



50-75%

REDUCED
RAMP UP TIME

\$ 1 Million + Saved annually

INCREASED
PRODUCTIVITY
ERROR REDUCTION

35-70%

SAVINGS IN TRAINING
TIME / COSTS

FILLING THE GAP - SIMULATION BASED TRAINING



Where lack currently ?

While Simulation based training, since its inception as a DOD recruitment tool in the late 90s, has been research proven extensively to be extremely powerful in learning & training, there are still some areas where we can potentially push that 90% retention to a 100% !

Reading learning retention -10%

Simulation learning Retention - 90% !!!

Federation of American Scientists/ESA/NSF Summit on Educational Games 2005



The “ATEN APPROACH”

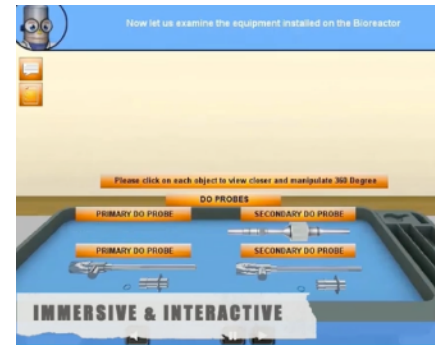
While most Simulations stop at Immersive interactivity, we at Aten Inc have made a difference in unleashing the power of **AI & Data Analytics** combining it with **Evidence Centered Design & Performance Based & Stealth Assessments** with highly interactive Virtual Immersive Simulations which are **Gamified & Personalized**.

ATEN APPROACH

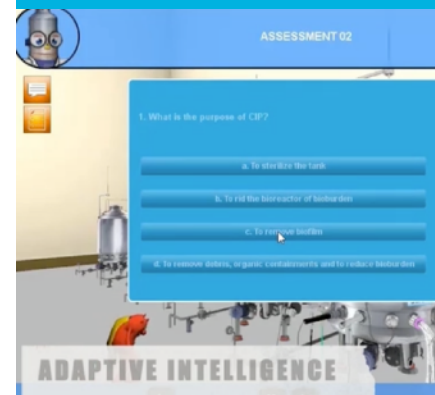
Immersive & Interactive Virtual Simulations

- + Evidence Centered Design
- + Experiential & Situational
- + Formative Feedback
- + AI /Adaptive Intelligence
- + Personalization
- + Performance Based Assessments
- + Stealth Assessments
- + Gamification
- + AI & PredictiveData Analytics
- = 100 % Retention of knowledge !

- ★ **Automated** - with Artificial Intelligence & Predictive Analytics
- ★ **Personalized** - with Virtual Mentor & Individualized feedback
- ★ **Scaleable** - with Mobile, Web & Global portability



“Its very easy to learn & grasp as a lot of people are hands on .When I can see something and then do it, I learn better !”
- Eisai Pharma user



Aten Inc., a North Carolina based Corporation, (WBE/ MBE), is an Award winning pioneer in the AI & Analytics Driven Simulation based Training industry, with multiple Fortune 500 clients Globally, involved in early research with NCSU & Virginia Tech.



Aten's CEREBELLUM™ Data Tracking Framework & ARETE™ Analytics

ATEN APPROACH

1. Immersive & Interactive Virtual Simulations

- Immersive learning where users are constantly interacting and taking trackable actions ensures engagement
- Research proves Simulations ensure 90% retention of knowledge as opposed to 10% when reading

2. Evidence Centered Design

- The simulations & assessments are designed around scenarios which elicit actions/performance of tasks/behavior
- to prove/evidence mastery of knowledge and its application of learning objectives
- Application of knowledge is measured using performance based assessments as opposed to content knowledge measurement in multiple choice questions

3. Experiential & Situational

- Ensures that they experience a virtual replication of their day to day activities
- & that they are put into exactly similar situations that they encounter daily so that they go through innumerable such encounters and learn from them

4. Formative Feedback

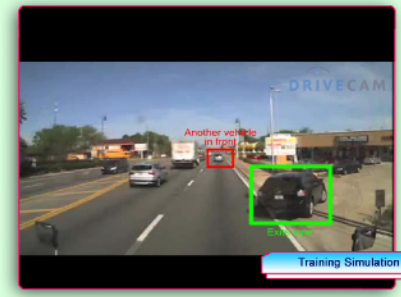
- i.e. Users get immediate feedback on what they are doing right or wrong ensuring that they correct mistakes right away and
- are given multiple attempts to fail and improve in a pressure free environment

5. Artificial Intelligence /Adaptive Intelligence/ Machine Learning

- Ensures that the Aten Tool's AI learns from each user's mistakes and adapts to individually and as a whole for entire user base;



“Our Mission is to increase our Customers’ revenue streams & costs savings by transforming hiring/ training processes to be Faster, Accurate & minimize Variability.”





