



Artificial Intelligent VR/AR Training for Aviation Maintenance Training

“ 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

Our Users love our fun, engaging, immersive, game like simulations that give them a feeling of experiencing a variety of situations while being guided by a Personal Mentor!”

Aten Inc is an Award winning pioneer in the Serious Game/Simulation based Training industry, with multiple Fortune 500 clients, involved in early research with North Carolina State University & Virginia Tech.

Discuss & Learn from our experiences as a Practitioner over the last 10 years in • Fun training & learning using VR Simulations & Serious games

- VR/AR Situational & Experiential learning
- Embedded Formative tracking & Feedback
- Embedded Stealth - Diagnostic & Summative assessments
- Virtual Reality, Augmented Reality & Artificial Intelligence future.

We shall talk about our experiences from R&D to Designing & Developing AI Driven Virtual Training Simulations & Serious games with embedded performance based stealth assessment of functional/soft skill/competencies evidenced by their application in a variety of simulations of real life situations that Aviation Professionals face on a day to day basis.

These Research proven, highly engaging, immersive simulations mimic core experiences that users have in a professional practicum in the field, enabling measure-

I M A G I N A T I O N U N L I M I T E D

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ment of different types of learning, tracking of individual strengths /weaknesses and are structured to measure active construction of knowledge, performance on realistic complex tasks and numerous extremely valuable constructs which cannot otherwise be measured.

Initiated by the Department Of Defense, 3D Immersive Simulations using principles of evidence centered design, have been widely researched by Universities/Organizations like National Center for Research on Evaluation (UCLA), Harvard, NC State, Virginia Tech etc and a range of Fortune 500 companies. They are accepted across industries as one of the most effective methods of training and assessment.

(A demo reel of a prototype for Aviation training can be seen at <http://ateninc.com/homepage/aircraft.html> and other demos can be previewed at <http://ateninc.com/homepage/portfolio.html>)

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Speaker Biography:

Thomas K Vaidhyan, CEO Aten Inc.

A Social Entrepreneur & Architect of 3 successful start-ups, Thomas K Vaidhyan is currently Chairman & CEO of Aten Inc., USA & Managing Director of Aten India.

Over and above its IT consulting & custom application development origins, Aten has over the last decade, developed core competencies in Serious Games Design & development and Data Driven 3D Virtual Immersive Learning Environments & Simulations with embedded performance based assessments and formative feed- back for immersive training, on the job support, strategic decision making and mar- keting as well as Virtual World creation.

Personally passionate about removing the global barriers to education and bringing about positive social change , Thomas serves as a Founding Board Member with BEST NC (which comprises of 150+ North Carolina CEOs to enhance educational policy advocacy in NC), as well as Board Member of Research Triangle High School (Pioneer in Personalized Learning & Flip Methodology) and as First Robotics Regional and National Judge.

An avid tennis player, golfer, foodie & traveller, reading, music, dance (himself a trained Bharathnatyam dancer) and theater are some of Thomas's other interests.

Thomas has presented on 3D Immersive Simulations & Serious Games for Learning & Training at the following venues : (detailed also at <http://ateninc.com/homepage/news-blog.html>)

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- May 3, 2017 - Helicopter Aviation Training Symposium (HATS) , Orlando , FL
- June 5, 2017 - GAMILEARN - 1st International Game based Learning Conference 2017 , Tenerife, Spain - Speaker
- June 23, 2017 - 7th Irish Conference on Game Based Learning 2017 - Speaker
- Dec 2016 - School Of Management Studies - Cochin University of Science & Technology - Speaker
- April 2016 - ABCO Robotics , Greenville, NC - Speaker
- Dec 2015 - Triangle Tech Breakfast - Speaker
- Nov 2015 - Monsanto Seminar - Speaker
- July 2015 - 180@The Frontier, Research Triangle Park - Serious Gaming - Speaker
- Nov 2011 - Swedish University of Agricultural Sciences, Uppsala - Next Gen Collaborative - Speaker
- Nov 2011 - London School of Management & Science - Serious Gaming for Learning & Education - Speaker
- Oct 2011 - iNACOL / Virtual Schools Symposium - Games for Learning Speaker
- Jul 2011 - Serious Play Conference - Games for School/At Home Learning Speaker
- April 2011 - Gov.Perdue round table discussion on future of Education Panelist
- Aug 2010 - NC State Board of Education & Lt.Gov Next-Gen Learning Panelist