

A Human-Centred MSaaS Ecosystem for Enhanced Mission Planning and Execution via Battlefield Modelling, Adversarial Al, and Multi-domain Simulation Environments

SELECTED PROJECTS EUROPEAN DEFENCE FUND (EDF) 2024

CALL TITLE:	Research actions on simulation and training
TOPIC TITLE:	Methods for bridging reality gaps
DURATION OF THE PROJECT:	36 Months
TYPE(S) OF ACTIVITIES:	Generating knowledge, Integrating knowledge, Studies, Design
ESTIMATED TOTAL COST:	€ 14,999,667.81
MAXIMUM EU CONTRIBUTION:	€ 14,999,667.00

SHORT DESCRIPTION OF THE PROJECT:

BATTLEVERSE envisions bridging real and virtual battle environments to support dynamic and effective mission planning and execution, through multi-domain simulations.

Leveraging AI-driven scenario generation and reinforcement learning, BATTLEVERSE will enable the virtual execution of complex mission scenarios, delivering actionable insights into battlefield dynamics and improving response times. It will provide commanders with an interactive virtual battlespace enriched by digital twins of battle assets, landscapes, and weather for precise testing of multiple courses of action and to simulate potential enemy responses.





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