

# VIRTUAL WEDNESDAY 2010

Controlled F.O.R.C.E. breathes  
new life into standard training  
delivery and information  
sharing practices



In 2008, Controlled F.O.R.C.E. put years of research into utilizing cutting edge computer technology to enhance live tactical training exercises on display in front of hundreds of law enforcement, military, and security professionals at the Annual U.S.N.S.T.A. Tactical Training Seminar in Las Vegas. In a presentation dubbed “Virtual Wednesday,” the C FORCE US Team led by Tony Grano demonstrated how the capabilities of commercial off-the-shelf video game systems can be harnessed by expert trainers to improve live action training scenarios.

Controlled F.O.R.C.E. demonstrated how advancements in video game systems, such as internet connectivity, player immersion, and graphical realism, were ideal for helping instructors instill fundamentals such as communication, terminology, teamwork, and a competitive, winning spirit into law enforcement officers and military servicemembers. Controlled F.O.R.C.E. also demonstrated that the future protectors of our communities and homeland (meaning the next crop of law enforcement and military personnel) already have deep connections to video game systems, which greatly levels the learning curve.

As Controlled F.O.R.C.E. has continued to develop the “virtual training” component of its highly realistic tactical training programs, the C FORCE US Team has been able to show how video game technologies can maximize available class time, maximize instructor resources, and leverage skills that future protectors already possess to optimize return on investment.



Always one step ahead, C FORCE US Team plans to unveil its latest developments into the virtual training concept by introducing the Controlled F.O.R.C.E. SL Training Center in Second Life during a presentation called Virtual Wednesday 2010 at the 11th Annual U.S.N.S.T.A. Tactical Training Seminar.

Second Life, for those who don't know, is a virtual world that enables the users to interact with each other through customizable avatars in almost any way they can in real life.

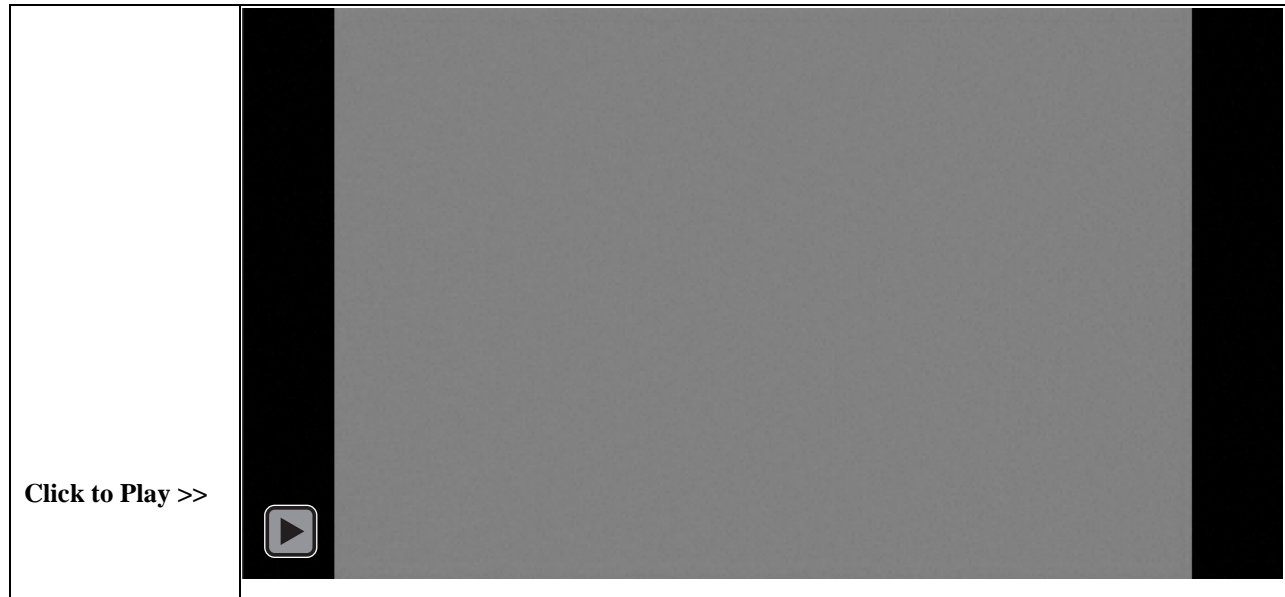
Controlled F.O.R.C.E. and associates have created a virtual training center within Second Life where users can explore and learn with the assistance of guides, such as Abby, that are trained to help users find the information they need. This center provides users with a meeting place to use for a variety of functions, such as engrossing table top exercises, online training portals, and networking and information gathering. And it's all done in an easy to use, entertaining format.



**With the limitless potential of Second Life, Controlled F.O.R.C.E. is breathing new life into standard training delivery and information sharing practices.**

## **VIRTUAL TRAINING**

The highly trained C FORCE US uses commercial off-the-shelf video game systems to instill fundamentals such as communication, terminology, teamwork, and a competitive, winning spirit.



## **REALITY TRAINING**

The Controlled F.O.R.C.E. Mobile Instructor Team builds off the Virtual Training to deliver maximum amounts of tactical training in live, on-site exercises.

