Accuracy Under Fire (A.U.FIRE)
Capabilities Statement

Accuracy Under Fire (A.U.FIRE) Realistic Injury Simulation & Mindset Training for Firefights

In a firefight, a debilitating injury can mean the difference between life and death. A.U.FIRE's wearable haptic feedback garments use medical-grade electrical muscle stimulation (E-Stim) to instantly contract muscles and safely simulate realistic limb injuries during force-on-force training. AUFIRE focuses on mindset training, helping you stay mentally in the fight, solve problems, act quickly, return accurate fire, and perform self-aid under intense physical and mental stress. This advanced training prepares you for worst-case scenarios before they happen, boosting confidence, effectiveness, and your chances of survival and mission success.

E-Stim Muscle Contracting Sleeves

A.U.FIRE Core Capabilities

- Designs life-saving training equipment for military and police.
- Pioneers in wearable E-stim haptic injury simulation.
- Integrates with other training simulation technologies for highly immersive, realistic training.
- Developed for the Synthetic Training Environment (STE)

Ideal training for:

- Active Shooter Response
- Ambush Defense
- IED - Defense of Secondary Attack
- Tac-Med Self Aid Under Duress
- Decision Making Under Fire
- Off-Hand Weapons Manipulation
- Off-Hand Weapon Accuracy
- Weapons Skill Builders
- Stress Inoculation
- Combat Resilience

IED Explosion Haptic Feedback

A.U.Fire systems interface with Explotrain explosive battlefield effects simulators to recreate the disorienting effects of blast waves and overpressure associated with explosive weapons on the battlefield.

Simulation Integration

A.U.Fire integrates with nearly all virtual simulation systems, bringing a dynamic level of realism by adding tangible consequences to the simulation, resulting in trainees acting in a more realistic manner

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Active Threat Response - Train to Override Consequences and Stop the Threat

Remote Controlled Garments Immobilize Limbs via Muscle Contraction

During a force-on-force training exercise, the instructor can, at will, remotely induce targeted muscle contractions in the trainee's arm, simulating realistic injury effects. This enables the trainee to practice self-defense and neutralize the threat while under simulated "injured conditions," all within a safe and controlled training environment. A.U.FIRE offers training experiences that focus on training the brain, not the body, using a method called "distraction by contraction" as the main training tool. It promotes practice in tactical prioritization under real, yet safe, physical stress.

Train to Stay in the Fight Despite a Simulated Debilitating Limb Injury

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Marwane Bahbaz, chief technology officer at (PEO STRI), said: *"Haptic technology in combination with immersive VR/AR technologies and artificial intelligence form a critical architecture element within emerging Army training systems. Simulations using virtual reality and haptic capabilities drastically increase immersion and improve retention and learning in training exercises."*

https://teamorlando.org/u-s-army-conducts-testing-of-haptic-feedback-in-synthetic-training-environments