

## ABOUT US:

*Adaptive Immersion Technologies (AIT), a small business located in Central Florida, is focused on the synthesis of predictive data modeling and analytics, simulation, and assessment technology to optimize human performance.*

*AIT is a pioneer in the application of game-based selection system development, and has extensive experience in all phases of selection system and training development, including: job analyses, assessment content development and fielding, psychometric analysis, validation (construct, criteria-related, and synthetic), deployment (algorithm development, cut-score development) and monitoring.*

*Using our own standardized methodology, we can develop adaptive training and learning tools using simulations based on stressful, complex, and otherwise extreme decision-making environment.*

## CONTACT US:



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ADAPTIVE  
IMMERSION

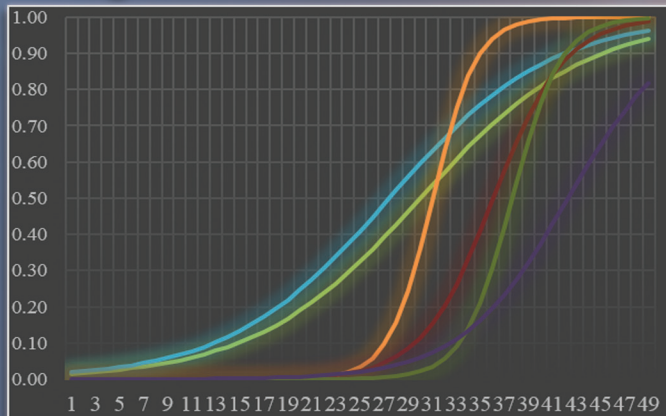
ADAPTIVE  
TECHNOLOGIES  
FOR FUTURE FORCE  
READINESS



## CORE COMPETENCIES

AIT has the ability to rapidly research and develop innovative technologies for addressing clients' most pressing needs. We leverage a wide variety of novel techniques and methods, including:

- Gamification of selection and Training.
- Virtual and augmented reality - based training solutions to create immersive experiences.
- Computational modeling of human performance.
- Technology-enabled performance assessment and diagnosis.



## OUR COMPETITIVE EDGE

The sole focus of AIT is to develop disruptive, exponential enhancements in performance and outcomes in high-stress, psychologically taxing performance environments. Our areas of expertise include:

- Novel machine learning methods to solve complex human performance prediction problems
- Computer-adaptive assessment using modern psychometric theory
- Algorithm development, optimization, and benchmarking for real-time, simulation-based assessment



## PAST PERFORMANCE

Our past research developments include:

- **StealthAdapt (ONR)**  
-Game-based assessment system for UxS operator selection (Phase II)
- **SATURN (NAVAIR)**  
-Adaptive, game-based training system for UAS attentional control skills (Phase II)
- **Systems Thinking (ARI/PDRI)**  
-Game-based assessment of complex cognitive skills for military personnel (Phase II)
- **Warrior Health Avatar (DHA)**  
-Digital warrior AI for combat medicine M&S
- **ARTEMIS (ONR)**  
-Crowdsourced instructional content sharing capability for military instructors
- **RAPTOR/Missile Defense Gamification (MDA)**  
-AR-based interface concepts for missile defense operations

## WHO WE WORK WITH

We work in a variety of domains, such as:

- Cyber
- Unmanned Systems Operation
- Civilian and Combat Medicine
- Intelligence
- Missile Defense
- Law Enforcement



## CONTRACTING VEHICLES

Our primary contracting vehicles include (but are not limited to):

- Small Business Innovative Research (SBIR)
- Rapid Innovation Funds (RIFs)
- Broad Agency Announcements (BAAs)