



MASA Group is launching the 3.0 version of SWORD™ Officer Training, the Standard in Simulation Software for Command & Staff Training.

The new version of SWORD™ Officer Training (V3.0) includes a connection to the most popular “serious game”: VBS2 from *Bohemia Interactive* and allows a virtual immersive representation in 3D from individual to Brigade training.

Paris, June 16th, 2008. **MASA Group** is launching the 3.0 version of **SWORD™ Officer Training**, reinforcing its leadership in the Simulation market by integrating a series of major evolutions such as the connection to VBS2 in cooperation with two Australian companies: Bohemia Interactive, editor of the game, and *Calytrix*, the integrator and supplier of the **LVC Game** solution.

SWORD™ Officer Training is a simulation system designed to train staff at echelons to Division for land forces. It allows them to face the most diverse and extreme situations for both conventional and asymmetric threats using standard GIS data. The officers put their doctrine to the test with approximately 300 artificial intelligent behaviours allowing them to analyse the consequences of their decision making process. Commanders can customize their order of battle, weapons system and terrain as well as defining, all of which can be automated with a high level of detail. **SWORD™ Officer Training** offers commanders the ability to train on an individual basis or within a network using either DIS or HLA within minutes.

The connection with VBS2 gives the simulation much greater realism. The user can visualize the operation in 3D and participate in the engagement in the first person. This connection allows the officer to switch from the operational map to 3D immersive simulation, making an effective tool in the training of commanding officers and soldiers at all echelons. The VBS2™ connection from *Bohemia Interactive Australia* to SWORD™ is the first step in a deeper integration with the LVC game of *Calytrix* Australia.

SWORD™ Officer Training benefits from the human behavior model technologies developed by **MASA Group** for SCIPIO, the simulation system for the training of commanding officers in the French land forces. As a result of a national Defense request, **MASA Group** will upgrade SCIPIO system in cooperation with Thales land and joint to take into account the new threats and the evolution of the missions of the land forces in complex urban environments.

SWORD™ Officer Training 3.0 will be demonstrated live at the **MASA Group** stand, and welcomes this year the participation of *Bohemia Interactive Australia* and *Calytrix*, the integrator and supplier of the LVC game solution.

More about MASA (Applied Mathematics France) Group

MASA Group is a software company specializing in High Tech and whose purpose is the exploitation of state of the art artificial intelligence solutions to support decision making, resource saving and the creation of virtual human intelligence for the defense, homeland security and games markets . **MASA Group** offers the following products and services:

- simulation engine, human behaviors, for defense and homeland security and games;
- autonomous avatars for virtual worlds such as second life ;
- optimized solutions for waste management and logistics;
- statistical machine learning in order to improve the process control in industries such as semi-conductor production.

MASA Group was created in 1996 and has been enjoying the support of Qualis, its main share holder.

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