

Network Gaming Systems

Advances in gaming technologies and availability of COTS have enabled Prescient to produce highly scaleable, high fidelity gaming-training solutions. A cost effective system, our PC-based network gaming solution yields effective training outcomes. Network gaming is applied to PC simulation where group of trainees can be networked to simultaneously engaged in a real-time training environment. Network Gaming provides a capability for demonstration, concept induction, experimentation and training of "what-if" scenarios. This use of gaming technologies in simulation training has gained acceptance as a proven, efficient and effective training solution. Use of computer screens, and not real hardware consoles, is readily accepted by trainees given the IT culture of today's training forces.