

## Virtual World Learning and Training Partnership Formed

*Cranial Tap joins forces with Innovative Decisions and Human Mosaic Systems to deliver comprehensive human understanding and solutions to virtual learning environments.*

**Round Hill, Va., November 16, 2010** — Cranial Tap, Inc., a leading developer of virtual world solutions, announces a partnership with Innovative Decisions, Inc. and Human Mosaic Systems. The partnership will bring new capabilities and technologies to the virtual world learning, training and simulation fields.

Backed by proven cognitive decision-making technologies, students and trainees will benefit from critical thinking systems based upon dialog theory. Training no longer needs to be a series of static steps. The new partnership will offer dynamic processes that evolve to reinforce subject judgment. Training variables can dynamically change to accommodate choices made by individuals, and groups. Simulated scenarios can be played out in endless configurations as driven by data, interactions, dialog and choices made. Virtual characters, or bots, will be programmed to interact intelligently and be capable of reason. Through these solutions, trainees will receive a realistic exposure to life situations.

Through the new partnership, a deep understanding of human psychology and social behavior will be applied to virtual learning simulations. Using scientific approaches, learning scenarios will anticipate human behavior to deliver maximum educational benefit. The introduction of the human element into complex training creates a more meaningful and rewarding learning experience for individuals and groups alike.

Global corporations, institutions of higher learning and organizations are using virtual reality systems at an increasing rate. Virtual environments are effective in connecting dispersed team members, reducing travel costs, minimizing the need for physical space and high rates of subject matter retention. Visual learning and training environments allow individuals to experience situations without risk to human life or property.

Examples of learning and training scenarios in virtual world environments include nurse and technician training, commercial safety, group critical thinking exercises, product and facility orientation, scientific and academic research, workplace relationships and emergency preparedness.

“We are excited about this new partnership and the value it will deliver,” said Dave Levinson, President of Cranial Tap. “Organizations are seeking more effective and engaging ways to train their staff and students. This new joint relationship offers deep insight and knowledge that will take learning environments to new levels.”

Dennis Buede, President of Innovative Decisions, added “Our intelligent agent technology can dramatically improve the effectiveness of virtual training and education applications. We are enthusiastic about applying this technology, Dynamic Decision Networks, to the critical task of dramatically increasing the productivity and value of an organization’s most critical resource, its people.”

“Human Mosaic Systems is very excited to be a part of this partnership with Cranial Tap and Innovative Decisions”, said Beverly Gay, President of HMS. “The unique combination of each of our companies’ skills will help to move the field forward in realizing the incredible power and potential of 3D immersive environments, especially with regard to facilitating individual and group learning and interactions.”

### **About Cranial Tap, Inc.**

Cranial Tap, Inc. is a leading virtual world development firm located in the metro Washington, DC area. The company supports corporations, universities and organizations around the world in the development of 3D environments embedded with productive technology solutions. With a focus on virtual learning and training solutions, the company designs and constructs highly interactive spaces with effective results. More than 500,000 people have been trained using their innovative solutions geared specifically to virtual world environments. As denoted by Linden Lab, parent of Second Life, the firm is recognized as a Gold Solution Provider. Cranial Tap’s clients include Corbis, Cognizant, AOL, 1-800-Flowers, Michigan State University College of Nursing, NIC USA, and University of Virginia. Website: [cranialtap.com](http://cranialtap.com).

### **About Innovative Decisions, Inc.**

IDI specializes in using analytical methods and models to bring insight and closure to decision makers. Our methods include decision and risk analysis, modeling and simulation, systems engineering, performance measurement, and facilitated group decision conferencing. Our Dynamic Decision Network technology has been implemented for dozens of applications associated with the Army’s Future Combat System. IDI’s analysts have decades of successful experience applying these methods to agencies in the Intelligence Community, the services and agencies in the Department of Defense, the Department of Homeland Security, and government contractors. Website: [www.innovatedecisions.com](http://www.innovatedecisions.com).

### **About Human Mosaic Systems**

Human Mosaic Systems facilitates human systems through designing robust 3D immersive environments with the complex dynamics of individuals and groups, their avatars, and the virtual environment in mind. We are architects who understand how individual and group dynamics in the physical world extend into 3D immersive or virtual environments and design spaces and courses/workshops with a deep understanding of how these complex dynamics impact organizations, teams, and individuals. We can help organizational leaders develop greater understanding and abilities to help meet the new challenges facing organizations in today's fast paced complex world. Website: [www.humanmosaicssystems.com](http://www.humanmosaicssystems.com).

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A 3D virtual training scenario using programmed dialog