TARGET

Training Augmented Reality Generalised Environment Toolkit

THE TARGET CONSORTIUM

Technical Partners

LUXEMBOURG INSTITUTE OF SCIENCE AND TECHNOLOGY

LIST

ATRISC

Fraunhofer IVI

ISCC International Security Competence Centre

SNT

securityandtrust.lu

End Users

CLEVELAND FIRE BRIGADE

Protecting local communities

ENSP

ÉCOLE NATIONALE SUPÉRIEURE DE LA POLICE

Institut de Seguretat Pública de Catalunya

VERBIS AUT RE

SISEKAITSEAKADEEMIA

ESTONIAN ACADEMY OF SECURITY SCIENCES

Fachhochschule Polizei Brandenburg

ISEM INSTITUTE

Deutsche Hochschule der Polizei

Experts

ARTTIC

INTERNATIONAL MANAGEMENT SERVICES

INCONNECT

communicatiepartners voor strategie, training & advies

1794

ENS

ÉCOLE NORMALE SUPÉRIEURE

WHO WE ARE

Institut de Seguretat Pública de Catalunya

University studies

Firefighting and Civil Protection School

Police School of Catalonia

Research Responsible at the Police School

- Anthropology Degree
- Master in Criminology
- PhD in Police culture

Head of Police School

- Commissioner Catalan Police
- Degree and PhD in Law
- Degree in Knowledge Management

TARGET AT A GLANCE

Acronym	Project Name
TARGET	Training Augmented Reality Generalised Environment Toolkit
Project Reference	**Type**
653350	Collaborative Project
Call	**Start date**
FCT-7-2014	01 May 2015
Duration	**End Date**
42 months	31 October 2018
Technical Coordinator	**Project Coordinator**
Rod McCall, LIST	Christian Baumhauer, ARTTIC
Project Budget	**Project Funding**
5 992 360 €	100%

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PROJECT OBJECTIVES

Develop a Pan-European Platform for hybrid serious gaming

Develop a variety of TARGET technology components

Develop 6 dedicated training scenarios

Develop best practices for trial and assessment

Develop a dedicated European Ecosystem

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TARGET TECHNOLOGY COMPONENTS

- VIRTUAL & AUGMENTED REALITY
- COMPETENCE ASSESSMENT
- DECISION SUPPORT
- NON-LINEAR SIMULATION

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6 DEDICATED TRAINING SCENARIOS

Mixed-reality experiences immersing trainees at:

- Operational level
- Tactical level
- Strategic command level

Responding to a range of current European training needs:

- Tactical firearms events
- Asset protection
- Mass demonstrations
- Cyber-attacks
- CBRN incidents

Led and defined by end users from 6 EU MS:

- Slovakia
- Estonia
- France
- Germany
- Spain
- UK

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DEDICATED EUROPEAN ECOSYSTEM TO STRENGTHENEUROPEAN SCA TRAINING

EUROPEAN HUB	EU MEMBER STATE SECURITY	NEW JOINT TRAINING TOOLS
✓ Share TC and serious games ✓ Quickly model to local specifications within the EU	✓ Support the fight against national and transnational crime ✓ Build capacities of SCA	✓ Police officers ✓ Fire brigades ✓ Civil protection ✓ Nuclear regulatory bodies ✓ Public health authorities
REALISTIC TRAINING ENVIRONMENT	**REAL-TIME PERFORMANCE**	**MIXED REALITY ENVIRONMENTS**
✓ Augmented reality ✓ Existing equiment ✓ Mix of virtual and real objects ✓ Flexibility	✓ Measure security response teams ✓ Pluggable to any simulation training platform	✓ Improved field of pervasiveness ✓ Effective use of real world environment ✓ Exploitation of fundamental human behaviour

