

LSI is an employee-owned training company incorporated in the state of Florida as a Sub-Chapter S Corporation with an employee base between 400 and 500 employees. LSI's Corporate Headquarters and production facilities are located in Jacksonville, FL. Our management and production processes



LSI

The Leader In Innovative Training Solutions

follow the industry's best practices as certified annually through an independent International Organization for Standardization ISO 9001:2015 audit. LSI has earned an enviable reputation for training innovation, responsiveness, and reliability. Core competencies are:

- Training Devices and Simulation
- Manufacturing and Fabrication
- Virtual Interactive Training
- Curriculum Development
- Instructional System Design
- Worldwide Training Support Services
- Technical Data Support
- Mobile Applications
- Electronic Classrooms

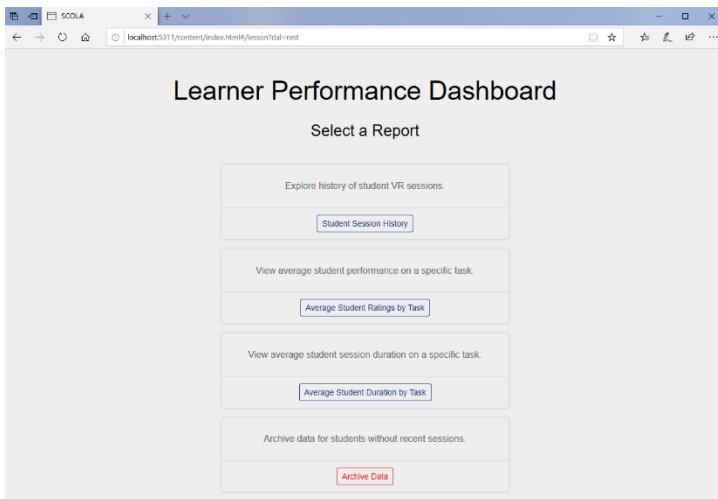
Our focus remains within the federal Government, partner nations, and those OEMs and industry partners supporting both.

ARMY VIRTUAL LEARNING ENVIRONMENT (AVLE)

LSI serves as a leader in Army training as a subcontractor to StraCon Services Group on U.S. Army Training and Doctrine Command's current Army Virtual Learning Environment (AVLE) contract. AVLE provides virtual learning for training and education products in support of the Department of the Army. The virtual training combines blended learning initiatives and demonstrated Unity-based Digital Training Enablers (DTEs) simulating virtual repetitions prior to culminating the Soldier's task execution in a tactical/field 3D gaming environment.

LSI has extensive experience with the Experience API (xAPI). This successor technology to SCORM allows for all





actions taken by the student to be tracked to a Learning Record Store (LRS). Unfortunately, many classrooms across the DoD are on a closed local network, preventing access to a command or service-wide LRS. This makes student tracking and using xAPI a very challenging problem to solve. There may be an LRS available, but it cannot be accessed from the classroom. For the Army Quartermaster School's Petroleum and Water Department in Fort Lee, Virginia, LSI built a student tracking system using xAPI in a closed network Virtual Reality (VR) classroom. The

Student Workstations each have a VR headset connected with the VR training application installed. As the students perform each task, xAPI statements are sent to the Learner's Performance Dashboard (LPD) application installed on the Instructor Workstation. The LPD has a built in compact LRS to listen for the xAPI statements coming from the Student Workstations. The VR software has built-in statement caching in case the LPD is offline. These cached statements are sent in bulk when connectivity is established, ensuring no student data is missed within this closed network solution without a dedicated full LRS. Using xAPI for this solution allows for student training records to be integrated with a future Army LRS solution. The statements are always available on the instructor station, and easily archived to be retrieved in the future by a different LRS.

CURRICULUM DEVELOPMENT

LSI is one of the largest military courseware and curriculum development companies in the nation. Our courseware development processes support multiple delivery mediums in both instructor-led and self-paced environments, including mobile applications. LSI also provides materials that enhance traditional instructor-led stand-up instruction. LSI has courseware production experience in every branch of the Department of Defense and US Coast Guard.



