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**NEWS RELEASE  
FOR IMMEDIATE RELEASE**

**3Dsolve's Frank Boosman to Speak at Upcoming  
Online Educa Berlin 2004 Conference**

*Boosman Will Speak on the Evolution from Video-based Training to Game-based  
Simulation Learning*

**Cary, NC, November 29, 2004** — 3Dsolve Inc., The Simulation Learning Company, today announced that Frank Boosman, its Chief Marketing Officer, has been selected to speak at the upcoming Online Educa Conference in Berlin. Online Educa 2004 has once again established itself as the world's largest international e-learning conference and accompanying exhibition, as well as Europe's largest gathering of e-learning and distance education professionals. Only those considered experts in the vanguard of technology-supported learning were invited to speak at the conference.

"It is an honor to be chosen as a speaker for the Online Educa Berlin 2004 conference," stated Boosman. "I hope to show attendees a compelling analysis of how simulation-based training can be used to replace the inflexible video-based training commonly seen today."

In his presentation, Boosman will discuss a real customer project that 3Dsolve has recently begun work on; one in which 3Dsolve is converting existing training tools to a game engine-derived, simulation-based training tool. Boosman will highlight the goals and benefits of the project, in addition to the concerns and design strategy. He will also discuss preliminary conclusions already drawn from the project, including:

- Game-engine derived training tools seem to provide a **better sense of place** than do their video-based equivalents—dramatically increasing a user's knowledge of the space even before entering it in the real world.
- Game-engine derived training tools are **far more extensible** than their video-based equivalents, and can be effectively reused.
- Flexibility in development **can be a double-edged sword**, increasing the requirement for the developer to finalize source content as quickly as possible and explain to the customer the implications of changes to this content.

Boosman's presentation will be held on Thursday, December 2nd, as part of the Effective and Efficient E-Learning/Games and Simulations session.

### **About Online Educa 2004**

With over 1,500 registered participants from over 60 different countries representing all continents, 118 exhibitors from 26 countries, and 358 speakers from 38 countries, Online Educa 2004 has once again established itself as the world's largest international e-learning conference and accompanying exhibition, and also as Europe's largest gathering of e-learning and distance education professionals.

Taking place from December 1–3, 2004, this 10th consecutive yearly event brings together experts in the vanguard of technology-supported learning from around the world. It offers the most extensive program, with 358 speakers from 38 countries taking part in plenary, presentation, and demonstration sessions, panel discussions within 71 themed sessions, and 21 pre-conference workshops.

### **About 3Dsolve**

3Dsolve, The Simulation Learning Company, creates collaborative simulation learning solutions for government, military, and corporate applications, a market estimated to reach \$6.1 billion by 2006. 3Dsolve's simulation learning products use realistic, interactive 3D graphics, based upon industry standards, enabling users to learn by doing. 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." 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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