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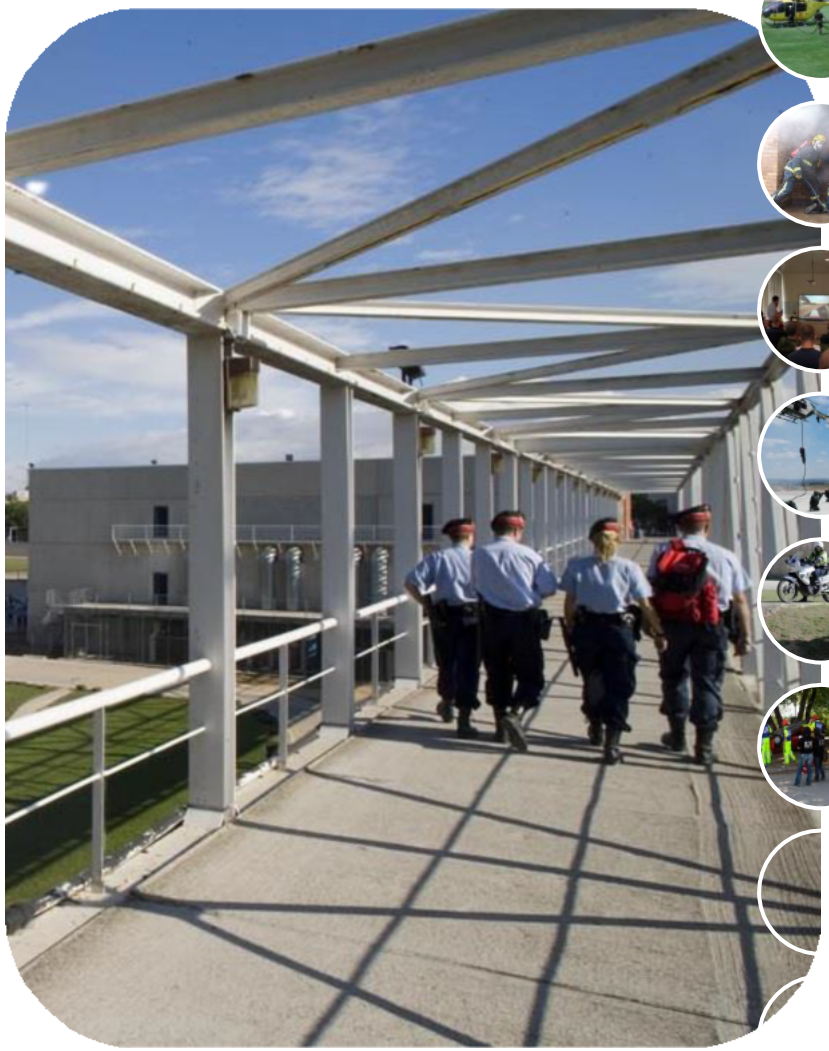
WHY TARGET?
BENEFITS TO SCA AND TRAINERS



develop richer SCA training modules

better qualified staff

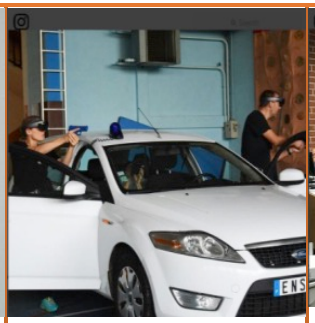
reduce costs for new training

speed up new training process

share best practices between EU organisations

strengthen capabilities of SCA to deal with complex situations

6 TRAINING SCENARIOS

					
TC1 Major HAZMAT / CBRN Incident	TC2 Protecting a critical infrastructure and dealing with crowds during a mass demonstration	TC3 Cyber-attack scenario	TC4 Tactical Firearms Vignettes	TC5 Arrest of suspects after their car crash	TC6 Major Road Accident

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TARGET H2020 RIA Project Documentary

https://youtu.be/aZvIH2SYx38

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TC4: Tactical Firearms Vignette
10-11 October 2017

Institut de Seguretat Pública de Catalunya

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Police School of Catalonia

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