- When users gets stuck at a Coachable Behavior at say a medium level of difficulty; the system will immediately start giving a variety of more examples at that level and keep assessing and reiterating until they are confident and then progress further. So it is individualized .
- Further when the system detects such patterns across multiple users, it will then ensure more focus is given to those particular areas while notifying the trainers.
- In addition the system keeps constantly learning and adapting to user & user universe's learning patterns.

6. Personalization

- Personalized/ Individualized Feedback instantly
- Enabling Coach like Assessment & Feedback on where you are and how to improve and reach goals Individual strengths and weaknesses of the student / group may be capitalized on and bolstered, respectively

7. Performance Based Assessments

- As opposed to typical Multiple Choice Questions which have the ability only to measure Content Knowledge, here the users are immersed in experiences & situations
 - where they have to perform tasks applying their knowledge.
 - The actions they take in those situations and decisions they make are tracked , assessed and feedback given .

8. Stealth Assessments

- Users think they are being tested for one aspect but there could be multiple other elements being assessed in Stealth which they don't realize.
- This leads to very valuable and other wise non measurable parameters like attention span, time on task, integrity, etc.

9. Gamification

- Allows for Gamification & intrinsic and extrinsic rewards which keep users challenged and motivated. Again research proven to be extremely effective in ensuring engagement & continued interest enhancing learning

10. AI & Predictive Data Analytics

- Artificial Intelligence & Machine Learning ensures tracking of big data patterns across users' universe
- This leads to Predictive Analytics on individuals & user groups to not only enhance their learning but also for effective Trainer interventions.



“Training programs shouldn't be designed to deliver competence; they must be dedicated to producing excellence. Serious organizations don't aspire to be comfortably above average.”

