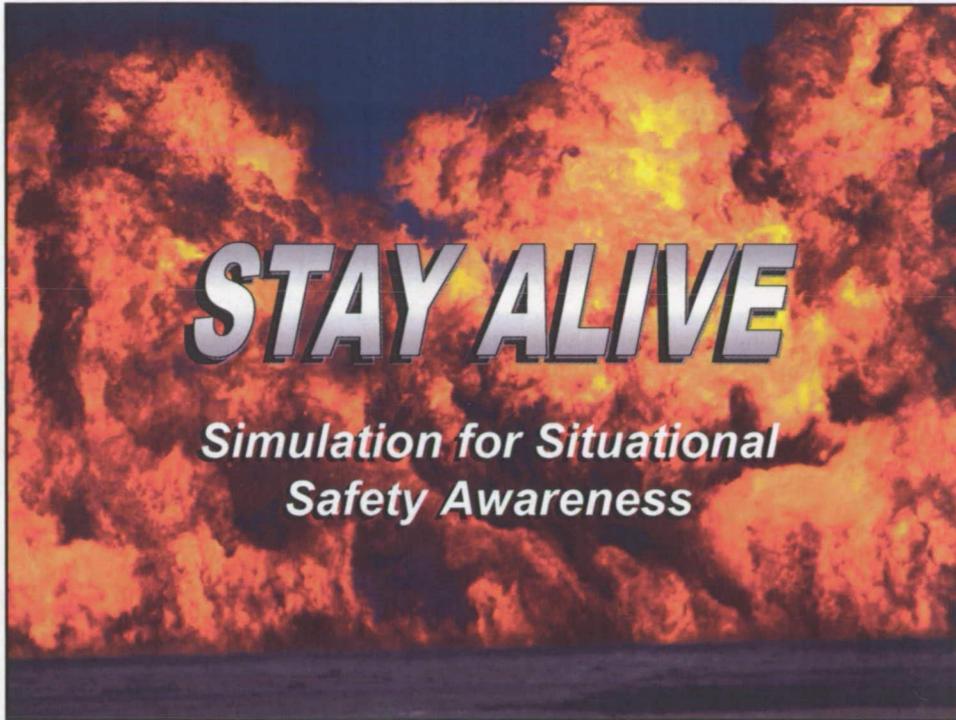


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***Safety awareness simulation  
experience***

***Prototype, for wide access via  
web-based learning***

***You are responsible for  
your own safety!***

***Most training is all talk,  
No action***

***Most simulation disassociates the  
person from the experience***

***STAY ALIVE utilizes 1<sup>st</sup> person PoV  
to make safety your 1<sup>st</sup> priority***

***STAY ALIVE uses:***

- Realistic graphics***
- Scary special effects***
- Off-nominal conditions***
- Severe time constraints, &***
- Unfamiliar surroundings***

***to get your attention.***

## ***STAY ALIVE uses:***

- Interaction***
- Distraction***
- Scorekeeping, &***
- Your life on the line***

***to keep your attention!***



## ***Prototype Scenario #1: Escape a Lethal Fire***

- *Visiting your typical Office, USA*
- *Fire alarm sounds!*
- *Multiple doors, only 1 exit—*
- *Did you pay attention to the signs?*
- *Your performance recorded!*

***After you die,  
you can try again.***

***STAY ALIVE's performance reviews  
& safe repeatability help you:***

- Enhance awareness*
- Gain experience*
- Utilize practice*
- Facilitate mastery*





***No monotony---Simulations can be changed, easy and often***

***Engaging and informative, you'll want to do it every time***

***Your new knowledge, habits, & skills can be transferred to any situation!***



***Game-based simulation  
is not a magic bullet!***

***Game technology has improved  
greatly in recent years***

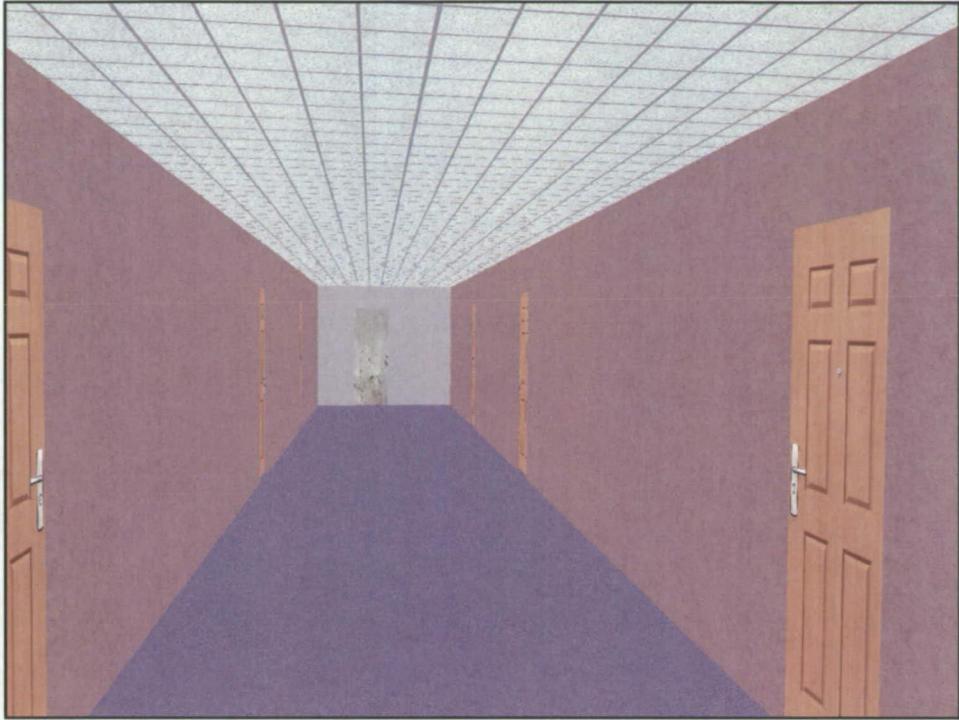
- Database size***
- Distributed Multi-player***
- Terrific graphic quality***
- Speed***
- Ease of use***

