



FOR IMMEDIATE RELEASE

CONTACT: Michelene K. St. Amand  
P: 617.876.8085 x144  
F: 617.876.9208  
mstmand@mak.com

**MÄK TECHNOLOGIES WINS PHASE II CONTRACT TO  
DEVELOP MORE REALISTIC C2I SURROGATE BEHAVIORS  
MÄK to Develop Improved Cognitive Modeling Using the  
Subsumption Architecture**

February 28, 2003 – MÄK Technologies, the world's leading supplier of distributed simulation software, has won a Phase II contract with the US Army Research, Development and Engineering Command (RDECOM) to develop more realistic C2I surrogate behaviors. The contact was sponsored through the U.S. Government's Small Business Innovation Research (SBIR) program, which assists smaller companies in the development of commercial products.

The Future Combat System (FCS) and the Objective Force require warfighters to make more complex decision more quickly than ever before and at a lower level in the hierarchy. To prepare the warfighter for these increased demands, assessment, training and mission rehearsal must increase commensurate with the increased requirements. To increase the value of training, C2I behaviors must become more realistic, more flexible, and less predicable. Using the Subsumption Architecture, a technique developed at the MIT AI Lab, new, complex behaviors can be implemented more quickly and with a lower cost. This approach designs behaviors in a behavior language, not in software, allowing a behavior to be designed once and used in multiple applications. The technique provides better believability, due to direct focus on behaviors and robustness, and adaptability to unfamiliar input to due layered "competencies". The resulting environment will

- more-

## Page 2

### **MÄK WINS C2I BEHAVIORS CONTRACT**

provide a more realistic and flexible representation of complex behaviors and has the potential to remove stovepipes in the simulation community, as each new program does not have to keep redeveloping behaviors.

#### ***About MÄK Technologies***

MÄK Technologies develops software to link, simulate and visualize the virtual world. We create tools and toolkits for distributed simulations, develop PC-based military tactical trainers, craft custom solutions, and research and develop the latest simulation technologies. We build commercial off the shelf simulation software that is flexible, portable and supported. Whether you choose our best-selling networking toolkit, VR-Link or our computer generated forces toolkit, VR-Forces, you have purchased a product backed by the industry's leading distributed simulation experts. MÄK leverages our toolkits to develop affordable, PC-based military tactical trainers, also known as Intermediate Desktop Simulation trainers, under the brand name SIMinterNET. MÄK also applies our expertise to provide custom simulation solutions including tailored product enhancements and custom synthetic environments. Our company's work includes research and development in networking, graphical user interfaces, display management, applied artificial intelligence, distributed computing and 3D graphics. MÄK's primary users are in the defense industry, though the company's products and solutions are applicable to anyone with a distributed simulation requirement. Our worldwide customers include ITT Industries, Boeing, Lockheed Martin, Raytheon, Tenix, Dassault and BAE. Please call 617.876.8085 or visit [www.mak.com](http://www.mak.com) for more information.

# # #

