Simulations and Gamification

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VBSFires FST New Video SimCentric product

SimCentric - Products

VBS3 FIRES: Professional Call for Fire (CFF) Trainer

VBS3 FIRES FST: Comprehensive Call for Fire and Close Air Support Trainer

VBS FUSION: VBS Application Programming Interface (API)

CAPE: Automated operational Planning and Decision Support Tool

AMBIENCE / PRO: Crowd and traffic augmentation for enhanced training realism and urban clutter

GUI MATE: "Click and Play" GUI development tool to enhance training efficiency of VBS

MEDIA MATE: Live streaming to portable devices to enable "Single Trainee, Multiple Learners"

TRAINING MATE: Instructor / Trainee facilitation tool for co-located or geographically distributed training

SimCentric Technologies

Founded in

2008

8+
COTS Products

8+
Enterprise Customers

80+
Military & Industry Users

We build

high fidelity **procedural**, **behavioral** and **support** solutions to support a wide array of military capabilities

OWNS
standard API to VBS

API

Proven
development pipeline for genuine capability improvement

FOCUS
On enabling the operator

Global
presence through in-house BD team and network of global resellers

100+
Highly-competent, experienced, stable and scalable workforce

Highly
Competitive Cost-base

Highly
experienced with augmenting existing training frameworks

Gamification vs Simulations vs Serious Games

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Serious Games

- Uses traditional **gamecraft techniques** to to provide **abstract representations** of serious concepts.
- Used to '**bring to life**' powerful concepts.

Simulations

- Real and **immersive environments** which offer an 'educational experience'
- Provides an **authentic** user experience in a **risk free** environment.
- Can be used to demonstrate benefits and consequences.

Gamification

- Refers to the application of game elements to **non-game activities**.
- Leverages game mechanics to create **engagement** and **interest**.
- Can be used to make data-to-day mondane activities more compelling.

Use-Case : Taxi Drivers

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Serious Games

Purpose
Test and teach optimal route planning
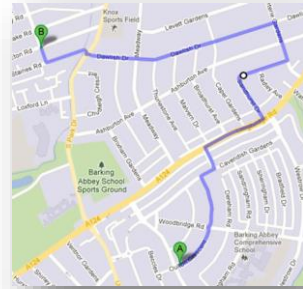
Method – Simple map based interface to plot routes. Score will be given for each path based on optimal path comparison.

Simulation

Purpose
Test driving skill and road rule knowledge

Method – 3D interactive simulator containing realistic cities and traffic. Controls and feedback should be realistic.

Gamification

Purpose
Test and teach optimal route planning

Method – Track start points destinations and routes taken by drivers and score based on optimal path.
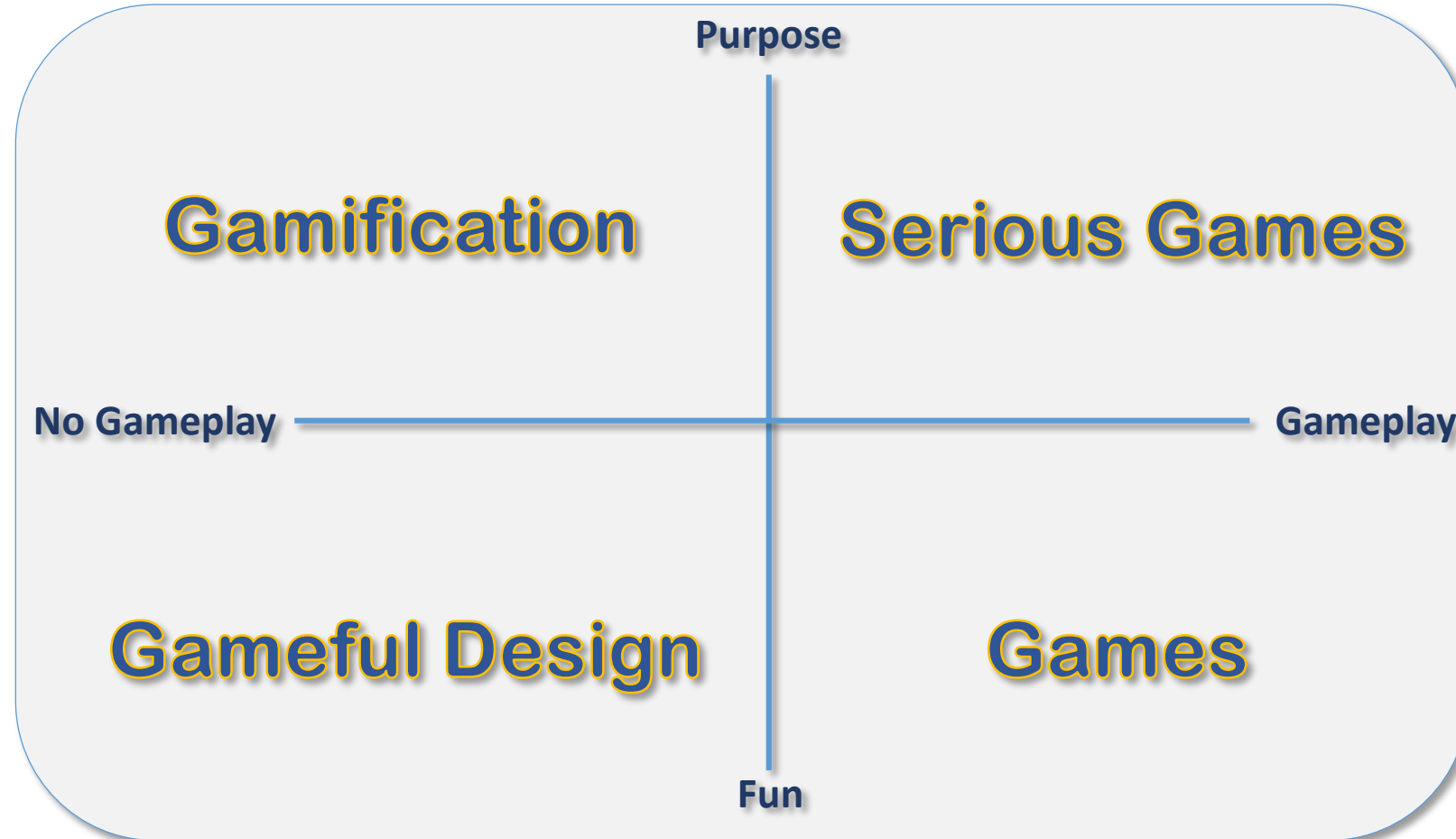
Gamification

Purpose
Test driving skill and road rule knowledge

Method – Track car information and location. Analyze after each trip to score based on driving skill and road rule adherence.

Objective of game design

Benefits of Enterprise Gamification

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Customers

| Data Collection | Feedback | Education |

Employees

| Impartial | Simple | Feedback | Recognition | Mastery |

| Motivation | Clarity | Autonomy | Training |