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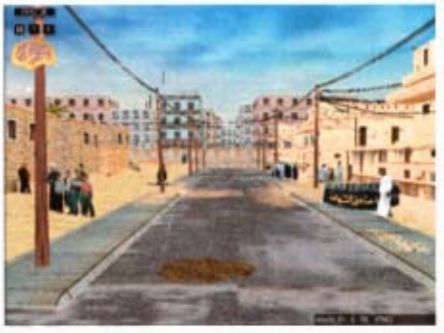
SELF-DIRECTED LEARNING INTERNET MODULE (SLIM)
EVERY SOLDIER A SENSOR (ES3)



The Self-Directed Learning Internet Module (SLIM) Every Soldier a Sensor (ES3) is sponsored by the US Army RDECOM Intelligence Office, known as G2, to provide soldiers with the knowledge necessary to be an effective environmental sensor.

Modeled after cities in the Middle East, ES3 is a first-person game in which a participant's situational awareness is constantly being tested. ES3 participants – most of whom are active-duty military – must scan the environment for small intelligence clues related to the Commanders' Critical Information Requirements (CCIRs). These clues must be detected and reported in a timely and accurate manner.

By logging in to the ES3 web site at http://www.slim-es3/com, participants can to view their stored scores for any number of completed missions. The web-site/server is also used to distribute program updates, new missions and mission updates.

Missions are easily created with a user-friendly mission editor, included with the ES3 distribution, to allow all ES3 administrators to create unique missions, and upload them to the ES3 server.

ES3 is designed to run off limited resources, such as those available to most budget laptop users either at home or in the field. The recommended minimum resources are 1.5Ghz, 256MB RAM, and a 64MB graphics card. In practical tests, these recommendations are not the minimum required.

The UCF Institute for Simulation and Training continues to develop this application and maintain the computing infrastructure necessary for ES3.

For more information regarding SLIM-ES3 at IST, please contact:

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