



## AUSA Sustaining Member Profile:

# Advanced Interactive Systems, Inc. (AIS)

**Corporate structure—Founded: 1993. CEO: Steve Kalman. U.S. Headquarters: 665 Andover Park West, Seattle, WA 98188. Telephone: 800-441-4487. Web site: [www.ais-sim.com](http://www.ais-sim.com).**

Advanced Interactive Systems, Inc. (AIS) is a premier global provider of integrated and interoperable live, virtual and constructive (LVC) simulation and training technologies, products, systems and services that provide highly realistic training for developing and refining the skills required for professionals in high-risk environments. Serving the worldwide military, law enforcement, security and emergency-responder markets, AIS has offices in Seattle, Wash.; Orlando, Fla.; Washington, D.C.; Monterey, Calif.; England; Singapore; and the United Arab Emirates.

Its core competencies mirror the Army's needs and priorities as it fights primarily ground-based, asymmetric warfare in urban and restrictive settings and as it provides sustained peacekeeping operations. AIS solutions focus on increased individual soldier and small-team readiness for relevant and real-world operations.

AIS simulation and training solutions exhibit the following characteristics:

- **Multiparticipant:** Enable group experiences and environments that concurrently train multiple participants to common standards.

- **Reconfigurable:** Provide different and diverse layouts and outcomes that are quickly and easily changed as desired.

- **Dynamic:** Empower automated and/or instructor-controlled changes to scenarios and training exercises as they progress to prevent memorization.

- **High Fidelity:** Provide multisensory, first-person, stressful and stimulating situations that are realistic and believable.

- **Accessible:** Enable home-based and deployed training.

- **Integrated and Interoperable:** Provide fully integrated and interoperable components yielding unified training systems that enhance other existing systems.

Core competencies include:

**Modular, reconfigurable, live-fire and laser-based training systems and ranges.** AIS provides solutions across the entire spectrum from individual to team training. With experience in more than 20 countries, AIS has designed and instrumented: indoor and outdoor ranges; aircraft training mock-ups; maritime training mock-ups; commando and sniper training towers; and urban ranges including Close Quarter Combat (CQC) houses. In addition, AIS has an entire product line of modular-range solutions—from reconfigurable, laser-based, transportable, multiroom and multistory ranges to deployable, expandable, live-fire shooting ranges that handle up to 50-caliber munitions in lane-based and/or tactical configurations. AIS ranges meet and/or exceed the highest safety and environmental standards and can be procured as commercial off-the-shelf (COTS) equipment.

**Integrated high-fidelity simulations.** AIS produces high-quality digital, video-based simulations as well as game-quality, 3D computer-generated imagery-based simulations on low-cost, commercial PC platforms. These simulations enable individual and collective marksmanship as well

as judgmental and tactical training. In addition, they enable mission rehearsal; development and validation of tactics, techniques and procedures; advanced concepts research; and simulation-based acquisition and testing. AIS simulations can be used in stand-alone or networked configurations and utilize cutting-edge commercial game-engine technology to provide the highest visual fidelity on the market today. All AIS simulations can be delivered fully integrated into our laser-based and live-fire range solutions. AIS simulations also enable training for less lethal and nonlethal use-of-force. In addition to warfighting and weapons-related situations, AIS simulations enable military and civilian-response training for homeland defense/security incidents involving chemical, biological, radiological, nuclear and explosive (CBRNE) materials.

**Advanced targetry systems.** AIS offers state-of-the-art indoor and outdoor targetry for mounted and dismounted infantry-centric training. These include the following system types: mounted and portable; stationary and

motion-based; wired and wireless; single-purpose and multifunction; and turning, pop-up, vertical rising, slicing and swing out systems as well as a variety of overhead rail retrieval systems. All targetry systems can be delivered fully integrated into AIS range solutions and integrated with AIS high-fidelity simulations.

**Authoring, control and monitoring, and after action review (AAR) systems.** AIS simulation and targetry systems are available with full user authoring, control, monitoring and AAR systems enabling complete end-to-end user customization for tailored training scenarios and exercises. Every training exercise can be different, decreasing memorization and increasing learning. Participant actions and scenario events are monitored and recorded for later presentation in full-featured AARs.

**Simulated weapons and devices.** AIS produces and/or supplies a diverse collection of simulated weapons, including dry-fire weapons and cartridge-based, butt-pack, and cylinder compressed-air recoil weapons for laser-based simulations. AIS also produces a range of other devices, including: live-fire and laser shot detection devices; patented shoot-back cannon; less lethal and nonlethal devices; pyrotechnic devices; smoke, flash, audio and smell devices, as well as simulated hazard detection devices.

**Services.** AIS provides a wide array of professional services. These include range and system design, fit-out (instrumentation), maintenance, installation, training, customization, filming and other custom content creation.

AIS has a long legacy of deploying quality solutions to the Army. Some of its key customers include the Program Executive Office for Simulation, Training and Instrumentation (PEO STRI) and for the Soldier (PEO Soldier); the Research, Development and Engineering Command; the Army Research Lab; the Training and Doctrine Command; and operational units such as the 101st Airborne, 25th Infantry Division, Picatinny Arsenal and Aberdeen Proving Ground. AIS also has a complete General Services Administration schedule as well as other prime and subcontractor relationships with the Army and other services.

