AI-Assisted Information Environment Generation

for Constructive Exercises, Wargaming, and ROC Drills

A lightweight, offline-capable workflow for creating actor-specific information outputs while keeping exercise control in the loop.

LOCAL MODELS | ACTOR PROFILES | LIVE INJECTS

Why this matters

Manual information play is a bottleneck in realistic exercise control

Operator-heavy

Media injects, rumor chains, authority messages, and reactions are often created manually.

Parallel demand

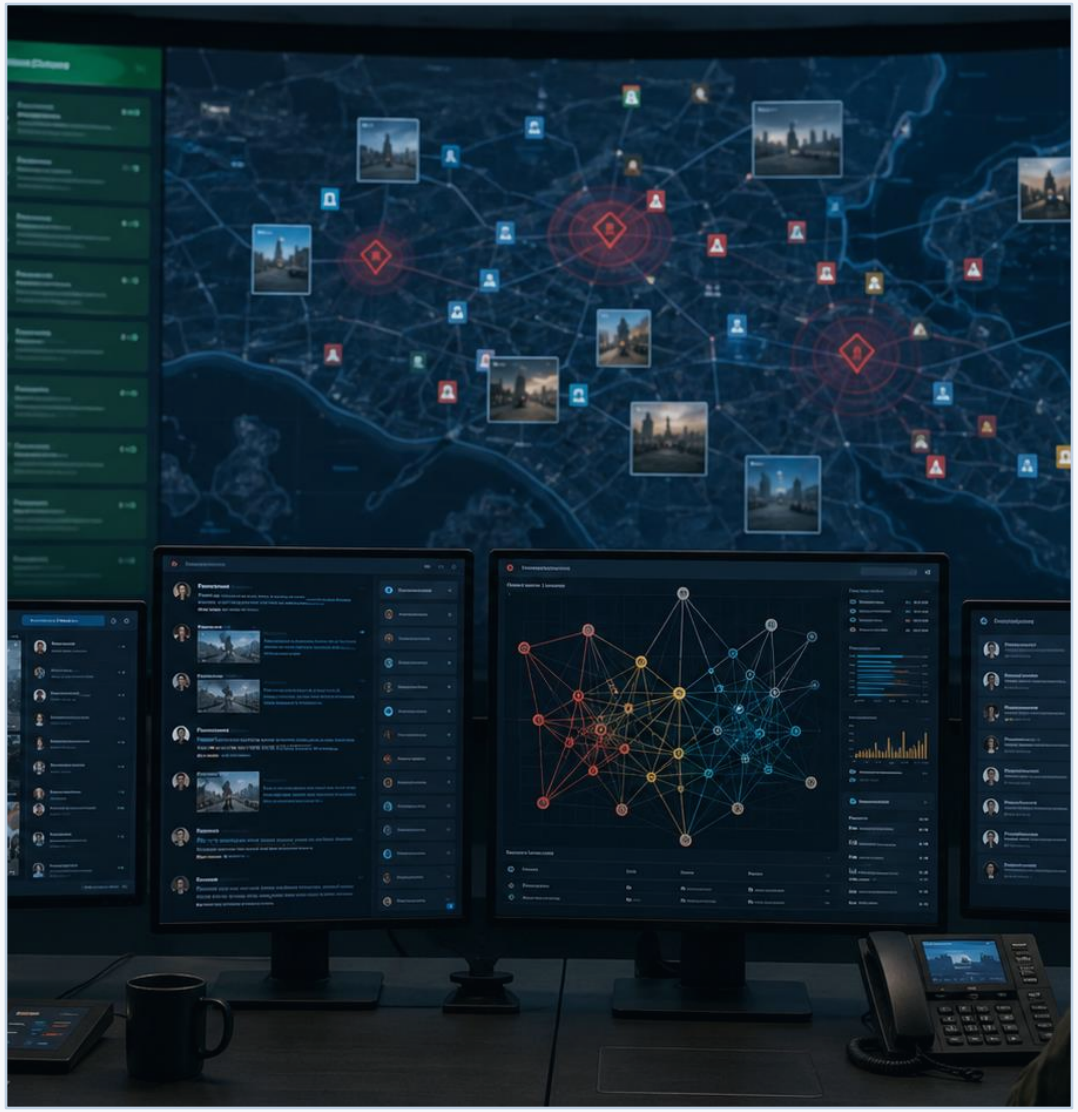
Large exercises require many outputs across multiple channels at the same time.

