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**NEWS RELEASE
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**3Dsolve's Frank Boosman to Speak at
Apply Serious Games 2006**

**Boosman Will Speak on Real-World Experience in Development and
Application of Serious Games**

Cary, NC, May 17, 2006 – 3Dsolve Inc., The Simulation Learning Company, today announced that chief operating officer Frank Boosman has been selected to speak at the upcoming Apply Serious Games (ASG) 2006 conference. ASG 2006 is the first conference of its kind and is focused on bringing together key stakeholders in serious games. The conference will bring together a variety of experts to explore the opportunities and obstacles associated with the development and deployment of dynamic learning environments. The conference will take place May 25-26 at the Society of Chemical Industry in London.

“The goals of this event are perfectly aligned with 3Dsolve’s mission,” said Boosman. “To remain efficient and competitive, today’s workers need to learn more, and learn more quickly, than ever before. Serious games offer the opportunity to leave the 5 percent retention rates of lectures in the past and approach the 75 percent retention rates of hands-on training, in a safe, inexpensive, easily duplicable, virtual environment.”

The presentation, titled “Game Engine-Based Instruction: A Nuclear Submarine Security Case Study”, will provide an in-depth look at a serious game project from conception to shipment. The force protection and anti-terrorism training tool developed by 3Dsolve for the Submarine On-Board Training (SOBT) group with the US Naval Submarine School (NAVSUBCOL), is a simulation-based engine using a role-playing game style user interface.

“This presentation will provide a powerful real-world example of how organizations can use game-based technology to provide critical training, even that necessary for the most serious life or death situations,” explained Martine Parry, commercial director, Apply Events.

Boosman’s presentation will serve to enrich those interested in game-based training by sharing perspectives from both developers and customers of 3Dsolve’s real-world game-based simulation learning solutions. The presentation will also appeal to game developers interested in broadening their market to gain new customers and generate new revenue streams; as well as those interested in gaining general knowledge about the next dominant educational paradigm.

About Apply Serious Games 2006

ASG 2006 was conceived and is sponsored by **angils** (the alliance for new generation interactive leisure and simulations), a networking trade association started in 2003 for organizations involved in services and technologies that are and will be important to a range of new and emerging applications across simulations, games, productivity tools and virtual worlds. ASG 2006 was created as a result of demand from the key stakeholders in serious games: heads of training, developers of learning and games, and publishing professionals, and is the first major conference of its type where the emphasis is on bringing these experts together to explore the opportunities, efficacy and challenges associated with building and deploying dynamic learning environments.

About 3Dsolve

3Dsolve, The Simulation Learning Company, creates collaborative simulation learning solutions for government, military, and corporate applications, a market estimated to reach \$37 billion by 2011. 3Dsolve’s simulation learning products use realistic, interactive 3D graphics, based upon industry standards, enabling users to learn by doing. In each of the last three years, 3Dsolve has been named as one of *Military Training Technology* magazine’s Top 100, the “companies that have made a significant impact in the military training industry,” with special awards for innovation and rising status in 2005. 3Dsolve’s headquarters are in Cary, North Carolina, near world-renowned Research Triangle Park. Visit 3Dsolve on the Web at <http://www.3dsolve.com>.

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