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**SOAR TECHNOLOGY, INC. AND MÄK TECHNOLOGIES WIN  
ARMY CONTRACT TO INTEGRATE HUMAN BEHAVIORS  
INTO VR-FORCES  
MÄK Part of Soar Tech's Team on Phase II SBIR**

I/ITSEC, ORLANDO, Fla., December 3, 2003 – Soar Technology, Inc., a specialist in software agents that generate human-like behavior, and MÄK Technologies, the world's leading supplier of distributed simulation software, have won a contract from the US Army Aviation and Missile Research, Development, and Engineering Center (AMRDEC) at Redstone Arsenal to integrate SoarTech's intelligent, agent-based human behavior capability with MÄK's VR-Forces. The finished module for VR-Forces, called Helo-Soar, will give users access to a custom, integrated human behavioral model. A demonstration will be available at Soar's I/ITSEC booth (#1739). This is the first commercial integration of one of Soar Technology's human behavior models, and will provide the Army with intelligent synthetic rotary wing capabilities that can be used in conceptual and performance trade studies, as well as training and other analysis applications where man-in-the-loop simulations are used in conjunction with synthetic forces. This is a Phase II contract, sponsored through the U.S. Government's Small Business Innovation Research (SBIR) program.

"This is an exciting and interesting project that has motivated the SoarTech-MÄK team into developing a truly commercializable product," said Al Wallace, program

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manager for the project and chief operating officer for Soar Technology. "We're excited. Our customer and potential future customers are excited, and we know that in the end, we'll be delivering a capability to the Army that they've never had before."

"Human behavior representation is one of the most challenging problems in M&S," said Warren Katz, MÄK Technologies' chief operating officer. "The integration of Soar agent technology with VR-Forces will provide the community with the first powerful commercialized tool for human behavior development."

**About Soar Technology, Inc.**

Soar Technology, Inc. specializes in development of intelligent autonomous agent-based software for simulation environments, unmanned vehicles, and command and control. For military training, mission rehearsal and experimentation, SoarTech's computer generated forces (CGFs) provide high-fidelity, autonomous behavior that increases realism and reduces cost. Once tasked with a mission, they plan their actions, coordinate their behaviors and react to new information according to appropriate doctrine and tactics, and without human supervision. They communicate and can be retasked through radio and voice commands. For more information, call 734-327-8000 or visit [www.soartech.com](http://www.soartech.com).

**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

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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. 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.

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