Actor variation

The same operational event should look different through different audiences and actor roles.

Scalability limit

Manual production limits speed, variation, and repeatability during live play.



Core question

How can exercise control generate a realistic information environment faster, while keeping human control?

Concept in one sentence

One event, multiple actor perspectives, controlled by exercise staff

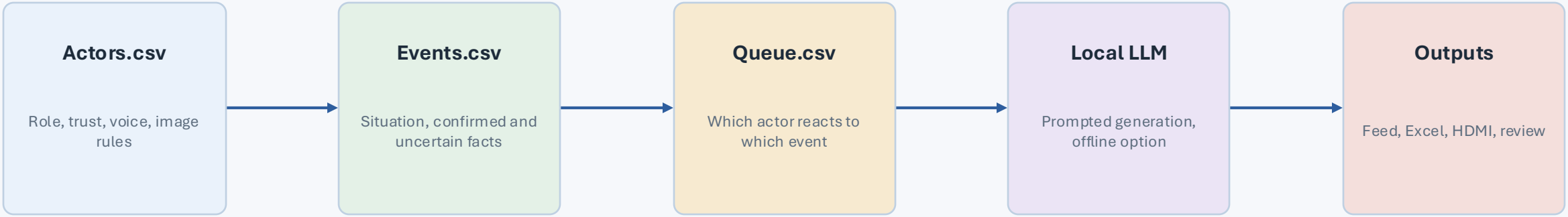
A structured event is rendered through actor profiles into media posts, authority statements, rumors, visual injects, and longer narrative products.

1	**Scenario event**	What happened and what is known
2	**Actor profile**	Voice, role, trust, agenda, style
3	**Generated output**	Different channel-specific injects
4	**Human decision**	Use, edit, delay, or discard

The model accelerates production. Exercise control remains the authority.

Structured data makes the workflow controllable

Actors, events, queue, and outputs keep the system transparent



This structure helps separate scenario intent from generated wording. Exercise staff can inspect the inputs, repeat the run, change pacing, and audit outputs after the event.

Design principle

Keep the mechanism simple enough to run in an exercise room, not only in a laboratory.

Prompting logic: differentiated, not duplicated

Actor roles turn the same event into different information effects

Public media	verified reporting
Authority	guidance and reassurance
Local actor	practical consequences
Blogger	interpretation and escalation
Rumor channel	ambiguity and amplification

Repetition control matters:

Different outputs must vary in framing, channel, emphasis, and language. Long text should not simply recycle social posts.

Live display: from generated text to exercise injects

Generated outputs can be shown, paced, and visually reinforced during play

Live information feed

[08:42] News flash	GPS disruptions reported in harbor logistics operations.
[08:44] Authority notice	Avoid restricted routes. Follow official updates.
[08:47] Blog thread	What if this is not just a technical fault?
[08:51] Shared image	Visual inject amplifies attention and interpretation.

Display modes: operator screen, browser view, HDMI projection, Excel log, or after-action review export.

Human control remains the center of the system

The tool supports exercise control; it does not replace judgement

Human decision points

1. select scenario intent
2. approve or edit output
3. adjust pacing
4. withhold sensitive content
5. record for AAR

Automation is useful when it increases variation and tempo. It becomes risky when the training audience cannot distinguish intended injects from uncontrolled noise.

Where this fits

Constructive exercises, wargaming, ROC drills, and concept development

Constructive exercises

Generate information effects around simulated events without overloading EXCON.

Wargaming

Explore how narratives and public interpretation change across courses of action.

ROC drills

Support rehearsal of roles, information flow, and coordination points in concept testing.

Readiness development

Create repeatable, auditable inject sets for training and after-action learning.

Applied experimentation: small enough to test, structured enough to improve, and controlled enough for military use.

Contribution and next steps

From applied prototype toward repeatable exercise support

Contribution

Shows how local generative AI can increase output variety and tempo while preserving human control.

Current maturity

Applied experimentation case: useful for demonstrations, controlled pilots, and exercise-design exploration.

Next development

Connect live output, actor-linked imagery, approval workflows, logging, and AAR support.

Not a replacement for exercise control - a scalable support layer for realistic information effects.