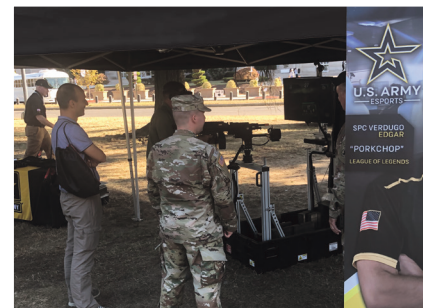


MOS Recruiting Experiences



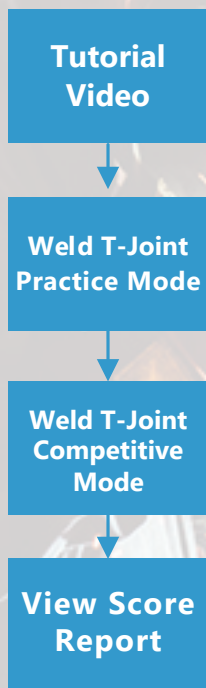
ATTRACT AND EDUCATE



- Hands-on Military Recruiting Tool that educates young people in the career training available through select military occupational specialties.
- The goal of these recruiting stations is to create interest to spark conversation with the recruiter.
- Each recruiting station includes simple controls for ease of operation.
- Each recruiting station will present an exciting and educational experience.
- All stations launch quickly and are designed to maximize up-time.
- Operator controlled experience difficulty/time limit.

Allied Trade Specialist (91E)

"Welder"



With the Allied Trade Specialist recruiting experience, players learn the art of welding in a safe, virtual environment using real training hardware. No HMD (Head Mounted Display) required.

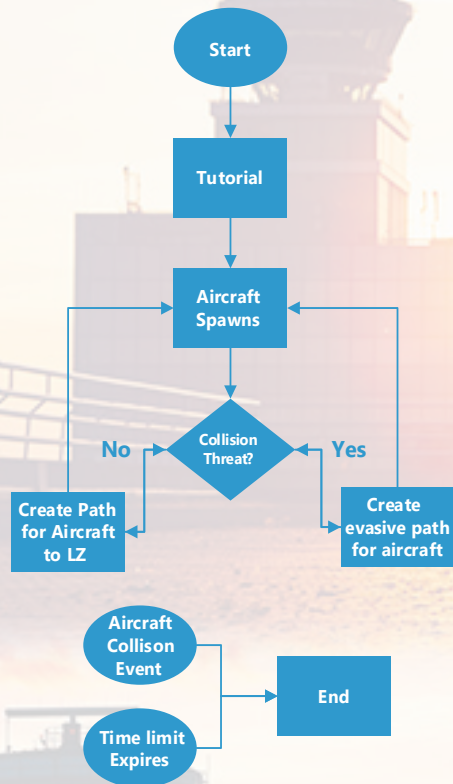
Players will be tested and scored on their ability to reproduce the desired weld and will be rated on several criteria including speed, work angle, and travel angle. It is a fun way to discover & explore a new vocation.

As this kit simulates welding in a virtual environment, there are no consumables to repurchase and restock. There is no mess to clean up. Users can quickly and safely get a feel for tasks of an allied trade specialist and a leaderboard will be set up for each scenario and players will be scored accordingly.

Key setup features include:

- Set up in less than 5 minutes.
- No tools or training required.
- Just one standard 15-amp electrical outlet.

Air Traffic Controller (15Q)



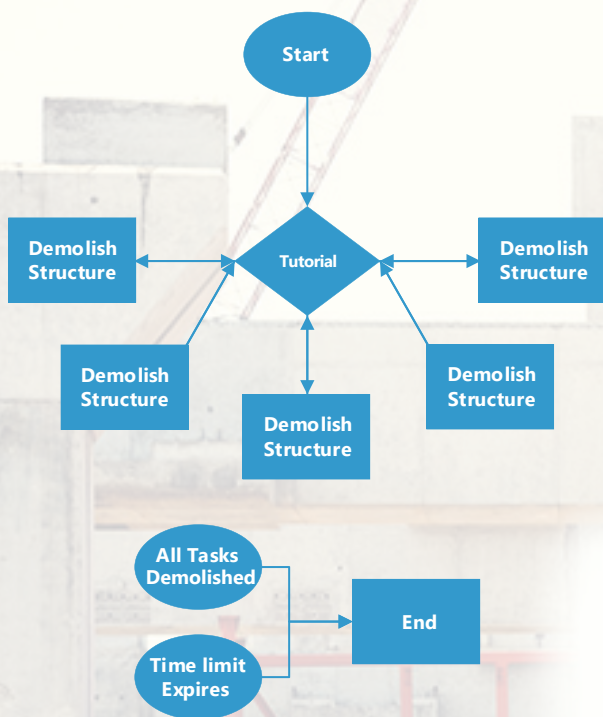
Using a touch-screen interface, the player's goal is to land as many aircraft as possible within a given time limit without any collisions. The player is given a quick tutorial explaining how to direct, sequence, and land the aircraft.

Touch-screen gesture queues are used to show the player how to direct aircraft. The length of the experience can be adjusted between 5 to 15 minutes. Player's score is based on how many aircraft land safely.

