![Augmented Training Systems]

Austin EMS Strategy

▶ Train for low frequency, high impact scenarios

▶ Train for incidents in which training is difficult, dangerous, or costly

▶ Lowing costs to train large amount of employees

▶New technology for a younger workforce

Proof of Concept

A proof-of-concept study conducted with the Austin and Travis County EMS in cooperation with Texas State University yielded the following results

Advanced tracking and analytics
Immediately tell how often and how long your cadets are training and how well they're doing

Training: Locate the medical gloves
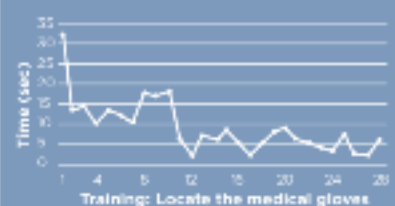
Decreases Time on Task. VR training resulted in a 45% reduction in time-on-task and a 29% reduction in errors, while the AR training resulted in a 10% reduction of time-on-task and a 34% reduction in errors. 91% of Austin EMS cadets stated they would be likely to choose a VR or AR training of another subject in the future.

Increases Memory Recall. Memory recall of critical tasks has been increased by up to 45%. Your Commanders are now empowered to customize training scenarios to provide replication were needed and increase cognitive and physical memory of mission critical tasks.

Increases Confidence. 82% of Austin EMS cadets felt that they were prepared for the testing of selected topics after taking the AR and VR training.

Decreases Cost. Training cost decreased by as much as 10 times. Our training platform is accessible from the cloud at anytime from anywhere and eliminates centralized training locations.

Linking AR/VR Technology to a Growth Mindset

The Problem

Time and **funding** constraints prevent professions from getting the training they need which negatively impacts their effectiveness.

Current training is presented in-person or online which is limited. It is not engaging, and it lacks situational awareness or simulation of high stress situations.

Live training occurs infrequently, is costly, and is a logistical nightmare. Most individuals cannot describe how they improved since no metrics are tracked.

Outdated training methods place organizations and the people they serve at risk.

Logistical challenges with no analytics

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Expensive direct and indirect costs

Training in large groups not safe

404 Traditional training lacks variety and engagement

Customer Benefit

We provide a cloud-based **LMS Training Platform that utilizes gamulations and virtual reality** where professionals can access realistic, immersive, and interactive educational environments.

ATS builds evidence-based training with advanced human performance metrics that is more affordable and can be deployed anytime, anywhere, and under any conditions.

For 60K a Chicago Hospital can now train 1,000 doctors, nurses and techs on a task that previously could only be trained every 2-3 years and cost 750K.

Research Shows: increased confidence, reduction in errors, faster and more efficient than traditional outcomes, and reduction in stress/PTSD

Platform tracks trainee involvement, progress, deficiencies , and offers feedback to improve response

In the next 2-3 years Individuals can come to the HERO platform to receive CEU hours and test for licensure or promotion

![Augmented Training Systems logo]

The Solution: The Netflix of Training for Emergency Management

The cloud-based **HERO platform** enables leaders to transform how they train, resulting in better training with measurable results.

[View Video]

- Immersive and realistic training environments: 2D and VR

- Telepresence and Multiplayer

- Individualized feedback

- Gamification of progress

Coming Soon

- Advanced analytics with Eye tracking measuring stress and cognitive load

- Authoring Tool

Current Trainings

Augmented Training Systems

MCI ACTIVE SHOOTER PATIENT SURGE

View Video

150 + Trained Personnel
68% Confidence Rate
84% Effectiveness

MASS CASUALTY INCIDENT

View Video

3 Customers

MPV

View Video

1 Customer
82% Confidence Rate
45% Higher Memory

Upcoming Trainings

HAZMAT   **Workplace Violence**   **Incident Command**   **Active Shooter**

In the next 2-3 years Individuals can come to the HERO platform to receive CEU hours and test for licensure or promotion

School Safety Pilot

After briefing the Texas Governors Office as well as the Texas Education Agency, ATS and Redmer Productions have agreed to build a School Safety Pilot for participating ISDs in Central Texas.

The Pilot will generate the research needed to prove that ARVR and gamulation can train the more than 300,000 Texas teachers spread across more than 1,000 ISDs to respond properly to a Uvalde Like Scenario.

ATS has permission to use content from I Love You Guys which is the training content provider for all Texas Schools.

SCHOOL ACTIVE SHOOTER

Training designed for Texas teachers and administrators

Training Anytime. Anywhere. Together or Solo.

Provide superior training to 100% of personnel in:

STANDARD RESPONSE PROTOCOL (I Love You Guys)

Gamulations with VR

Augmented Training Systems

In partnership with Redmer Productions, we provide an online interactive curriculum.

REDMER PRODUCTIONS

https://redmerproductions.com/

Gamulations provide senior leaders with highly engaging, thought-provoking scenarios that deliver consistent results and higher cognitive retention

Leadership Development & Decision Rights Management
Currently being used by one of the worlds largest consulting firms to select and train leaders in complex decision making

Enduring Human Capabilities
Assessing key attributes

Virtual Reality provides immersive stressed induced operational environments

Barriers to Adoption

▶ Lack of knowledge about VR and its impact

▶ Lack of experience with technology

▶ History of technology not working and wasting money

▶ Adopting new training methods can be challenging

▶ Budgets are usually set and preset for same usage

▶ There is a lot of turnover at multiple levels of the system so getting it moving and supported can be challenging.

Leadership Team

Colonel Retired Scott MacLeod, CEO
CEO for Non-Profit
Former liaison to US Army Futures Command
Former Brigade Commander
Former JTF Commander
VP Experience on multiple Boards

Grayson Lawrence, Co-founder / UX Lead
Professor – Communication Design, Texas State University
21 years UX/UI, Game, AR/VR & Design Thinking Experience
Multiple projects in mobile, voice UI & app/wearable integration

Dr. Scott Smith, Co-founder / President
Director – VR and Technology Lab, Texas State University
15+ years VR Development, Evaluation and Treatment for Veteran PTSD
Professor – Social Work, Texas State University
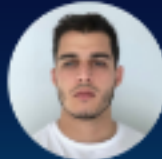
George Ntakakis, Product Development Lead
MSc, MCPS
12+ years Software Development in Medical projects
6+ years XR (AR, VR, MR) Development
Long experience in large-scale projects of international companies as a Technical Lead

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