenshots], 2003
        o *02. Biographies* [5 files] – documents/.PDFs [staff bio notes], 2003
        o *03. Info on AA* [6 files] – documents/.PDFs [press release and other info],
           2003
        o *04. Previously Released* [6 files] – documents/.PDFs [press releases], 2003
        02_E3 DVD Assets
        o *01. Audio Folder* [6 files] - .AIF [audio], 2003
        o *02. Graphics* [6 files] - .PSD/PCT [graphics], 2003
        o *03. Video* [9 files] - .DV/.M2V [video], 2003
        03_VIDEO_TS [1 file]
           Contains B-Roll 2003, Production Shots 2003, and AA Operations 2002;
           2003
Folder 7   **Folder 07_2003.05.12 E3 2003 Ignited Minds DVD REV1 Tape1-#00166** [1
        file]
           Game play demo files, 2003
Folder 8   **Folder 08_2003.05.12 E3 2003 Ignited Minds DVD REV1 Tape2-#00167** [1
        file]
           Game play demo files, 2003
Folder 9   **Folder 09_2003.05.12 E3 B-Roll DV Files** [4 files]
        ▪ "01. BlackHawk" - .DV [helicopter at E3 (04:57)], 2003
        ▪ "02. E3Show" - .DV [tanks/show at E3 (05:03)], 2003
        ▪ "03. SpecialForces" - .DV [AA Event at E3 (03:55)], 2003
        ▪ "04. SpecialForcesFinal" - .DV [AA Event at E3 (02:44)], 2003
Folder 10   **Folder 10_E3 2004** [2 files]
        ▪ "01. Army.spec.forces.repel_f" - .JPG [event photo], 2004
        ▪ "02. Americas.army.booth.2_f" - .JPG [event photo], 2004
Folder 11   **Folder 11_Separate files** [4 files]
        ▪ "01. MOVES-E3-2003" - .MP4 [E3 coverage (04:38)], 2003
        ▪ "02. E3-2002" - .MP4 ["Launch of the Official U.S. Army Game, E3, May
           21, 2002" coverage (02:03)], 2003

▪ "03. SpecialForcesE3-Final-2003 - .MP4 [E3 event coverage (02:44)], 2003
▪ "04. E3-2003-MiniMovie.mp" - .MP file [*could not play*], 2003

Subseries B: Formal presentations, 2000-2005
Scope and Content Note: This subseries holds presentations (both PowerPoint and Keynote) created by Zyda and the project team at the MOVES Institute about their experience with and outcomes of *America's Army*.

Files are retained in the original folder name as denoted by Zyda. Additional descriptive information, including video run times, is provided in brackets.

Digital - IIIB

Folder 1   **Folder 01_MMVR 2005** [1 file]
▪ "01. GamePipeInitiative-V8.5 copy" - .PPT/.PDF ["The GamePipe Laboratory: Helping to Make USC #1 in Videogame Education, R&D, and Production" presentation], 2005]

Folder 2   **Folder 02_ZydaCareer** [1 file]
▪ [VRST-11Nov2004.key] - Keynote Presentation data file, 2004

Folder 3   **Folder 03_FromVisSimtoGames** [1 file]
▪ [26Aug2004.key] – Keynote Presentation data file, 2004

Folder 4   **Folder 04_MOVES** [1 file]
▪ [AmericasArmy-9Sep2004.key] – Keynote Presentation data file, 2004

Folder 5   **Folder 05_MMVR** [1 file]
▪ [25Jan2005-FromAmericasArmytoGamePipeLab.key] – Keynote Presentation data file, 2005

Folder 6   **Folder 06_Westpoint** [1 file]
▪ [27April2005-FromAmericasArmytoGamePipeLab.key] – Keynote Presentation data file, 2005

Folder 7   **Folder 07_GameSynergySummit** [1 file]
▪ [27Jan2005-FromAmericasArmytoGamePipeLab.key] – Keynote Presentation data file, 2005

Folder 8   **Folder 08_HowardUniversity** [1 file]
▪ [7April2005-FromAmericasArmytoGamePipeLab.key] – Keynote Presentation data file, 2005

Folder 9   **Folder 09_IDA Game Talks** [3 files]
▪ "01. Cgp to nps with backups" - .PPT/.PDF ["The Use of the Commercial Gaming Paradigm (CGP) for Joint Experimentation," Presentation to Naval Postgraduate School, January 14, 2003], 2003
▪ "02. Fjf experiment" - .PPT/.PDF ["Experimental Design of the Future Joint Force (FJF) Experiment," Presentation to Naval Postgraduate School, January 14, 2003], 2003
▪ "03. NPS brief (1-14-03)" - .PPT/.PDF ["Commercial Games for Joint Experimentation," Institute for Defense Analyses Joint Advanced Warfighting Program, January 14, 2003], 2003

