



About Booz Allen

Booz Allen Hamilton is a leading provider of management and technology consulting services to the US government in defense, intelligence, and civil markets, and to major corporations, institutions, and not-for-profit organizations. Booz Allen is headquartered in McLean, Virginia, employs more than 25,000 people, and had revenue of \$5.59 billion for the 12 months ended March 31, 2011. (NYSE: BAH)

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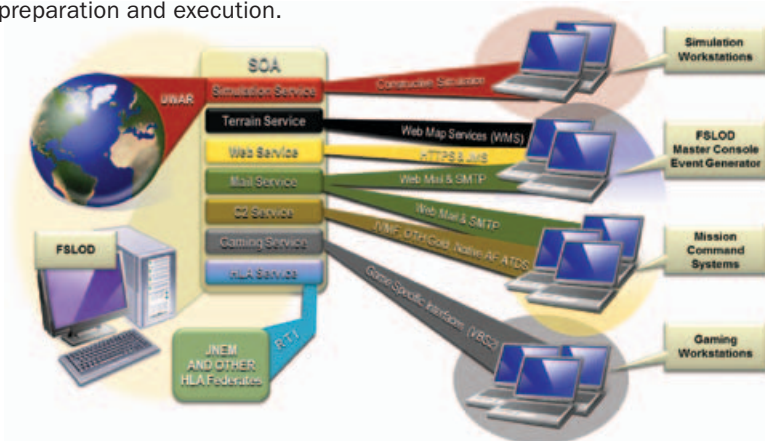
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Low Overhead Training

Reducing Simulation Complexity

Traditional simulation-supported exercises require vast resources to execute—from time and technical staff to location and training unit support. Leveraging web-based services and emerging visualization technologies brings training to the unit by simplifying all aspects of exercise preparation and execution.



Booz Allen Can Help You Be Ready for What's Next

Booz Allen Hamilton, a leading strategy and technology consulting firm, is ready to tailor our proven technologies, applications, and solutions to the unique challenges that you face every day. We have more than a decade of experience designing and applying stimulation solutions and continue to apply emerging technologies to provide innovative training solutions. We bring together experts from across the firm to deliver results that endure.

With Booz Allen, you have access to our full range of skills and resources and the assurance that your project will receive the best talent, every time. Your complex problems deserve expert solutions—our comprehensive suite of capabilities and tools are delivered how and when you need them, unhindered by location or facility.

Booz Allen's Service Offerings

Responding to unit reset training, mission rehearsal requirements, and geographically dispersed training audiences, Booz Allen has helped define low-overhead solutions: two or

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 delivering results that endure

three laptop computers, installed, configured, and initialized for a training event in less than 96 hours, maintained by one or two technical staff; and operated by members of the training audience via a web-based interface. Below we describe some of our service offerings.

Optimized Scenario Development

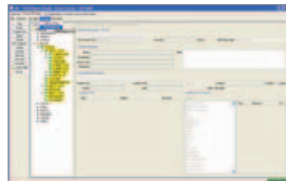
Booz Allen's approach to optimizing scenario development starts with unit data. Legacy simulations require intensive database development with dedicated experts. Our approach leverages existing unit data published with the command and control (C2) data products from the Army Command Control, Communications, Computers, and Intelligence (C4I) and Simulations Initialization System (ACSIS), extracts basic unit information, and then allows users to:

- **Modify the Unit Task Organization (UTO).** Users can delete, move, modify, or create units specific to a unit's training objectives through a simple-to-use web tool.
- **Incorporate Non-force Units.** These include agencies, indigenous populations, organizations, and hostile units.
- **Assign resources.** Using the military symbol specified in the ACSIS data product, the low overhead driver allows the operator to select a preset template that provides a "good enough" set of resources to conduct the exercise. Automating this process further reduces exercise overhead. If a unit has specific resource requirements, Booz Allen's scenario development tool allows the user to edit the resources provided.

2D/3D Visualization Tools

Booz Allen's low overhead training solution includes two- and three-dimensional (2D/3D) visualization tools:

- **Fully integrated map service.** Our solution provides a set of web-based services that includes a browser-based master scenario event list (MSEL) and reporting tool and a "Google Maps like" Role Player Workstation (RPWS) that provides a wide variety of 2D and 3D map products. Incorporating mission-specific terrain on the server, units can visualize the terrain they will occupy without the need to access data on the internet.



- **Interface with the Serious Game—Virtual Battle Space 2 (VBS2).** VBS2 is the game of choice for both the Army and Marine Corps. Using a provided VBS2 Fusion based interface, Booz Allen is developing realistic battlefield visualization in a compact form that does not depend on additional technical complexity.

C2 Stimulation

To bring the simulation to fielded C2 systems, Booz Allen's low overhead driver stimulates multiple C2 systems, including Command Post Of the Future (CPOF), Force XXI Battle Command Brigade and Below (FBCB2), Advanced Field Artillery Tactical Data System (AFATDS), Global Command and Control System (GCCS), and the Battle Command Server (BCS). Email messages to battle staffs enhance the training by providing updates on ongoing situations, Significant Activities (SIGACTS), and reports. Automatic creation of PowerPoint slides further enhances the training effect by replicating information normally generated by subordinate units. Providing a two-way fires interface into the low overhead driver and VBS2 allows fire support training, anywhere the unit desires, using tactical devices.

Whether you're managing today's issues or looking beyond the horizon, count on us to help you be ready for what's next.