

NGRAIN Awarded Multimillion Dollar Contract by the US Marine Corps

NGRAIN to deliver sixty Virtual Task Trainers for use in maintenance training

VANCOUVER, BC, March 31, 2009 — [NGRAIN](#), a leading provider of interactive 3D equipment simulations that maximize the effectiveness of training programs and maintenance support systems, today announced it will provide the United States Marine Corps (USMC) with sixty Virtual Task Trainers (or Virtual Training Software). The NGRAIN training solution will support maintenance training for individual and crew weapons, ground weapon systems, and vehicle subsystems, and will be used to support both instructor-led and self-paced student learning.

"The NGRAIN solution fills a critical need identified by the Detachment to support their current and future classroom instruction for Infantry Weapons, Towed Artillery, and Light Armored Vehicle Systems and sub-systems," said Captain Jason G. Laxis, Executive Officer, Marine Detachment, Aberdeen Proving Grounds.

"We look forward to deployment of the NGRAIN Virtual Training Software at the individual schoolhouses at Aberdeen Proving Grounds and Camp Johnson, and expect to see great results including improved training and reduced overall training and maintenance costs," said Mr. John Jones, Program of Instruction Manager, Marine Corps Combat Service Support School, Camp Johnson.

The [Virtual Task Trainers \(VTTs\)](#), based on NGRAIN commercial-off-the-shelf (COTS) software, will conform to the Shareable Content Object Reference Model (SCORM), allowing the USMC to use them in conjunction with Learning Management Systems. The VTTs, which include 3D equipment models and task animations, will support a range of instructional approaches and supplement hands-on training by:

- Enabling *parts familiarization* where students can identify, name, and classify physical components while learning their function within the larger complex equipment system.
- Aiding *concept learning* by demonstrating schematics that cannot be readily viewed by the human eye, such as internal part relationships.
- Enabling *skill acquisition* by acting as a virtual task and procedural trainer that assists learners in mastering procedures.
- Facilitating *knowledge application* by improving the recall of more complex information and allowing an increased level of control over the learning environment.

"The USMC faces a number of maintenance training challenges, primarily driven by its high operational tempo, the need to rapidly train personnel to meet mission objectives, and the reality of reduced training budgets," said Gabe Batstone, VP, Sales and Business Development, NGRAIN. "At NGRAIN we are dedicated to providing results and are thrilled to provide the tools that will help transform personnel from novices to experts."

USMC instructors will use Producer, NGRAIN's COTS software simulation authoring tool, to update equipment parts information, procedural animations, and tasks provided with the VTTs. Non-technical users with no programming, scripting, or previous 3D graphics experience can learn how to use Producer in two days, empowering the USMC to use their own subject matter experts to update the 3D simulations included with the VTTs; a critical component of the contract requirements.

“If maintenance procedures or training requirements change, NGRAIN Producer will allow the USMC to make changes quickly, without incurring significant additional cost,” said Batstone.

Unique to NGRAIN, the VTTs enable real-time, unscripted student interactivity with 3D equipment simulations. This enables virtual hands-on practice of tasks and procedures including part removal and replacement. Unlike other 3D technologies, NGRAIN’s interactive capabilities leverage *active learning* methodologies to improve knowledge retention. When compared to *conventional learning* approaches, such as a student watching an animation and only retaining 30 percent of the information delivered, NGRAIN solutions improve knowledge transfer to 80 percent or higher.

“NGRAIN is committed to providing the USMC with an exceptional product that will have an immediate and positive impact on Marine safety, performance, and operational readiness,” said Batstone. “We look forward to delivering the Virtual Task Trainers over the next year.”

About NGRAIN

Sixty-five cents of every dollar spent on a piece of equipment goes towards sustainment. NGRAIN enables organizations to dramatically reduce these costs by maximizing the effectiveness of equipment training programs and maintenance support systems with interactive 3D equipment simulations. With NGRAIN’s breakthrough 3D simulation capabilities, customers have been able to accelerate the communication of knowledge by 60 percent, and improve operational efficiency by 30 percent.

NGRAIN makes 3D attainable. With NGRAIN, Subject Matter Experts can easily produce, integrate, and distribute 3D simulations, delivering unparalleled real-time 3D interactivity over the web to everyday desktop, laptop, and tablet computers. NGRAIN makes it possible for organizations to transform how they share information, making complex ideas simpler and more accessible to all.

NGRAIN delivers solutions to a host of industries worldwide, including Aerospace & Defense, Energy, and Technology. With its proven, award-winning solutions, NGRAIN has proved to be one of the most trusted names in the realm of 3D technology. NGRAIN’s customer base includes all branches of the United States and Canadian militaries, Lockheed Martin, Standard Aero, CAE and other industry leaders.

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