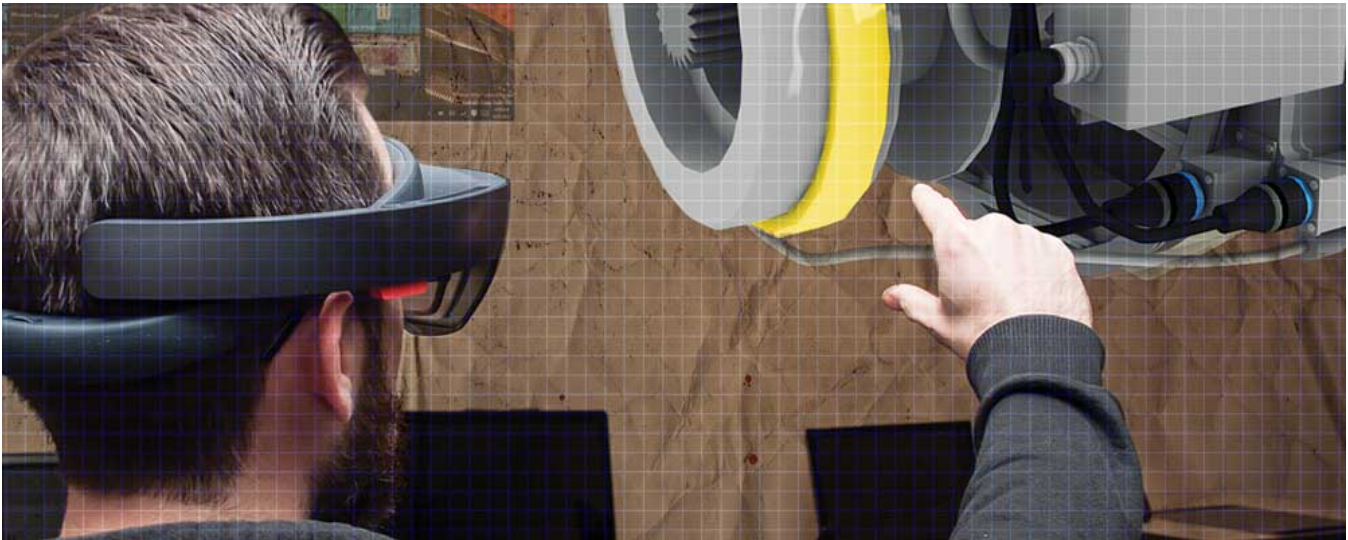
Venus 2 Enterprise (V2E) is LSI's premier courseware development tool. While we also employ COTS development tools, V2E provides our customers with a powerful, customizable solution that creates SCORM 2004 or Experience API (xAPI) compliant training and apps for mobile devices (iOS and Android), from the same training content - build it once and deploy on multiple platforms. V2E courseware can synchronize learner data (progress, metrics, assessment scores, etc.) with either a traditional SCORM Learning Management System (LMS) or with an xAPI Learning Record Store (LRS). V2E training content conforms to the latest internet browser standard, HTML5. By embracing the HTML5 standard, LSI has eliminated the need for third party plugins, ensuring compatibility now and in the future. The V2E tool itself is scalable, easily supporting large development teams in a server-based enterprise environment and also functioning as a stand-alone editor on a desktop workstation. LSI provides V2E to our customers free of charge and without licensing fees, including a simplified courseware editor that anyone can use to sustain their training content.

MOBILE APPLICATIONS

Portable electronic devices are as common in the hands of today's learners as three-ring notebooks were to previous generations. Putting training literally in the hands of the Soldier, Sailor, Airman and Marine frees them from the constraints of the classroom so that training content is delivered anywhere, at any time. LSI is at the forefront of this revolutionary change, building first of their kind, leading-edge mobile training applications for the US Navy Recruit Training Command and US Army CH-47 Chinook maintenance and AH-64 pilot personnel. Our Venus 2 Enterprise (V2E) development engine produces stand-alone mobile training applications, usable on iOS, Android and Windows mobile devices. By utilizing the Advance Distance Learning Co-Labs Experience API (xAPI), our training apps collect student data while off-line. When an internet or network connection to a Learning Record Store (LRS), such as the Navy e-Learning (NeL) system, becomes available, student performance data is uploaded.



AUGMENTED REALITY



Augmented/Mixed Reality is an innovative new technology that leverages the Microsoft HoloLens for today's learning solutions. This new capability has proven to increase the speed and quality of learning while enabling students to learn about specific components and systems and perform tasks in a mixed reality environment.

Leverages 3D assets. LSI can leverage existing 3D graphic files to build the new training. Using the 3D files combined with our vast experience with Unity, LSI can quickly build more cost-effective training. The 3D assets are scalable within the application to provide a better learning experience for the student.

Unique training environment by enhancing realism. Students are able to learn about complex machinery and components that would normally be hard (or impossible) to access. Students can select and remove components to view the interworking parts and also view functional flows of a component.

Training anywhere. Students can use this training anywhere -- they are not tied to a certain area and do not require the use of a green screen. Additionally, augmented/mixed reality training prevents motion sickness which is common with virtual reality.

Powerful learning experience. Students can experience scalable, realistic 3D training integrated with existing productivity tools. With the HoloLens, an instructor can see where the student is looking and redirect the student's attention to a specific location or component on the model.

Learner tracking. With LSI's expertise in Experience API (xAPI), learner tracking is available for all our Augmented/Mixed Reality solutions.

Our highly innovative and pioneering learning solutions based on Augmented Reality (AR) are truly a game changer in the world of learning and training.

