The Use of Commercial Gaming Technology
For Military and Policing Training
(with live demo)

Presenter:	**Captain Jeremy MacDonald**
Presenter Organization:	**Army Individual Training Authority, Department of National Defence, CFB Gagetown**
Time and Date:	**3:30 – 4:30pm, Wednesday, January 23, 2008**
Location:	**ITC 317, Information Technology Centre Building, UNB Fredericton**
Seminar Organizer:	**UNB Information Technology Centre**

Seminar Description:

   Introduce and discuss the use of gaming technology to train mission and task objectives to groups of soldiers. Display the software and hardware used for training as well show a video on actual use of the technology by soldiers.

Canadian Forces: Direct Action is a training tool used by soldiers and police to train and visualize operations in complex urban environments. (http://www.armyelearning.ca/CFDA/)

Future ICT Seminars at ITC/UNB:
- Feb. 20: Web Engineering with Ruby-On-Rails and Social Architecture, Dan Martell, Spheric Technologies Inc., Moncton
- Mar. 19: A Service Oriented Architecture for Provisioning Collaborative Systems, Bruce Spencer, Institute for Information Technology, National Research Council, Fredericton

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