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0

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## Instructional Gaming & Simulation

**W**indwalker Corporation is an industry leader in the application of emerging adult learning research and gaming theory to the design of interactive multimedia instructional programs and products, serious gaming, and learning simulations.

## Leaders in Instructional Gaming and Learning Simulation

**Our staff includes leaders in the gaming design and development community.**

Windwalker staff and consultants have served as game development advisors to such world-class organizations as Disney's EPCOT Center, the Smithsonian, National Geographic, America Online, Sony Online Entertainment, and The Williamsburg Foundation. They have created major commercial entertainment and serious gaming products, including Where in the World is Carmen Sandiego, numerous Sesame Street learning programs, Shark Alert, A Visit to the Valley of Puebla, PinBall, Battleship, Text Tiles, Backgammon, and Connect Four.

We boast a cadre of award-winning video producers, directors, playwrights and scriptwriters, as well as game architects and designers. Some have created and taught university-level curricula on gaming and simulation design and publishing. Virtually all have at least a master's degree in instructional design, instructional technology or related fields.

**At Windwalker, games and simulations are used as tools or vehicles for delivering strong instructional design and procedural content to critical members of an organization's workforce.**

Windwalker has designed and produced learning simulations and games for such multinational corporations as Xerox, GE and Imation, and interactive multimedia scenario-based learning programs for such Federal agencies as the US Census Bureau, FDIC, and the Department of Education.

Windwalker headed the Gaming Lab at the DoD Advanced Distributed Learning (ADL) co-lab hub, and served as a member of the ADL Game-Based Learning Design Working Group, an organization comprising representatives from select industry and government organization that boast extensive technological know-how and experience in developing game-based training systems for national security and defense.

Windwalker designed 16 game-based courses for the US Department of Housing and Urban Development, which is using instructional gaming to meet a Congressional mandate to train staff members of more than 3,600 public housing authorities.

We are engaged in a major project with the US Army's Center for Substance Abuse Prevention to convert substance abuse training and counseling to web-based programming that will be available via a wide variety of personal devices for warfighters deployed in war zones. Training will utilize a variety of Web 2.0 technologies and will be available on desktop and laptop computers, cell phones, iPods and PDAs, Blackberrys, and other handheld devices.

Windwalker has designed and produced a new learning simulation for Amtrak employees that work at stations and on-board trains on how to recognize and react to suspicious activities. The strategic level training simulation enables teams of Amtrak employees to train in coordinated command and control decision making in response to such security incidents as a suicide bomber, station surveillance and reconnaissance, on-board suspicious behavior, and an on-board bomber.

