



DELIVERING INNOVATIVE



## Engineering & Computer Simulations (ECS)

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**How have you seen your business evolve over the years?** We transitioned from a computer-based training company to one of the first to harness the power of computers to deliver Serious Games or "Learning Technologies" for the Department of Defense. Later, we were able to move quickly to virtual platforms and offer the capability for many users in different locations to train together using virtual world technology. Most recently we caught the wave again with the move to mobile devices for learning. The end user, our military service men and women and our first responders, have been our ultimate focus.

**What is the biggest change you have seen in your years in business?**

Technology. As fast as you change your mobile phone to the next personal digital assistant, our technologies have changed to offer more and more learning and training capability. We see this in the commercial gaming space with the use of the kinect sensors, speech recognition, and integration with social media. We see more

change in the areas of Intelligent Tutoring, where individualized learning experiences within serious games can be dynamically altered to customize learning.

**What is the next big thing for your business?**

To take our innovative learning solutions to the commercial market. Our solution set includes crisis response simulations, safety and competency based technology, immersive virtual worlds, serious gaming, performance assessment, staff training, and mobile innovations. These solutions will increase skill levels and performance while saving time, money, and lives—in new markets, meeting critical needs of a developing customer base.