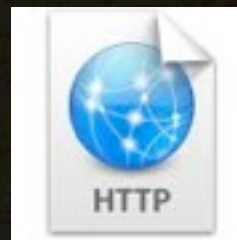




Gamer to Operator

Introduction



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\$13.6 Billion



Training & Sim

Why?

10,000 hour rule

“...Innate gift and talent and a certain amount of intelligence are important, but what really pays is ordinary experience... the magic number..for Mozart and for so many outliers...appears to be 10,000 (hours)”

Malcolm Gladwell

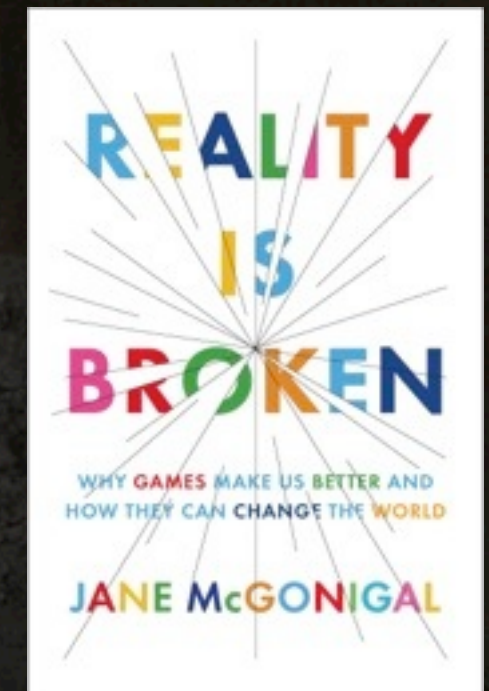
based on K. Anders Ericsson's research at Florida State University

“An average high schooler will have played 10,000 hours of games by graduation – only 100 hours less than they will have spent in the classroom.”

Jane McGonigal

“An average high schooler will have played 10,000 hours of games by graduation – only 100 hours less than they will have spent in the classroom.”

Jane McGonigal



Percent of Military Aged 18 - 30

82.9%

66.3%

64.6%

60.4%

60.2%



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60.2%

EXPERT GAMERS



U.S. AIR FORCE

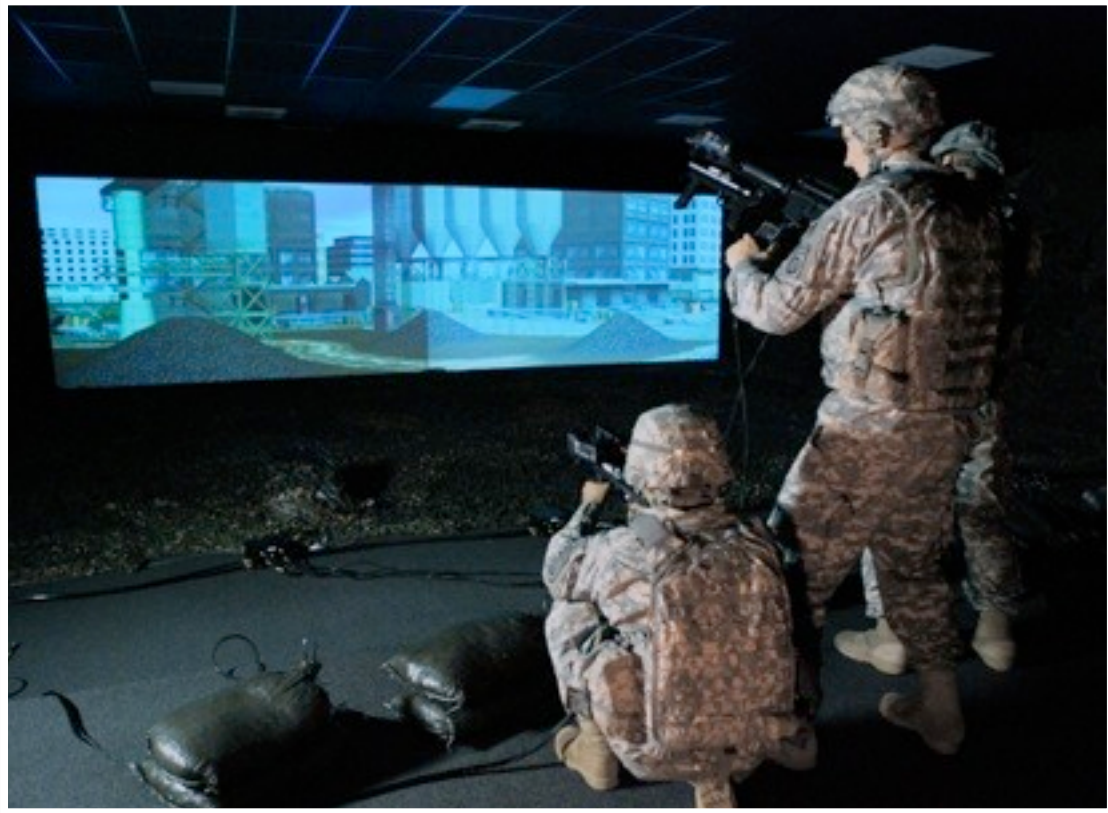


Is it any wonder
that this is
what the troops
want?



