



NEWS
For Immediate Release

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VIRTUAL HEROES NAMED TO MILITARY TRAINING TECHNOLOGY MAGAZINE'S TOP 100 FOR THIRD CONSECUTIVE YEAR

Research Triangle Park, NC (September 13, 2007) – Virtual Heroes Inc., the leader in advanced learning technologies, today announced that it was named a 2007 Military Training Technology (MT2) Top 100 company for the third consecutive year. The annual MT2 Top 100 is a listing of companies that have made a significant impact in the military training industry this year—whether it is in distance learning, live training, modeling, gaming, information retention, simulators or any other training component.

Military Training Technology's editorial board and a panel of independent experts who have been involved in the simulation and training community selected the winners based on various criteria, which, in part, included total military sales, end-user feedback, innovations and need for the solution.

Virtual Heroes' contributions to and/or milestones in the military market over the past year include the following:

- Strategic Partnership with Camber
- 3DiTeams Medical Training Project <http://simcenter.duhs.duke.edu/>, funded by www.tatrc.org
- America's Army Overmatch Release (ver 2.8) www.americasarmy.com
- America's Army Adaptive Thinking & Leadership ver. 3.0 for Special Forces <http://info.americasarmy.com/>
- America's Army Future Soldier Trainer <http://info.americasarmy.com/>

Virtual Heroes was also recognized for the following simulation and training products/solutions:

SIMWARS™: by Virtual Heroes is an immersive, 3D software simulation platform that provides authoring tools, a comprehensive after-action-review system, geospecific terrain, high-fidelity ballistics and damage models, DIS/HLA and SCORM compliance for training cognitive and procedural military skills. Training can be self-paced individual instruction or distributed team-training. SIMWARS can also be used for mission planning and rehearsal.

HumanSim™ by Virtual Heroes is a software simulation platform that provides enhanced initial, refresher and sustainment medical education and training. Virtual Heroes is creating HumanSim™ by taking the most advanced digital game technology available, and integrating it with a high-fidelity physiologic-pharmacologic model for unprecedented experiential learning. HumanSim™ emphasizes "learning-by-doing" and provides training-to-proficiency in rare,

complicated or otherwise error-prone tasks. HumanSim™ enables health care professionals to sharpen their assessment and decision-making skills without risk to patients in realistic, challenging, immersive environments.

“We are excited to be named to the Military Training Technology Top 100 for the third year in a row,” said Jerry Heneghan, Virtual Heroes’ founder and CEO. “We see this as validation for the reputation and track record we have earned in the military market.”

Virtual Heroes (VHI) is a veteran-owned company, and began in 2004 by working extensively on the America’s Army Game Project. While the military and federal systems markets continue to be a priority for Virtual Heroes Inc., the company also specializes in creating advanced learning solutions for healthcare and commercial markets, leveraging sophisticated electronic computer game and graphics technology to address training and education needs. The company has been recognized for its significant achievement and competency in the areas of instructional design, digital engineering, project management, modeling and simulation, courseware development and assessment in providing unprecedented immersive training experiences.

About Virtual Heroes Inc.

Founded in January 2004, and located in Research Triangle Park, NC, [Virtual Heroes Inc. \(VHI\)](#), the “Advanced Learning Technology Company,” creates collaborative interactive learning solutions for the federal systems, healthcare and commercial markets. Advanced Learning Technologies leverage simulation learning and digital games-based learning paradigms to accelerate learning, increase proficiency and reduce training costs for next generation workforce development. As a global market leader in this field, VHI applications facilitate highly interactive, self-paced learning and instructor-led, distributed team training on the Virtual Heroes Advanced Learning Technology (A.L.T.) platform using the Unreal® Engine 3 by Epic Games. In both 2005 and 2006, VHI was honored by *Military Training and Technology* magazine as one of the industry’s Top 100 companies. Virtual Heroes is expanding its experience and success in the defense sector into the healthcare market with the development of HumanSim™, and into the commercial market with custom solutions.

For more information about Virtual Heroes, its products and services, please visit www.virtualheroes.com.