## ***However,***

- theme-restricted content limits range of application***
- proprietary file types prevent transfer***
- largely limited to PC platforms***
- work-arounds sacrifice features***
- most require a training course***
- even then, only fast with experience***
- they're too complicated!***

## ***We have no working sim to show you today because:***

- Interoperating too complicated***
- Aquisition process took forever***
- We don't need guns & ammo***
- The UI not intuitive***
- Training not readily available***
- File types won't play nice***
- Standard equipment seizes***



## ***STAY ALIVE's future development could include:***

- More scenarios***
- More performance measurement & feedback features***
- Supplemental information***
- Recommendations you can use***
- Other technology***

## ***How complicated will that be?***

***This industry needs a builder that is:***

- Plug-and-play interoperable***
- Content-neutral***
- Quickly customizable***
- Expandable***

***I'm talking the Burger King  
of Simulation***

***("Have it Your Way")***

***This is the perfect group  
to make that happen!***

***So how do we keep our simulation  
dream alive? We welcome your input.***

**(Does anybody know how to  
get out of here?)**

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08-488

**REPORT DOCUMENTATION PAGE**

Form Approved  
OMB No. 0704-0188

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<b>1. REPORT DATE (DD-MM-YYYY)</b>		<b>2. REPORT TYPE</b> presentation		<b>3. DATES COVERED (From - To)</b> September 21-26, 2008	
<b>4. TITLE AND SUBTITLE</b> Stay Alive--Simulation for Situational Safety Awareness				<b>5a. CONTRACT NUMBER</b> NAS10-03006	
				<b>5b. GRANT NUMBER</b>	
				<b>5c. PROGRAM ELEMENT NUMBER</b>	
<b>6. AUTHOR(S)</b> Michelle Ruder, ASRC Aerospace				<b>5d. PROJECT NUMBER</b>	
				<b>5e. TASK NUMBER</b>	
				<b>5f. WORK UNIT NUMBER</b>	
<b>7. PERFORMING ORGANIZATION NAME(S) AND ADDRESS(ES)</b> ASRC Aerospace IT-C Kennedy Space Center, FL 32899				<b>8. PERFORMING ORGANIZATION REPORT NUMBER</b>	
<b>9. SPONSORING/MONITORING AGENCY NAME(S) AND ADDRESS(ES)</b> National Aeronautics and Space Administration Information Technology and Communications Services Directorate (IT) Kennedy Space Center, FL 32899				<b>10. SPONSORING/MONITOR'S ACRONYM(S)</b> NASA/KSC	
				<b>11. SPONSORING/MONITORING REPORT NUMBER</b>	
<b>12. DISTRIBUTION/AVAILABILITY STATEMENT</b>					
<b>13. SUPPLEMENTARY NOTES</b>					
<b>14. ABSTRACT</b> STAY ALIVE is an idea for a safety awareness simulation prototype, powered by gaming technology, that would make safety training enlightening, engaging and fun. Recalling initial instructions and using situational awareness principles, participants would escape a fire by choosing the appropriate door. Escape times would be measured while stressors increased. This presentation describes how STAY ALIVE utilizes first person point of view (PoV), a generic scenario, immersion- and presence-enhancing design, and ease of distribution to provide more people opportunity to realize, review, analyze and practice effective awareness behaviors. The goals for this prototype include facilitating interest in first-person PoV safety training and eliciting further suggestions on prevention technologies.					
<b>15. SUBJECT TERMS</b> safety, awareness, simulation, game technology					
<b>16. SECURITY CLASSIFICATION OF:</b>			<b>17. LIMITATION OF ABSTRACT</b>	<b>18. NUMBER OF PAGES</b> 1	<b>19b. NAME OF RESPONSIBLE PERSON</b> Michelle Ruder
<b>a. REPORT</b>	<b>b. ABSTRACT</b>	<b>c. THIS PAGE</b>			<b>19b. TELEPHONE NUMBER (Include area code)</b> (321) 867-6864