This is one answer





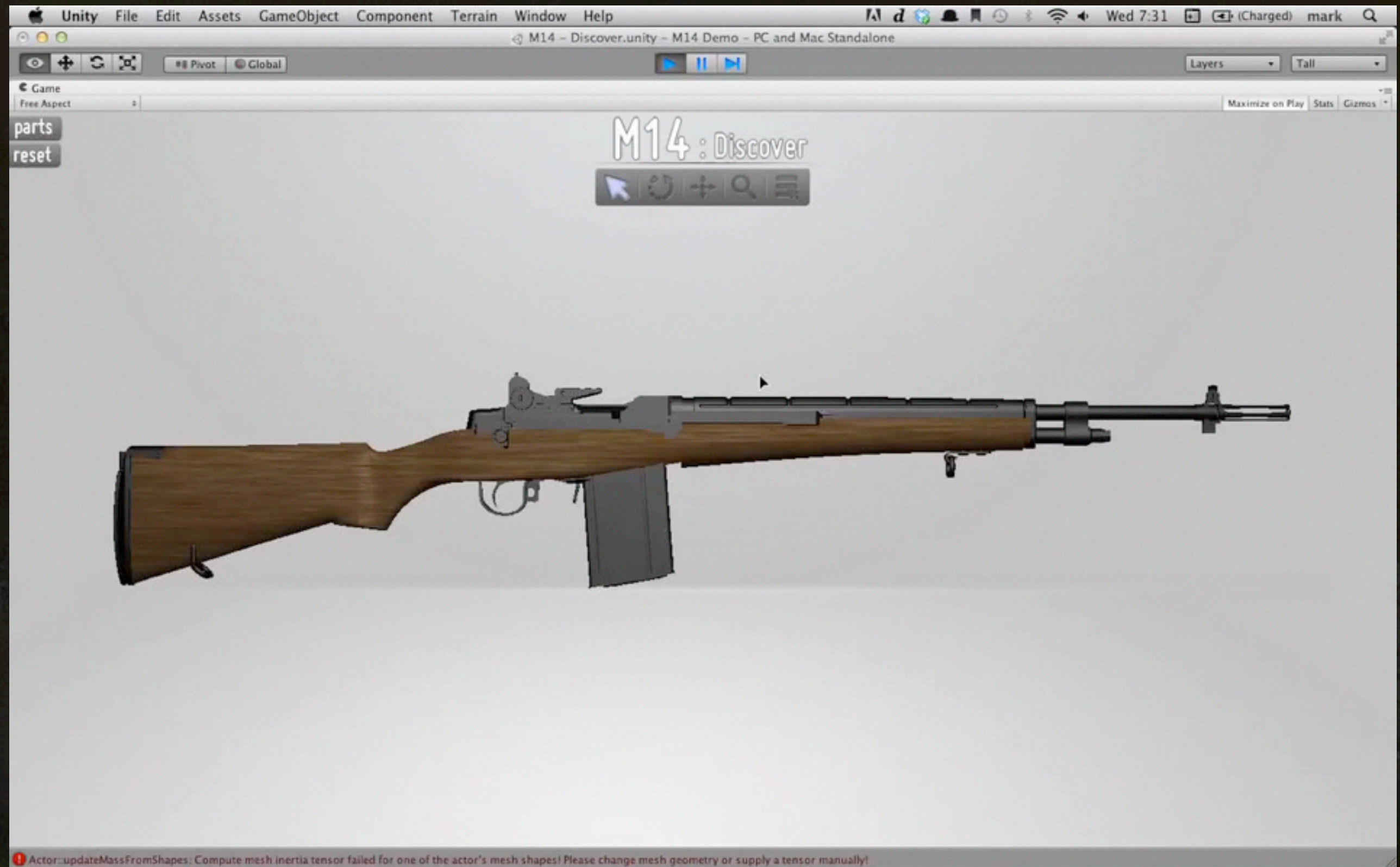
F/A-18 Tactical Operational Flight Trainers, integrated with the scalable SimuSphere visual system display, support the platform's full training continuum.



The Lockheed Martin-built F-35 Full Mission Simulator has an adjustable cockpit, allowing one simulator to replicate all three flight variants. Image courtesy of Lockheed Martin.



DEMO



Why Unity?



Great for small development teams

Robust, affordable game engine

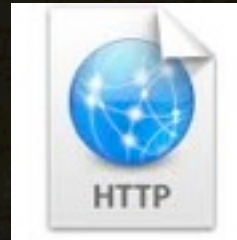
Diverse publishing options

Get Started!



- Attend Industry events
- I/ITSEC – Military gaming/simulation conference
- Research what is out there
- Build portfolio of proven work

Thank You!



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