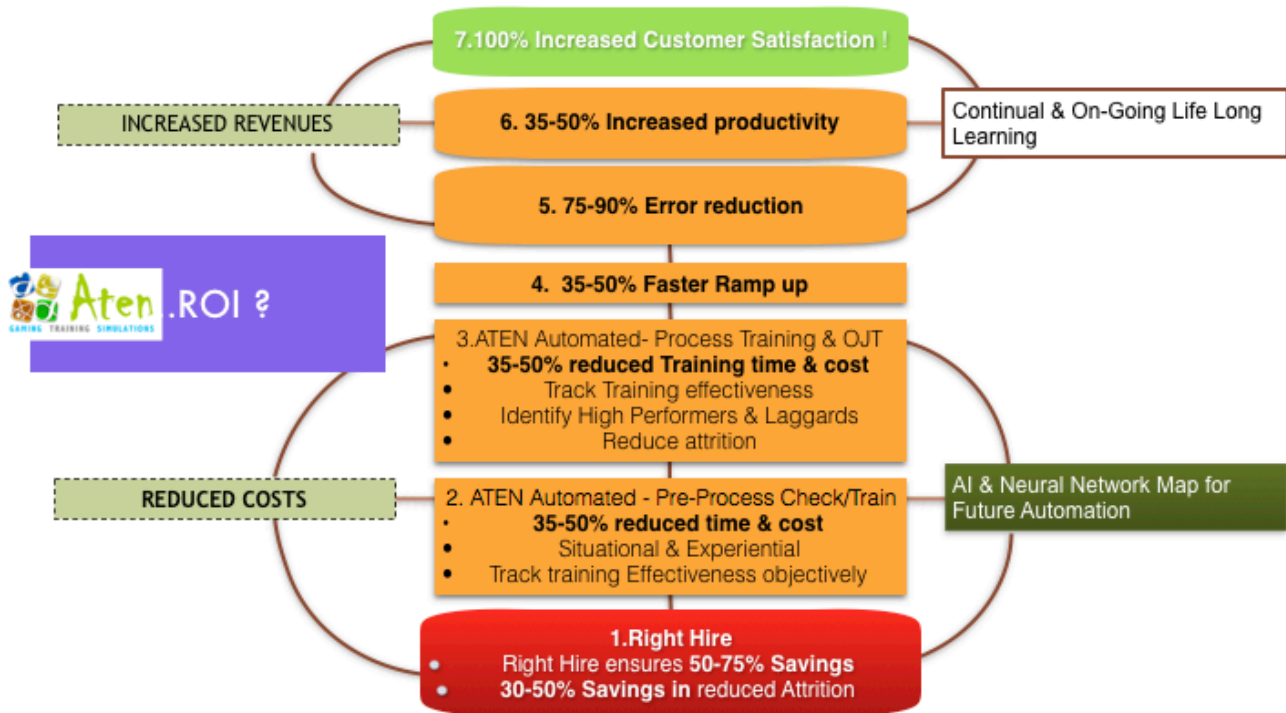
Brandon Webb





A Virtuous Cycle !

Our BPR like approach in transforming/streamlining the multiple training processes generates tremendous ROI. Some of the highlights are :



I. Recruit & Qualify the right candidates at the Hiring level -

- The Aten Platform will provide a **very objective tool to filter and qualify candidates based on actual tracking of learning abilities and performance abilities.**
- It will provide a very **scalable hiring solution** given that The Aten Platform can be accessed anywhere anytime and results/data can be instantly monitored by administrators from anywhere.
- The Aten Platform could be used to **qualify potential candidates into various levels/ job profiles from rookies to experts or potential SMEs.**

II. Reduce Learning curve and associated costs by

- Hiring the right people and qualifying as above ensures we have the **right talent pool to train.**
- Reduce time to train** them -



- C. Since the **actual assessment is that of performance on the job** in a simulated environment it gives the ability to get a **clear picture of how they will perform on the job** and when and **whether they are ready to be deployed**.
- D. Further the ability to grade analysts into various levels of expertise will enable Clients to **sieve and qualify DRAs**
- E. Clients could also maintain a steady stream or **pipeline of tested and certified analysts/SMEs based on the The Aten Platform training and results**, available to roll onto various levels of need at any given point of time or give cross functional training well as levels of growth.

III.Reduce Attrition -

- A. Hire the right people for the job !
- B. Reduce elements that cause High Stress & Anxiety
- C. Make them comfortable & confident by solid experiential & situational training
- D. Identify individual skills & abilities and assign them based on their capabilities
- E. Attach to close supervisors to mentor & Prime them for actual work right from start

IV. Enhance Productivity -

- A. Increased productivity as a result of by **faster decision making by DRAs owing to the training. Bring time per Video down by training them experientially**; making them go through a series of varied scenarios until they are familiar enough to tag accurately and quickly enough.
- B. It is possible to **further enhance productivity and shorten transaction times by training them experientially with 8 sec photo clips** instead of 12 sec videos.
- C. **Decrease in the time taken for each transaction** while sustaining levels of quality.

V. Enhance Accuracy -

- A. The continual experiential training & re-training through innumerable scenarios with formative feedback, ensures **decrease in errors and increased quality levels** , ensuring Client satisfaction.
- B. **Experiential learning** with exposure to a variety of situations and

- 2017 - Cited as one of the Key Players in the Serious Games development market in The World Serious Game Market Forecast 2017 -2023
- 2015 National Board of Medical Examiners Centennial Competition - SemiFinalist
- 2012 J P Morgan internal award for Excellence in Innovation
- 2011 Gates Foundation - NextGen Learning Challenge Finalist
- 2010 MacArthur Foundation - Digital & Learning Media Competition Finalist



numerous unique and exceptional cases in addition to large volumes of videos will enable **higher accuracy and quicker decision making** drastically reducing time per transaction.

- C. Identifying individual strengths and weaknesses based on each analyst's performance will give Clients the **ability to train or retrain specific individuals on specific areas** to ensure high and consistent standards of accuracy.
- D. Ability to track individual performance and provide experiential training on an ongoing basis to **identify and correct individual challenges** .
- E. **Quickly introduce and deploy some of the changes and additions envisaged by Clients** over the coming months.

In other words, The Aten Platform is envisioned not only to be a training , assessment and data tracking tool to maintain a Virtuous Quality Cycle for Clients, but also a very efficient and effective solution to bring about a sustained positive impact on various critical factors affecting its very bottom line , enhanced growth and continual client satisfaction.