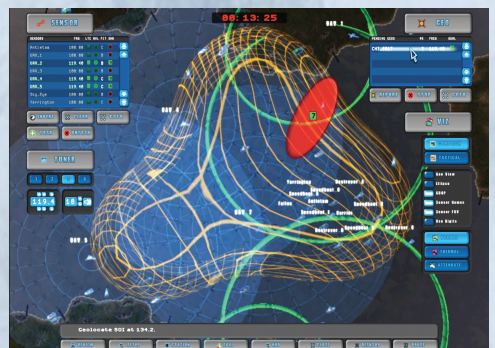


PMW-120 GEO COMMANDER

Learning and training:

When people think of serious games today, they more often than not think of simulations -- games that put the player - student into a pressure situation that mimics, as close as possible, a real world situation. GeoCommander opens up a new chapter in serious games. Stepping beyond a simple first person-shooter style of game, GeoCommander uses strategy and planning models to teach not just situational response, but to actually teach deeper concepts and theories vis-à-vis functionally-based approaches. This way, the player/student understands not only how to react, but why they are reacting, thus gaining an understanding of what their role is in the greater operational picture.

GeoCommander was built from the ground up as a serious game solution to address the problem of accurate geolocation in support of anti-terrorism and naval operations (although the concepts are not service specific). To address this problem, novel visualization techniques and game play deal with the primary concepts of this problem set. GeoCommander is also unique as a game of content. Although built in a completely fictional environment, it is based on scientific principles and a convergence of over 150+ cumulative years of subject matter expertise from industry, Department of Navy and gaming industry professionals to design the product. GeoCommander is a state-of-the-art instantiation of gaming processes and technology that can support real-world, serious problems with the much needed appeal and sophistication that is expected by the younger generations of Department of Defense operators.



Story-line:

The GeoCommander gameplay puts one in a fictional world that is trying to thwart a terrorist organization from carrying out devastating conventional and biological attacks against that fictional military and national infrastructure. Operating from a naval ship, the player learns the science and operational theory of geolocation to identify, locate and neutralize the enemy ("Find, Fix, Finish" Joint Doctrine). Working through increasingly difficult scenarios modeled on real operational concepts, the player is required to find his targets or his ship will be destroyed by terrorists.

The five scenarios of this game don't emphasize "how" to operate a given system, nor are they functionality based; rather, the game focuses on developing the cognitive and experiential capability, or the "why" to employ a system. This addresses the most problematic training and learning deficiency in the DOD – inability to effectively employ advanced systems in complex operations when experience is lacking and timelines to gain experience are compressed and inconsistent.

With today's accelerated military deployment rates and cutbacks in operational preparation, nothing could be more important to capture in a serious game solution. Built on the revolutionary software architecture of Whatif's Dors® platform, GeoCommander also raises the bar for spiral development and unlimited content flexibility with the capacity to work on networks, differing hardware platforms and support for new cultures and concepts without costly reprogramming of the prototype game. It also sets the groundwork for expansion for multi-player possibility on low-bandwidth networks.

Overall, GeoCommander increases the level of sophistication of serious games and expands their reach into areas where teaching complex concepts and theories, as well as response, is what matters most.



Recent news:

Trident Warrior 08: GeoCommander has been recommended for an "Enhances Warfighter Capability" Military Utility Assessment (MUA) based on detailed analysis of TW08 experimentation results.

Serious Games Summit & Challenge (SGS&C): GeoCommander won the coveted "Best in Serious Game – Government Category" at the 2008 SGS&C.

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