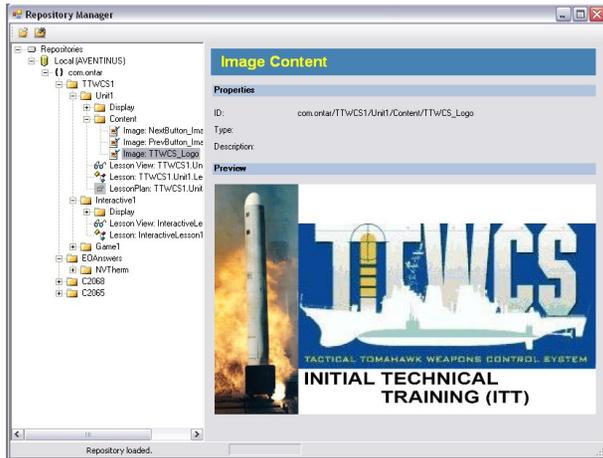


**The TENOR system is a secure, SCORM compliant, anytime, anywhere ADL LCMS system**

**The TENOR software ADL system has several primary advantages over other methods of ADL:**



**Platform flexibility** — allows TENOR to support multiple platforms by simultaneously formatting the training material ranging from desktop computers to handheld devices.

**Trainee level of expertise** — material presented to the trainee can be created “on the fly.” Consequently, the lesson is easily tailored in real time to accommodate the capabilities of the individual.

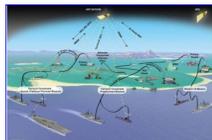
**Trainee customization** — the system is customized to the individual trainee throughout his DoD or academic career. As the individual advances, changes jobs, etc., the system tracks the trainee’s requirements for future training needs.

**Flexibility of training material** — the TENOR system can accommodate any type of training material.

**TENOR – Training and Education Network On Request, a multi-media, adaptive, SCORM compliant Learning Content Management System (LCMS).** Content and the rate of presentation is paced by the capabilities and requirements of the user.

**System Storage and Archiving**

- ✓ Training repository
- ✓ Access/search repository
- ✓ Upload lesson from data or by itself
- ✓ Download data to lesson or to disk
- ✓ Secure/authorized access
- ✓ Sync/transfer with other repositories and from local data
- ✓ Search remote repositories
- ✓ Versioning
- ✓ Backup
- ✓ Expert Feedback: capture text/audio/video and categorize/put into repository of commander experiences



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The TENOR software advanced distributed learning (ADL) system has many advantages and unique features over other systems.

Ontar will assist in the automation of training using the TENOR system:

- Increasing the quality** of the training experience
- Decreasing the time** it takes to train personnel
- Reducing the cost** of training

# TENOR

ADAPTIVE > ANYTIME > ANYWHERE > TRAINING



## Features of TENOR

**Integrated Flash Microgames**

**Game Designing System**

**Integrated Quizzes**

**Database to Store Lessons**

**Content Management**

Allowing storage, retrieval, reusability, scalability and management of all interrelated documents and multimedia files

**Integrated Games/Sims Data**

Integration between TENOR and web or desktop based games and simulations

**Web Browser Support**

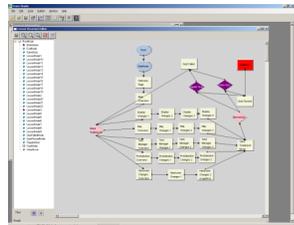
**Drag-and-Drop Display Designer**

**Administrative Tools**

Manage trainee profiles & training requirements

**TENOR Studio**

Create training  
TENOR training platform  
Quizzes provide lesson remediation  
Adaptable lesson structure



**Import Files**

Word, PPT, Excel, PDF, Flash, A/V formats, etc.

## Microgames & Simulations

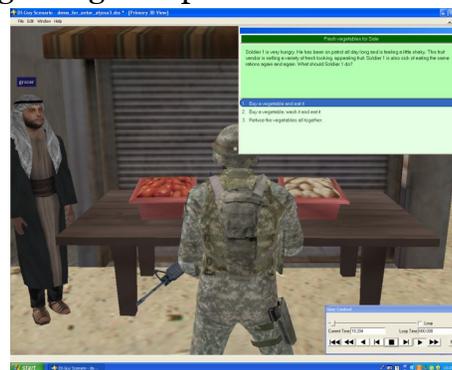


Ontar is creating **microgames** and **simulations** for Proactive Preventative Medicine, for an OSD contract with the Air Force to educate service members on health hazards on topics such as:

- ◇ Dysentery
- ◇ Substance abuse
- ◇ Sports injury
- ◇ Self harm

**TENOR is used during the games to:**

- ◇ Integrate the data collected
- ◇ Provide remedial information regarding user performance



**Microgames:** Ontar is creating Proactive Preventive Medicine Microgames. An example of this is Ontar's Flash Game, Don't be a ?hitty Smitty, that helps promote safety precautions of diet while in theatre. Ontar's Flash games have the following capabilities:

- ◇ Troop training
- ◇ Behavior situation awareness
- ◇ Interface parameter measurements to track user performance



**Simulations:** Ontar is using Boston Dynamics' DI-Guy to create educational real-life 3D scenario simulations. Ontar's simulations will allow:

- ◇ Users to conduct presence patrols of the local populace in a Middle Eastern village
- ◇ Users to check in at various decision points to test their knowledge on the given subject matter
- ◇ Interface parameter measurements to track user performance
- ◇ Troop training