

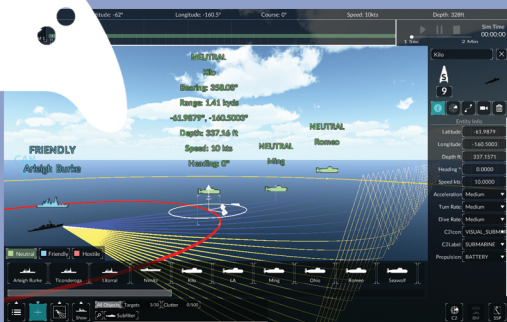
ARiA

Game-Based and Simulation-Based Training

AIRS



ESAIL



Contact:

Jason Summers

Chief Scientist/Managing Member

(202) 629-9716 Office)

info@ariacoustics.com

www.ariacoustics.com

Capabilities:

ARiA brings combined expertise in game development and physics-based simulation together in our work. An early adopter of game platforms for simulation-based training, we have integrated research models in commercial game engines and deployed commercial-grade games on military tactical systems.

Projects:

- ❖ WaveQuest: game-based education and training on fundamental concepts of underwater acoustics
- ❖ ESAIL: 3D visualization platform for anti-submarine warfare (ASW) training on tactical systems using simulation, data reconstruction, and “what if...?” analysis
- ❖ AIRS: portable virtual-reality simulation and game-based spatial-awareness training for mitigation of spatial-disorientation in pilots and nonpilot crew

Customers:

- ❖ Naval Air Systems Command (NAVAIR)
- ❖ Naval Air Warfare Center Training Systems Division (NAWCTSD)
- ❖ Naval Sea Systems Command (NAVSEA)
- ❖ Office of Naval Research (ONR)