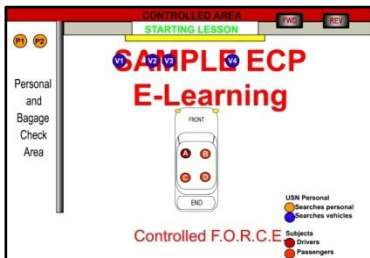


Training the Protectors of the United States

Leveraging Technology to Maximize Learning

Better preparing Law Enforcement for modern threats by improving current learning models and developing new methods utilizing state-of-the-art technologies

Entry Control Point (ECP) Training Module



Distance e-Learning

The dynamics of law enforcement are constantly evolving. Administrators must seek out cutting-edge training strategies to best be able to respond to contemporary threats while operating within fluctuating financial, legal, and political parameters.

The modern challenge for law enforcement administrators is to identify new training models that effectively take advantage of the ways in which personnel are utilizing the new technologies they are daily immersed in.



Virtual Training

3-TIER DELIVERY METHOD

Controlled F.O.R.C.E. has developed a simple yet effective 3-Tier Delivery Method designed to maximize available class time, instructor resources, and financial resources by leveraging skills that current and future LEOs already possess.

- DISTANCE e-LEARNING (Self-Paced, On-Site Facilitated)
- VIRTUAL TRAINING (Group-Paced, Instructor-Led)
- LIVE TRAINING (Group-Paced, Instructor-Led)



Live Training

Controlled F.O.R.C.E. Distance e-Learning is a user-friendly interface designed to establish the lesson fundamentals and course introduction covering course terminology and basic principles of each training module. This self-paced instructional method can incorporate pre-course evaluations and online post-testing.

Controlled F.O.R.C.E. Virtual Training is a highly cost-effective utilization of commercial-off-the-shelf video game equipment designed to build on the

fundamentals of Distance e-Learning in an instructor-led interactive environment. The virtual training facility can be customized to replicate live training areas. Most new students will have experience with the systems utilized.

The most relevant medium today is the video game

Controlled F.O.R.C.E. Live Training utilizes Mobile Training Teams (MTTs) to “bring to life” the lessons learned in Distance e-Learning and Virtual Training through hands-on training. Instructors combine practical drills and scenarios to develop the real-life skills LEOs need to operate safely and effectively.

Controlled F.O.R.C.E. can utilize state-of-the-art technologies, including video games, to deliver a wide variety of lessons that LEOs need to operate safely and effectively.

VIDEO GAME TRAINING CONCEPT

The most relevant medium today, the one that Law Enforcement Officers (LEOs) use the most, is the video game. Increasing ease of access to video games results in more people playing, more non-traditional video game players playing, and more time being spent playing.

Vast resources are being invested into the development of cutting-edge video games. These games are increasing in interactivity, complexity, reality, and ease of entry, making them the most powerful and engaging communication tool ever created.

Sample lessons include:

Subject Control

Arrest Techniques

Team Communication

Riot Control / Crowd Control

Breaking up a Fight

Entry Control Point

Team Movement

High-Risk Felony Stops

Vehicle Searching

Room Searching / Clearing

Response to Active Shooter

Controlled F.O.R.C.E. tirelessly researches ways to fully harness the teaching capabilities of video games and maximize local, state, and federal governments’ return on investment for developing modern LEOs.

With the combination of our team of highly skilled, expert video game players and our professional instructor cadre, Controlled F.O.R.C.E. is able to infuse an element into the video game training concept that no other company and no sophisticated Artificial Intelligence can produce: teams of highly competent instructors on the “other side” of the video game experience guiding and challenging the LEO through each lesson.

ONLINE TRAINING RESOURCE CENTER

All training of the Controlled F.O.R.C.E. 3-Tier Delivery Method is supported by the Online Training Resource Center. This interactive “library” provides the LEO with a knowledge base of lessons learned, a study center for in-service pre-training and refresher training, and an interface for crisis intervention table top exercises.

Administrators can issue “library cards” to LEOs with varying levels of access to content within the Online Training Resource Center based on individual needs.