

Vcom3D Announces Contract for “Serious Game for Continuity of Care Training”

ORLANDO, FL., May 17, 2011 – Vcom3D is proud to announce its award of the Office of the Secretary of Defense SBIR topic #OSD10-H08. Entitled “Serious Game for Continuity of Care Training”, the overall goal of this SBIR project is to develop and demonstrate instructional strategies and modular system architecture for training a wide range of individual and team skills that are required for providing effective continuity of care that can ultimately stand alone or integrate with the Air Force Medical Virtual World.

For this Phase I SBIR project, Vcom3D and its partners will design a serious game for training our combat medical professionals in providing continuity of care from point of injury, through transport to field hospital, and critical care air transport to Level 1 trauma hospital. The SBIR team integrates the experience and skills of Vcom3D, Inc. with experts in human performance, instructional design, and battlefield medicine.

“Games can provide anchored instruction or experiential/situated learning with meaningful material that is offered with high authenticity,” says Vcom3D CEO Carol Wideman. “Using a compelling narrative or a story can enhance this experience. This game will allow active participation on the part of the learner, which has been shown to improve learning, and allow the learner to have control over the learning experience.”

Vcom3D, Inc. is a leading provider of immersive game-based solutions for training and mission rehearsal. The Company is known for its innovations in graphical user interface (GUI) design; mobile applications (apps) including enterprise delivery and integration with learning management systems; cross-cultural competency training; culture and language learning methodologies and knowledgebase; and plug-and-play game architecture with communicating characters, choice of game engine and cross platform delivery. The Company also provides performance support aids for use during training on instrumented ranges and during military operations across the globe.

About Vcom3D

Founded in 1997, Orlando-based Vcom3D, Inc. is revolutionizing education, accessibility, training and communication. The company has established itself as a leader in providing improved learning outcomes that include its multi-lingual, culturally-appropriate, life like characters. Learning is delivered on desktop and mobile devices. Recent awards received by the Company are the MT2 Innovation and Top 100 Companies awards; and The National Center for Technology Innovation award for Peer Recognition and Innovation. For more information, please visit www.Vcom3D.com.

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