Key setup features include:

- Set up in less than 5 minutes.
 - No tools or training required.
 - Just one standard 15-amp electrical outlet.

Horizontal Construction Engineer (12N) "Bulldozer"



The player must complete as many tasks as possible, within the given time limit using realistic US Army T-9/D7R bulldozer inputs on a mobile platform.

The main game is a scenario shown from a first-person perspective inside the bulldozer's cabin. The realistic graphics include models that represent US Army equipment and environment. The experience can be adjusted between 5 to 30 minutes.

A task list is located on the top left of the screen. While a player is in the area of a required task, that task expands into sub-tasks. As sub-tasks are completed, they are marked, and progress is noted as completed.

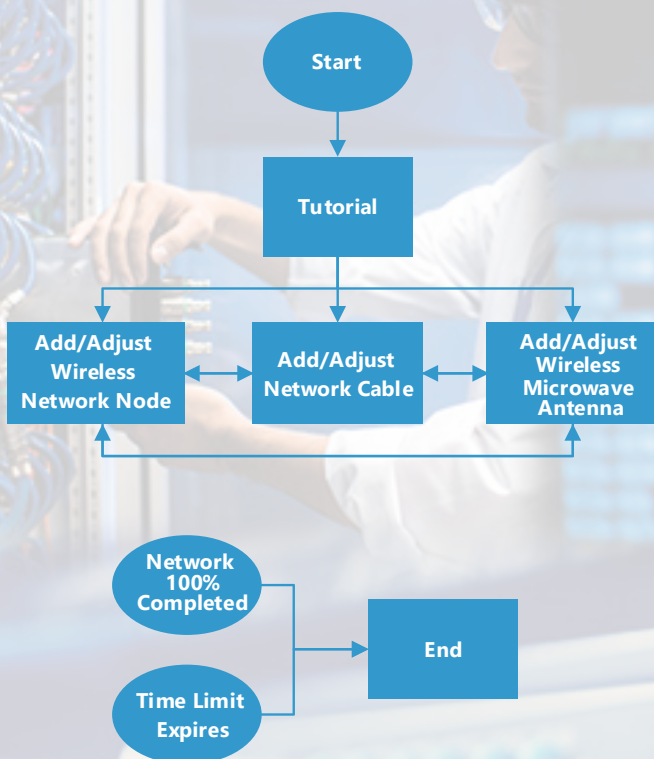
A countdown timer and score are displayed on the bulldozer's main console. Subtitles and on-screen iconography indicate the player's goal for the given task.

The highest score goes to the player who completes as many tasks as possible in the fastest time.

Key setup features include:

- Set up in less than 5 minutes.
- No tools or training required.
- Just one standard 15-amp electrical outlet.

IT Specialist (25B 25N)



Using a touch-screen interface, the player's goal is to set up a network in an Army base using a limited quantity of networking hardware within the time limit. The main scenario is shown from a top-down perspective using simple graphics that represent a US Army base. The screen shows the player's inventory.

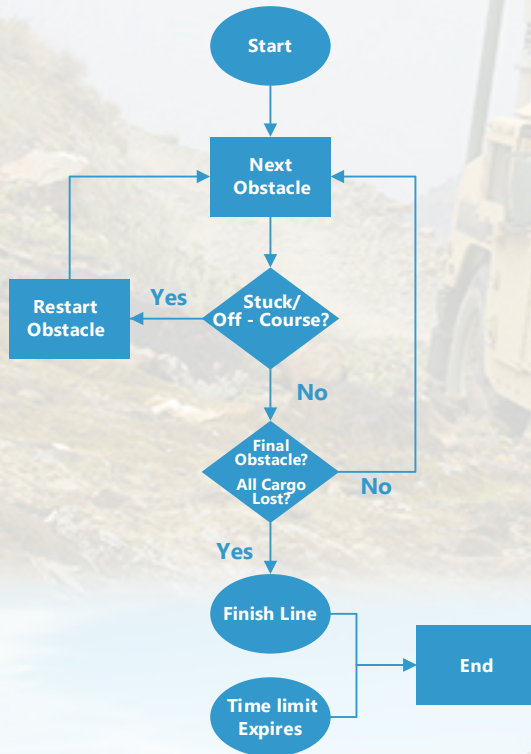
The time remaining is shown at the top of the screen. Scoring is based on the percent of coverage. The duration of the experience can be adjusted between 5 to 15 minutes. Scores are determined by networking as much of the FOB as possible within the time limit.

Key setup features include:

- Set up in less than 5 minutes.
- No tools or training required.
- Just one standard 15-amp electrical outlet.

Motor Transport Operator (88 M)

"HMMWV Driver"



The player must drive a HMMWV through an obstacle course safely within the given time limit using the mobile driver station. The main scenario is shown from a first-person perspective inside the vehicle's cabin. The realistic graphics include models* that represent US Army equipment and environment.

The experience can be adjusted between 5 to 30 minutes. Each vehicle type will have its individual leaderboard. Each line on the leaderboard will include the player's name, obstacles completed, and their final time to finish the obstacle course.

Key setup features include:

- Set up in less than 5 minutes.
- No tools or training required.
- Just one standard 15-amp electrical outlet.

*other vehicles types are available as an upgrade.



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