

SSE Awarded Learning Contract from the U.S. Army Engineer School

Online Program will Educate Soldiers About How to Detect and Neutralize Mines and Booby Traps

SSE Inc. is working to ensure that U.S. soldiers will experience their first exploding bomb or booby trap on a computer screen, rather than on a crowded Iraqi street.

The technology and education company, based in Westport Plaza, is helping to develop training software for the military. The result, due in phases over the next 10 months, will be 80 hours of computerized instruction and assessment on spotting and neutralizing bombs, mines and booby traps. The goal is to make it as realistic as possible.



Through first person, customized simulations, soldiers "can go through a city in Iraq and touch a garbage can and it can explode," said Brenda Enders, leader of SSE's blended-learning practice. "They can be injured by shrapnel or lose an arm. ... It's an out-of-the-box approach to training."

Brenda Enders

SSE's Learning Services Practice Leader & Chief Learning Strategist

"Ultimately, this solution will save lives."

SSE is a subcontractor to Camber Corp. of Huntsville, AL.

The project is worth \$1.4 million, said Michael Judge, a Camber project manager. SSE's monetary share of the deal wasn't disclosed.

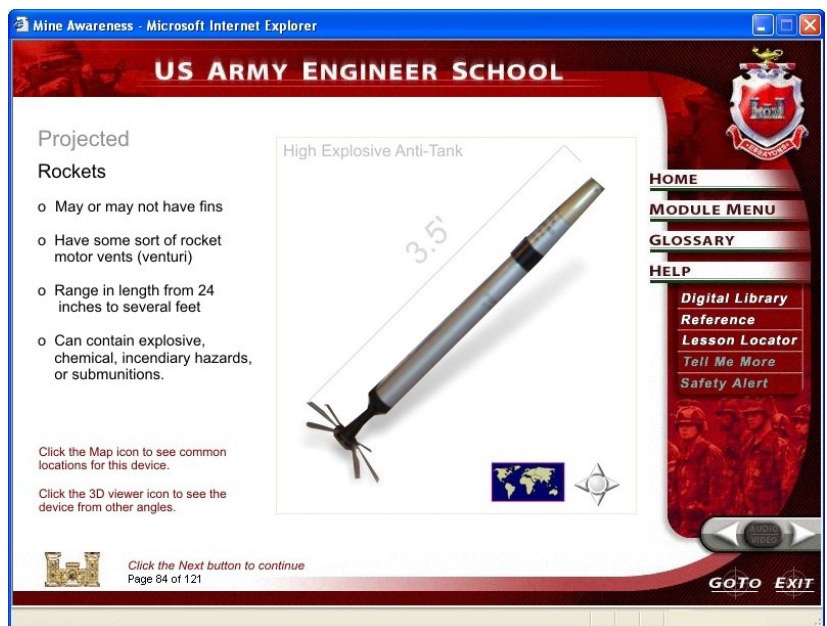
Camber has a wealth of experience in working with the military and in developing realistic, three-dimensional computer programs, Judge said. SSE will design the curriculum, determine how soldiers can learn from the program and create built-in tests.

The companies have employees stationed at the Army Engineer School in Fort Leonard Wood, Mo.

