The call for immersive training has led to the development of Concurrent Technologies Corporation’s (CTC’s) REAL system. REAL is an immersive training simulation system and builder that enables learners to experience challenging learning scenarios containing realistic environments, people, cultures and their operational contexts before they experience them in real-life. REAL combines the best of 3D virtual worlds, gaming and experiential learning methodology into immersive learning experiences that engage today’s learners. Focused on analytic and decision making skills, learners use their knowledge, skills and abilities to synthesize information and execute available courses of action (COAs) to solve complex problems. Selected COAs provide dynamic scenario branching opportunities that simulate the 2nd and 3rd order effects of decision making in the real-world. REAL allows rapid development of simulations by training designers and developers making training more cost effective and easy to develop and deploy.

Overall benefits:

- Designed for teams of developers, integrators, artists, designers and instructional designers.
- Leverages a visual, drag and drop building feature to quickly analyze, build and review structured training along with training content and logic.
- Easily deploys to Web, PC, Mac and mobile devices.
- Creates quick, realistic experiences for a variety of environments, training objectives and audiences.

Experience realistic 3D avatars

Train decision making skills
Features for learners and training designers:

- Portrays realistic environments, avatars and cultural contexts.
- Designed for training analytic and decision making skills.
- Supports development of 2nd and 3rd order decision making skills.
- Designed to support structured and unstructured scenario play.
- Tracks quantitative learner performance against learning objectives.
- Provides immediate reinforcement and remedial feedback to learners.
- Manage difficulty and learner flow experiences through scenario branching.
- Provides replay of scenario acts and discreet learning activities for reflection.
- Provides mini-games to add additional challenge and change scenario pacing.
- Provides After Action Reviews to learners.

Reference Material

**TECHQuest Pennsylvania Technology Product of the Year**
[https://ext.sharepoint.CTC.com/CTCComContent/StageMedia/Press%20Releases/09may07_pr.pdf](https://ext.sharepoint.CTC.com/CTCComContent/StageMedia/Press%20Releases/09may07_pr.pdf)

**REAL Video**
[http://www.youtube.com/user/ConcurrentTechCorp#p/u/0/27QMKTeWk8c](http://www.youtube.com/user/ConcurrentTechCorp#p/u/0/27QMKTeWk8c)

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