

CUBIC GAME-BASED LEARNING

CUTTING EDGE INSTRUCTION

Cubic provides effective, compelling training solutions using immersive, cutting edge synthetic 3-D environments to teach adults in settings and situations similar to those in which they actually perform. These training technologies can dramatically improve learning, retention and performance.

Cubic offers a cost-effective means for large-scale training, providing multi-user interaction in a simulated learning environment. The availability of low-cost desktop virtual reality systems makes this technology feasible for widespread use.

Potential applications include large-scale cross-disciplinary training, simulations of situations not easily presented through live in-person training and other training situations that require repetition and engagement in order to master activities.

We fuse technologies and processes to improve all facets of training, entertain the trainee, and reduce total costs compared to traditional training methods (instructor-led and computer-based training).

KEY FEATURES

Cubic is the first of its kind to incorporate an immersive synthetic environment with “on-the-job” training aspects of a mentor.

COST-EFFECTIVE

We developed sophisticated tools to produce interactive instruction at much lower costs.

HIGHER RETENTION RATES

Trainers can create effective programs with the capability to improve retention rates up to 75 per cent.



COMPELLING NARRATIVE

Training solutions incorporate the user as an active part of the story, adding elements of fun and competition to keep the user engaged. Given authentic situations, simulations alone can serve as an alternative to an actual experience by helping create the mental connections over time, resulting in expertise in doing a task.

SOPHISTICATED TOOLS

Training is designed to incorporate the latest haptic devices. These real objects can be equipped with sensors that measure force and movement and vibrating motors that provide feedback for tasks that benefit from such training.



Cubic's Game-Based Learning combines a variety of existing techniques and methods into one holistic package for best in class next-generation training.

LEARNING ENVIRONMENTS

We apply Game-Based Learning to three major learning environments:

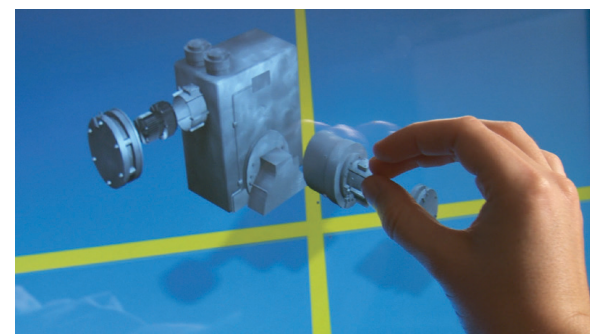
Classroom Configurations: Our Game-Based Learning is well suited to a classroom format, where trainees learn at individual personal computer stations with three-screen setups immersing them into the game environment. A typical classroom often includes instructors at monitoring stations with the ability to oversee individual and class progression, as well as “drop in” to student courses to provide direct assistance and feedback.

Desktop & Mobile Solutions: Our Game-Based solutions can be run on personal computers, or accessed via web-based training portals through any internet-enabled device. We can deploy web-based and mobile solutions to platforms including iOS, Android, and Windows-based tough books.

Cloud-Based Delivery: We offer customers a cloud-based delivery option for convenience and increased security validation. In this architecture setup, we host game engine and simulated content on our cloud server. Additionally, engine packages can be downloaded collectively or individually depending on the learning need.

KEY BENEFITS

- Students learn using the latest advances in instructional design, coupled with the fun and engagement of video games.
- Students learn how to properly handle dangerous or life-threatening situations in a safe yet realistic environment.
- The Cubic learning and gaming approach can deliver 59-75% higher retention rates than traditional modes such as computer-based training.
- Cubic training is available at a price point comparable to traditional training methods (computer-based and instructor-led training).
- Virtual training is designed to meet specific industry and training needs, complementing and enhancing existing forms of training.
- Cubic virtual training can dynamically adjust to the performance of the individual user during a training session.
- Cubic solutions are available as standalone, custom software or as general training delivered via the cloud as a service.
- Students are assessed on performance of tasks in addition to knowledge.
- Lessons can be delivered to learners via web interface, student station training classrooms, personal computers, and portable devices.



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