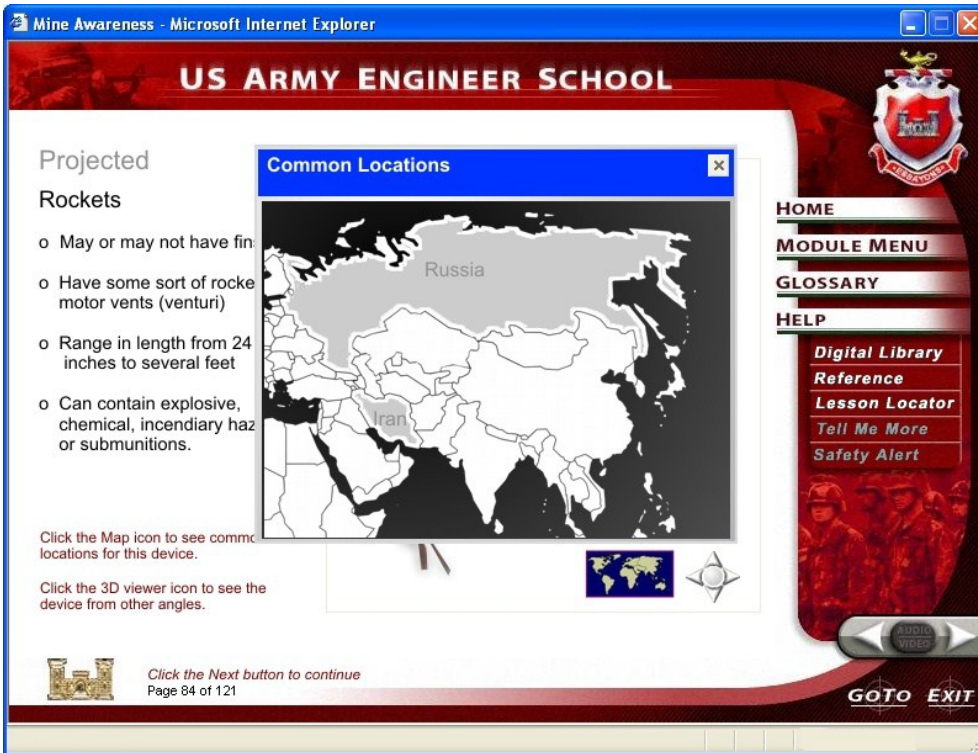


This table shows the explosive hazards a soldier may come in contact with. It includes mines, rockets, submunitions, and grenades.

They're learning from the experiences of soldiers who were deployed in the Middle East and elsewhere. Also, these employees are studying the kinds of ordnance used by enemy combatants,



This screen shows a rocket and its characteristics. The screen gives the learner access to a 3D model of the rocket that they can control. The learner can manipulate the rocket, seeing all sides and internal workings. Also accessible from this screen is an interactive map showing the locations where these rockets are manufactured.



"SSE is a good company. They bring to the table a kind of freshness ... in terms of perspective and vision that comes from never having dealt with government before," he said. "They're excited. They're young. They're innovative. They're hungry. It's a good opportunity to bring them along, and at the same time, it's good for us."

Michael Judge
Project Manager
Camber Corp.

This is an example of the interactive map showing highlighted countries where this rocket is manufactured. The learner can roll their mouse over each country to view other explosive ordnance manufactured there.

The program's approach to learning should make it highly effective, she said. The method is SSE's specialty. It combines virtual reality with text-based lessons tailored toward an audience's or individual's level of experience.

seeing and feeling the pipe bombs or mines and watching them explode under controlled conditions, Enders said.

It's not just an academic exercise. The weapons will be re-created in the training program. A simulation that's realistic will prepare the military better, Judge said.

"They're being fed information that's coming out of Iraq and Afghanistan and other places on a daily basis," he said. This will continue as long as possible within the team's tight deadlines.

The training will include other types of terrain, such as jungles, so that it can be applicable beyond the conflicts in Iraq and Afghanistan. But those theaters are top priority.

"This is an ongoing issue, and American lives are being lost every day. There's a tremendous sense of urgency," Judge said. "The majority of casualties that have been inflicted have been because of these improvised explosive devices that fall under this course."

The training software will be incorporated into a class at Fort Leonard Wood. It also will be available online through a secured government Web site and on compact disc. With a variety of formats, it will reach more soldiers, Enders said.



Bob Church, SSE; David Cross, Camber; Michael Malko, Advancia; Joy White, SSE; David Mallett, SSE - Michael Malko, the Subject Matter Expert, is explaining to the group how unexploded ordnance (UXO), in this case a BL 755 submunition, can be a hazard to troops.



**Elizabeth
Niedringhaus**
President
SSE

"What we really focus on is being able to understand the audience," said Elizabeth Niedringhaus, president of SSE.

In this case, it means appealing to a mainly young, male student motivated by a desire to remain safe and protect the soldiers under his command. The simulation includes realistic background noises, distractions and sophisticated graphics, in addition to a fast pace.

"This audience likes video games, but we're tying it back to real consequences. ... We don't want them to get lost in the game," Enders said. Through their virtual actions, students "might have lost some lives or saved some lives or injured some of their fellow soldiers."

SSE has been trying for more than three years to break into the military contracting business and expand beyond corporate customers, Niedringhaus said. This deal "is the first major win."

Camber chose to work with SSE because it was suggested

by personnel at Fort Leonard Wood. The bigger firm could have decided to go it alone, but it values the opportunity to mentor and partner with a company that's new to the military world, Judge said. SSE's proximity to Fort Leonard Wood is a plus, too.

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SSE, which is 20 years old, has about 100 employees. The company is maintaining its level of revenue this year over last year, Niedringhaus said without disclosing the amount. But it sees government work as one area for growth.

"It represents a tremendous opportunity," she said.

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