



## TRAINEES EXPERIENCE THE CONSEQUENCES OF THEIR ACTIONS

inCommand, powered by the XVR's On-Scene, is an off-the-shelf interactive 3D incident command and control simulation for tactical and procedural level training. The trainee experiences the event through practical application by training in an immersive realistic virtual environment, without the dangers, costs, and time associated with traditional in-field training. Maximize the learning within a controlled and predictable setting through repeatable scenarios, controlled by programmable events, with the agility of dynamic instructor input.

Let the trainee experience it for themselves, through the consequences of their actions, allowing them to retain those "soft-skills" for those high-pressure, low frequency, situations. For all levels of experience, levels of training, simple to complex, inCommand meets the challenge.

The more immersive, the more believable the experience the more learning will occur. Place the trainee at the scene, through a comprehensive library of environments – familiar locations, evolutions - practical events, local content – familiar objects and weather situations – not always a perfect day.



# inCommand

POLICE INCIDENT COMMAND SIMULATION



**CROWD CONTROL**



**TRAFFIC CONTROL**



**CSI PREPARATION**



**ACTIVE SHOOTER**



## TRAIN TOGETHER IN A CONTROLLABLE ENVIRONMENT

### READY TO TRAIN OUT-OF-THE-BOX

Implement your training program out-of-the-box, configurable with various training modules, inCommand is delivered with a comprehensive library of pre-built evolutions. Total flexibility within the Train application enables the instructor to semi-automate the evolution through pre-programmed Events, while still having full control over the exercise, enabling one to react to the trainee's decisions.

### GET TRAINING IMMEDIATELY

Configure inCommand according to your training objectives, classroom configuration and budget. Flexible software licensing (subscription or perpetual), turn-key (hardware/software) packages support different training operations ranging from traditional classroom lecturing formats to full team training. Immerse your students in each scenario through large screen display or VR headset capabilities, fully supported by FAAC subject matter experts and partner training programs.



### SCALABLE - INDIVIDUAL, TEAM, OR INTER-AGENCY INVOLVEMENT

Apply the versatility of inCommand to any training situation, single participant – train to learn or exercises for promotion, multi-participant – interaction/communications, inter-agency – multi-discipline: Fire / Police / EMS / Command Centers.