



DRIVING FORCE

Rapid Breathing, Increased Heart Rate, Adrenaline Rush,
Focus... Focus... All part of the job...
all part of the Training
DRIVING FORCE

DRIVE. SHOOT. DRIVE.

Industry leaders in Force Options Simulation (IES Interactive Training) and driving simulation (FAAC Incorporated) have combined products to provide a Drive-and-Shoot training capability. The officer's training experience is now more realistic and relates more closely to patrol duties. Officers do exactly the same things in the training room that they do on duty.

Nothing more closely matches what officers do during a patrol cycle than by placing officers into realistic situations they face everyday.





The Only Fully Integrated Driving and Force Option Simulator



Driving Force / FAAC Incorporated and IES Interactive Training One Company / One Combined Training Solution

- Fully Integrated Training Scenarios
- Device-to-Device Networking
- Scene Matching
- Event Auto-Start
 - Simulator Started by Triggering Event in Complimentary Simulator
- Agency Level Authoring
 - Combined Training Scenarios Easily Developed with Authoring Software

DRIVING FORCE – Combined Driving and Force Options Training

- Fully Integrated Simulation Training
- Best in Start to End Training Cycles
- Compression of Situational Dynamics
- Opportunity to Choose Incorrectly
- More Practice
- Tailored Instructional Sessions
- Objective and Repeatable Training Sessions
- Start to Finish Call Cycle Training

Render complex decisions and engage in intricate responses under conditions of time pressure, high stakes, and stress-induced physical discomfort.

Officers do exactly the same things in the training room that they do on duty: receiving and responding to a call in their patrol car, conducting an investigation, a field interview, making a simulated arrest or even implementing a level of force necessary to gain compliance from a subject. The most valuable component of this combined training is that it takes the officer from the beginning to the end of the call.