Folder 10   **Folder 10_YATS041200** [1 file]
- "01. YATS041200" - .PPT/.PDF ["Youth Attitude Tracking Study (YATS)," 2000

Folder 11   **Folder 11_Separate files** [15 files]
- "01. AA Feb 2003" - .PDF ["America's Army Project Overview, Prepared 19 February 2003"], 2003
- "02. ArmyGameProject" - .PDF ["Army Game Project as Enabling Technology" web chart], 2003
- "03. December 2002 – I to I tracker" - .PPT/.PDF ["I to I Tracker: Evaluating the impact and influence of the US Army recruitment PR campaigns" presentation], 2003
- "04. MOVES-AmericasArmy-19Dec2003 - .PDF ["America's Army PC Game, Vision and Realization: A Look at the Artistry, Technique, and Impact of the United States Army's Groundbreaking Tool for Strategic Communication," Produced by the United States Army and the MOVES Institute in conjunction with the America's Army presentation at the Game Scenes exhibition, Yerba Buena Art Center, San Francisco, January 2004" publication, 2004], 2003
- "05. BuildingAmericasArmy" - .PPT/.PDF ["From Viz-Sim to VR to Games: How We Built a Hit Game-based Simulation," Michael Zyda, presentation], 2004
- "06. MOVES-AmericasArmy-9Sep2004" - .PDF ["Weapons of Mass Distraction- America's Army Recruits for the Real War," Michael Zyda, presentation], 2004
- "07. From VISSimtoGames-26Aug2004" - .PDF ["From Visual Simulation to Virtual Reality to Games," Michael Zyda, presentation], 2004
- "08. MMVR-25Jan2005-BuildingAmericasArmy" - .PPT/.PDF ["America's Army Production Process & Development Issues," Michael Zyda, presentation (GamePipe)], 2005
- "09. USC-ITP-16Feb2005-BuildingAmericasArmy" - .PPT/.PDF ["America's Army Production Process & Development Issues," Michael Zyda, presentation (GamePipe)], 2005
- "10. MMVR-25Jan2005-FromAmericasArmyToGamePipeLab" - .PDF ["From America's Army to the GamePipe Laboratory," Michael Zyda, presentation], 2005
- "11. MMVR-25Jan2005-BuildingAmericasArmy" - .PDF ["America's Army Production Process & Development Issues," Michael Zyda, presentation (GamePipe)], 2005
- "12. GamePipeLabShortV8.8-DARPA" - .PPT/.PDF ["The GamePipe Laboratory," Michael Zyda, presentation], 2005
- "13. GamePipeLabShortV9.0" - .PPT/.PDF ["The GamePipe Laboratory," Michael Zyda, presentation], 2005
- "14. GameSynergySummit-27Jan2005- From Americas Army To Game Pipe Lab" - .PDF ["From America's Army to the GamePipe Laboratory," Michael Zyda, presentation], 2005

- ▪ "15. ZydaCareer-VRST-11Nov2004" - .PDF ["From Visual Simulation to Virtual Reality to Games – A Career Reflected," Michael Zyda, presentation], 2005

Subseries C: Promotional videos and press kits, 2002-2003
Scope and Content Note: Within this subseries are files for a press kit, award nomination information, and promotional videos.

Files are retained in the original folder name as denoted by Zyda. Additional descriptive information, including video run times, is provided in brackets.

Digital - IIIC

Folder 1   **Folder 01_AA-31Oct2003-2.0-PressKit**
- o *01_AA Combat Medics and Training* [22 files] – graphic files [screenshots], 2003
- o *02_AA Logos* [3 files] – graphic files [screenshots], 2003
- o *03_AA Ops Pre SF* [45 files] – graphic files [screenshots], 2003
- o *04_Opening Screens* [3 files] – graphic files [banner/menu], 2003
- o *05_Special Forces* [25 files] -graphic files [screenshots], 2003

Folder 2   **Folder 02_Award Nomination** [2 files]
- ▪ "01. AmericasArmyNomination" – document/.PDF [award nomination information], 2002
- ▪ "02. NominationForm-entry_form" - .PDF [Interactive Achievement Awards Nomination Form], 2002

Folder 3   **Folder 03_Separate files** [3 files]
- ▪ "01. AppleWeb-army_320Summer2003" - .MOV [gameplay promo], 2003
- ▪ "02. ArsenalInteractiveFall2003" - .MP4 [gameplay promo], 2003
- ▪ "03. MOVES-SpecialForces-#1175BD" – document [press release], 2003

Subseries D: Publications, 2003-2006
Scope and Content Note: This subseries houses articles, event photos, reports, and theses about *America's Army*.

