



# ArtSimMagic

## CORE CAPABILITIES

### [Modeling and Simulation]

- Virtual (real-time, trainee-in-the-loop) and constructive (non-real-time, “sandbox”)
- Air, land, sea, and space vehicles, dismounted infantry, medical disciplines
- Military and civilian training applications
- Entertainment and gaming (mass-market)
- Vehicle modeling (aerodynamics, propulsion, ground reaction, vehicle systems)
- Visualization (OpenGL / D3D programming, world building)
- Local and wide-area networking (DIS / HLA / proprietary schemes) and latency considerations
- Total immersion techniques

### [Training Methodologies and Applications]

- Serious Gaming
- Handheld device applications
- Web-based training solutions

### [Learning and Training Effectiveness]

- Didactic vs. interactive applications
- Kirkpatrick evaluations / methodology

### [Software Engineering]

- Microsoft® Windows®, GNU / Linux, VAX / VMS, et al.
- Embedded systems (AVR, Parallax Propeller)
- C / C++, Java, Fortran, Ada, assembly language / machine code, etc.

### [Systems and Hardware Engineering]

- Actual vehicle hardware interfaces
- System I/O and communications (digital, analog, serial, MIL-STD-1553, etc.)
- Total system requirements analysis, design, and prototyping

### [Project Management]

- Owner has over 12 years of experience managing teams
- Owner is Certified PMI Project Management Professional (PMP)

### [Proposal Preparation and Review]

- Written and oral presentations consistently rated highly with low risk
- Technical, management, past performance, experience, and pricing volumes
- Technical writing, color team reviews, schedule building, requirements analysis, proposal management

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