**15** Feb 2025

From: Colorado Meet Officer in Charge, University of Colorado Naval Reserve Officers Training Corps Unit, Boulder, Colorado

To: All Hands

Subj: COLORADO MEET 2025 TECH DEMO LETTER OF INSTRUCTION

Encl: (1)

1. Orientation. The Tech Demo will be situated in the Wardroom and Battalion Office in the unit spaces of CUNROTC.

2. Situation. To host an event that allows for teams to spend their time in between other competitions to settle down and do some interactive and entertaining training at the University of Colorado Boulder on 8 and 9 March 2025.

3. Mission. Demonstrate the usefulness and potential of technology in the training of military personnel while enabling those who are between competitions to experience new and different kinds of PME.

4. Execution.

a. Concept of Operations. This event will act as a non-competitive open house exposé. Ther will be 3 phases

1. Phase I: Preparation.

1. Both COVE systems will be set up in the wardroom alongside multiple VR headsets and DVTE systems. In the Battalion Office, there will be a TDG prepared over the unit sand table.

(2) OIC will run the TDG, COVE Operator will run both COVE systems with the assistance of 1 Tech Assistant, 2 Tech Assistants will run the DVTE Open house, and 1 Tech Assistant will run the VR Headset portion with the program KEEP TALKING AND NOBODY EXPLODES for the “EOD SIMULATION”

(3) All systems will be set up and placed into position on EITHER Thursday night OR Friday morning, prior to the opening ceremony. Any of the 6 not actively working another portion of the COLORADO MEET will move to and ensure all systems are set up immediately following the Opening Ceremony, prior to the IRON 4/C

(2) Phase II: Execution.

(1) COVE Operator will allow both, Navy and Marine Ops as well as MECEPs and OCs to test out and refine their Ship Commanding Skills. One of the 2 COVE Machines is the newest model, only processed by a single NROTC Unit. That Unit being the University of Colorado.

(2) The EOD Portion utilizing the headsets will be run in 3 round increments. After waiting in line, you will be given 3 games to rotate through with fellow MIDN in playing this cooperative VR Experience.

(3) The DVTE Systems will be set up around the large Wardroom Table. Participants will be allowed to access the training missions, create a mission mode, and be able to test out their own missions. Participants will be encouraged to create missions and then be tapped out by a friend in such a way that their friend has to complete the mission created specifically for them.

(4) The TDG will be conducted so that teams will control 3 separate squads in a turn-based event. They will make their decisions in a 5-minute period followed by an Enemy Reaction. There will be 3-5 rounds depending on the successfulness or failures of their actions to react to the situation. The TDG will be run every hour on the hour during times of operation.

(3) Phase III: Clean Up.

(1). OIC, COVE Operator, and the 4 Tech assists will clean up and store the equipment back to their storage locations on the second day. Overnight on day 1, they will ensure that any machines that need charging are plugged in for the next day. Machines will be left in their use location over night on day 1.

c. Tasks.

(1) OIC. The OIC will lead the TDG beginning every hour on the hour.

(2) COVE OPERATIOR. The COVE Operator will guide Participants through the Ship Driving Experience. COVE Operator has Immediate Succession of Chain of Command to the OIC regarding the team in the event the OIC is absent at any time.

(3) Tech Assistants. The 4 Tech Assistants will operate the VR Headset and DVTE Portions, as well as assist the COVE Operator whenever Neccessary.

4. Administration and Logistics.

a. Administration and Logistics.

(1) 12 DVTE Laptops, 2 COVE Systems, Sand Table, and 2 VR Headsets will be set up for this event.

(2) If lines begin to form, they will be placed in the Hallway between the Wardroom and Battalion Office. If lines become excessively long, they will be told to write down 1 members phone number, name, and school and sign up for a time slot to return at..

(1) Uniform.

(a) The uniform for the event will be MARPATs and NWUs.

5. Command and Signal.

a. Command. Points of contact for all Tech Demo related questions can be referenced below. x

b. Signal. Radios will be utilized for contact between the Tech Demo and HQ, Cell Phones will be used for tertiary communication.

6. Points of Contact.

a. MIDN 2/C Culverhouse (Meet OIC):

brandon.culverhouse@colorado.edu

b. SSgt Hillyer (Meet AOIC):

andrew.hillyer@colorado.edu

c. MIDN 2/C De Sousa (Tech Demo / DVTE OIC):

 jacob.desousa@colorado.edu