Files are retained in the original folder name as denoted by Zyda. Additional descriptive information, including video run times, is provided in brackets.

Digital - IIID

Folder 1   **Folder 01_Navy Times** [4 files]

Contains 4 .PDFs of scans of article "The Reality of the Army – Online: Recruiting Tool Turns into One of the World's Most Popular Video Games," *Navy Times*, September 2003

Folder 2   **Folder 02_AmericasArmyLBE** [6 files]
- ▪ "01. futuresoldierlarge" - .JPG [event photo], 2003
- ▪ "02. parachutelarge" - .JPG [event photo], 2003
- ▪ "03. rockwalllarge" - .JPG [event photo], 2003

- ▪ "04. AmericasArmyLBE" - .PDF ["Uncle Sam Wants You, Game Boy," Charles Pappas, 2003], 2003
- ▪ "05. Exhibitor" - .HTML file [*Exhibitor* article], 2003
- ▪ "06. Picture 1" - .PDF [diagram], 2003

Folder 3   **Folder 03_Kathleen Carley** [3 files]

- ▪ "01. TR-AA-v2-sep-16-v2" - .PDF ["Detailed Analysis of Team Movement and Communication Affecting Team Performance in the America's Army Game," CASOS Technical Report, Il-Chul Moon, Kathleen M. Carley, Mike Schneider, and Oleg Shigiltchoff, July 2005], 2005
- ▪ "02. TR-AA11" - .PDF ["American Army Data Analysis," CASOS Technical Report, Kathleen M. Carley, Il-Chuil Moon, Mike Schneider, and Oleg Shigiltchoff, 2005], 2005
- ▪ "03. TR-AA-3-nov-14" - .PDF ["Detailed Comparison of America's Army Game and Unit of Action Experiments," CASOS Technical Report, Mike Schneider, Kathleen M. Carley, and Il-Chul Moon, August 2005], 2005

Folder 4   **Folder 04_Separate files** [11 files]

- ▪ "01. PC-Gamer-FEB-2003" - .document/.PDF ["The Power of Simulation: Transforming Our World," *PC Gamer*, February 2003], 2003
- ▪ "02. Zhan Li MIT Thesis" - .document/.PDF ["The Potential of *America's Army* the Video Game as Civilian-Military Public Sphere," Zhan Li, 2003], 2003
- ▪ "03. SF Game Launches Final for Review" - .document/.PDF [press release, November 6, 2003], 2003
- ▪ "04. America'sArmyAu" - .document/.PDF ["America's Arming: A Backstage Glimpse at *America's Army* and Interactivity in Wartime," Wagner James Au], 2003
- ▪ "05. FSC Evalu Final Tech Report 1140" - .document/.PDF [report], 2004
- ▪ "06. GameBasedSimulation-July2004" - .PDF ["From Viz-Sim to VR to Games: How We Built a Hit Game-Based Simulation," Michael Zyda, Alex Mayberry, Jesse McCree, Margaret Davis], 2004
- ▪ "07. ZydaWestPointAbstract" - .document/.PDF ["From America's Army to the GamePipe Laboratory," Michael Zyda], 2005
- ▪ "08. ZLIThesis" - .PDF ["The Potential of *America's Army* the Video Game as Civilian-Military Public Sphere," Zhan Li, 2003-2005], 2005
- ▪ "09. Nieborg_thesis" - .PDF ["Changing the Rules of Engagement – Tapping Into the Popular Culture of *America's Army,* the Official U.S. Army Computer Game," David B. Nieborg, April 2005], 2005
- ▪ "10. 27.06.06-Case studies-America's Army" - .PDF [case study text], 2006
- ▪ "11. YerbaBuenaAABooklet2004" - .PDF ["America's Army PC Game Vision and Realization: A Look at the Artistry, Technique, and Impact of the United States Army's Groundbreaking Tool for Strategic Communication," Margaret Davis, ed., 2004], 2004

        Subseries E: News coverage, 2002
        Scope and Content Note: This subseries contains video coverage from an ABC News affiliate about the MOVES Institute and its projects.

Digital - IIIE

Folder 1   **Folder 01_2002.04.16 MOVES ABC NEWS** [1 file]
                Video coverage of MOVES Institute (03:23), 2002