



**INCIDENT COMMAND AND CONTROL TRAINING SIMULATOR FOR DEPARTMENT OF DEFENSE**

**inCommand**

## TRAINEE: EXPERIENCE THE CONSEQUENCES OF THEIR ACTIONS

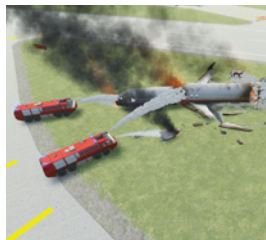
inCommand, powered by the XVR's On-Scene, is an off-the-shelf interactive 3D incident command and control simulation for tactical and procedural level training. The trainee experiences the event through practical application by training in an immersive realistic virtual environment, without the dangers, 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.

### STRUCTURAL



### ARFF



### INDUSTRIAL



### HAZMAT



### CBRNE



### AERIAL



### TRIAGE



## 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



**TRAIN TOGETHER IN A CONTROLLABLE ENVIRONMENT**

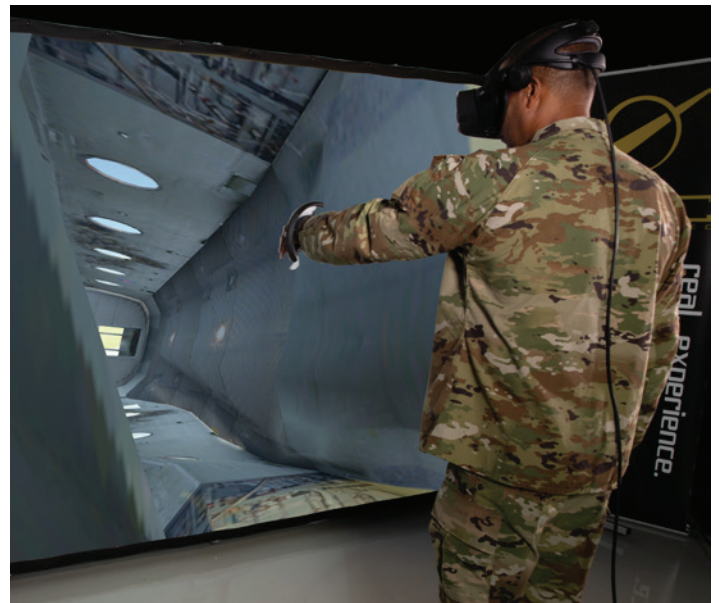


## TRAINER: READY TO TRAIN OUT-OF-THE-BOX

**TRAIN:** 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.

**REVIEW:** Through the powerful After Action Review system the instructor can review the trainee's performance. Rewind the scenario and let the trainee relive the experience to understand the consequences of their actions.

**BUILD:** As instructor proficiency is gained, the user can expand the library using the included Build application. Modify any pre-built scenario, out of the library, or build your own from scratch. Create your own locations and landmarks.



## FULL IMMERSION

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.

## GLOBAL EXPERIENCE

Train-the-Trainer is brought to you through FAAC's Customer Training Group. Staffed with world-leading instructors, with many years of experience in simulation training within the specific disciplines, ensures you get the best training available on the product.

FAAC's customer-for-life philosophy gives you peace of mind. inCommand powered by XVR's On-Scene brings a global experience with worldwide installations. An initial multi-year warranty and ongoing support programs ensure that you always have the highest fidelity to support your training program. Enhanced support through annual User Group Meetings allows the sharing of experiences with other users worldwide.

## TECHNOLOGY: CONFIGURE IT TO YOUR SITUATION

Get training immediately and configure it 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.



# inCommand

← SEE IT IN ACTION

Incident Command and Control Training Simulator Demo



## MULTIPLE SIMULATORS, MANY PARTICIPANTS, ONE SCENARIO

Incident Command and Control  
Training Simulator is a part of FAAC'S

# CONTINUUM OF TRAINING



MULTIPLE SIMULATORS,  
MANY PARTICIPANTS,  
ONE SCENARIO

← SEE ALL SIMULATORS

Continuum of Training Promotional Video



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