# SoarTech Update

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# Another busy, challenging year

In the 12 months since last workshop, 31 active projects for 12 federal agencies, working with 9 prime contractors & 20 subcontractors

- New starts since Soar 27:
  - MHQ/MOC (LockheedMartin, for ONR)
  - DeepGreen (SAIC, for DARPA IPTO)
  - CASE (IARPA, with Sarnoff as subcontractor)
  - PROPS Ph II (PEO STRI, with New Vectors and Battelle as subs)
  - TEAL Ph II (TARDEC, with TRACLabs as sub)
  - DAASA Ph II (TRACLabs, for NASA)
  - Cultural Behavior Training Ph II (Vcom3D, for PEO STRI)
  - PAST-A! Ph I (AFRL, with Brian Magerko as consultant)
  - Soar-Longevity Ph I (DARPA, with UCF as sub)
  - PRCVE Ph I (AFOSR, with U Michigan as sub)
  - Sousa Ph I (CERDEC, with Drexel U as sub)
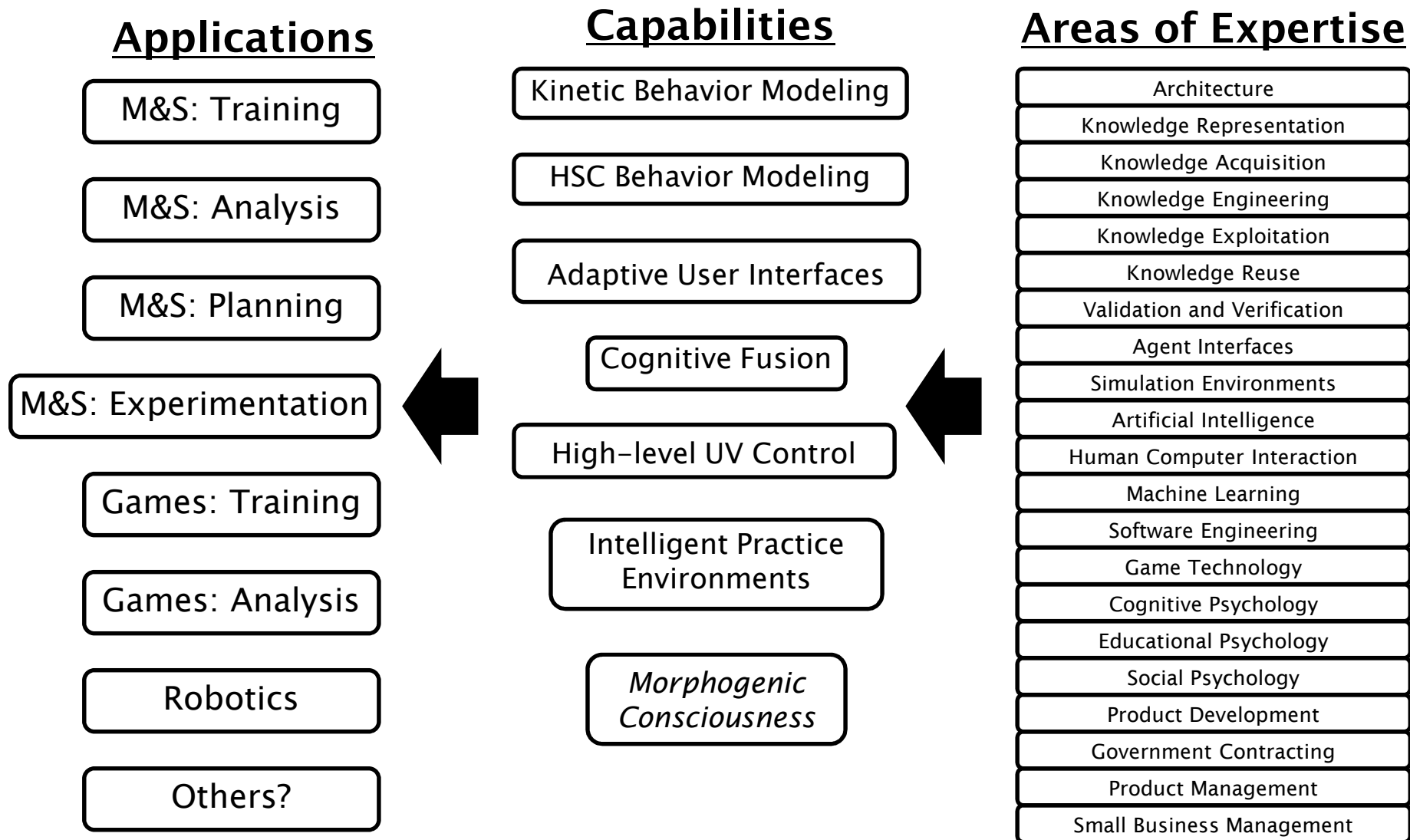  - PACES Ph I (Design Interactive, for AFRL)
- Pending:
  - DEFUSE Ph II (ONR, with New Vectors as sub)
  - Cognitive Fusion Ph II (AFRL Rome, with Lockheed Martin as sub)
  - Knowledge-rich Agents for Naval C3 Ph I (SPAWAR, with Rolands as sub)
  - IMPACT Ph II (PEO STRI, with ICT as sub and Brian Magerko as consultant)

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# A busy year (cont.)

- New & deeper teaming relationships
- Commercial market interest
- Robotics consortium
- Foreign sales
- IDE
- ICCM sponsorship
- Demo on Capitol Hill
- Recruiting Mike van Lent
- DC office

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Thinking *inside* the box.

# A Map of Soar Technology, Inc.

| Applications | Capabilities | Areas of Expertise |
|---|---|---|
| M&S: Training | Kinetic Behavior Modeling | Architecture |
| M&S: Analysis | HSC Behavior Modeling | Knowledge Representation |
| M&S: Planning | Adaptive User Interfaces | Knowledge Acquisition |
| M&S: Experimentation | Cognitive Fusion | Knowledge Engineering |
| Games: Training | High-level UV Control | Knowledge Exploitation |
| Games: Analysis | Intelligent Practice Environments | Knowledge Reuse |
| Robotics | *Morphogenic Consciousness* | Validation and Verification |
| Others? | | Agent Interfaces |
| | | Simulation Environments |
| | | Artificial Intelligence |
| | | Human Computer Interaction |
| | | Machine Learning |
| | | Software Engineering |
| | | Game Technology |
| | | Cognitive Psychology |
| | | Educational Psychology |
| | | Social Psychology |
| | | Product Development |
| | | Government Contracting |
| | | Product Management |
| | | Small Business Management |

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# Nuggets... & Coal

- The quality of our staff
- The quality of organizations who are partnering with us
- More mature opportunities
- Success in winning SBIR Phase IIs
- Commercial interest
- Larger, longer contracts ...potentially leading toward procurements
- Backlog is largest since founding of the company

- Continues to be an uncertain contracting climate...
- Impact of war, deficits, administration change on R&D funding
- DARPA unpredictability
- Difficulty of Phase IIIs

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