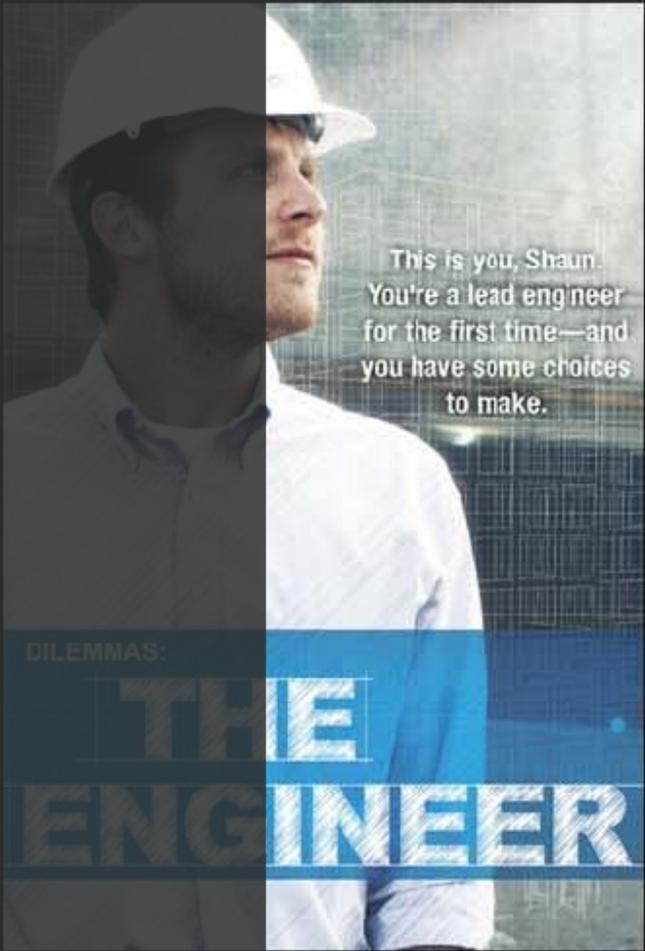


WILL

Evidence of Effectiveness

Military

T Safer Opioid Use



"An excellent program that shows what patients and visitors see and how your attitudes and behaviors affect patient satisfaction." — Charge Nurse, suburban hospital

The

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Preface

This document contains selected examples of evidence of the effectiveness for WILL Interactive's proprietary interactive behavior modification system. It contains:

- Publicly available statistics
- Evaluation summaries WILL is authorized to share

WILL is neither authorized to release the findings of our partners' internal assessments nor collect data from their constituencies except in concert with those partners.

Case Study

Beyond the Front

U.S. Army



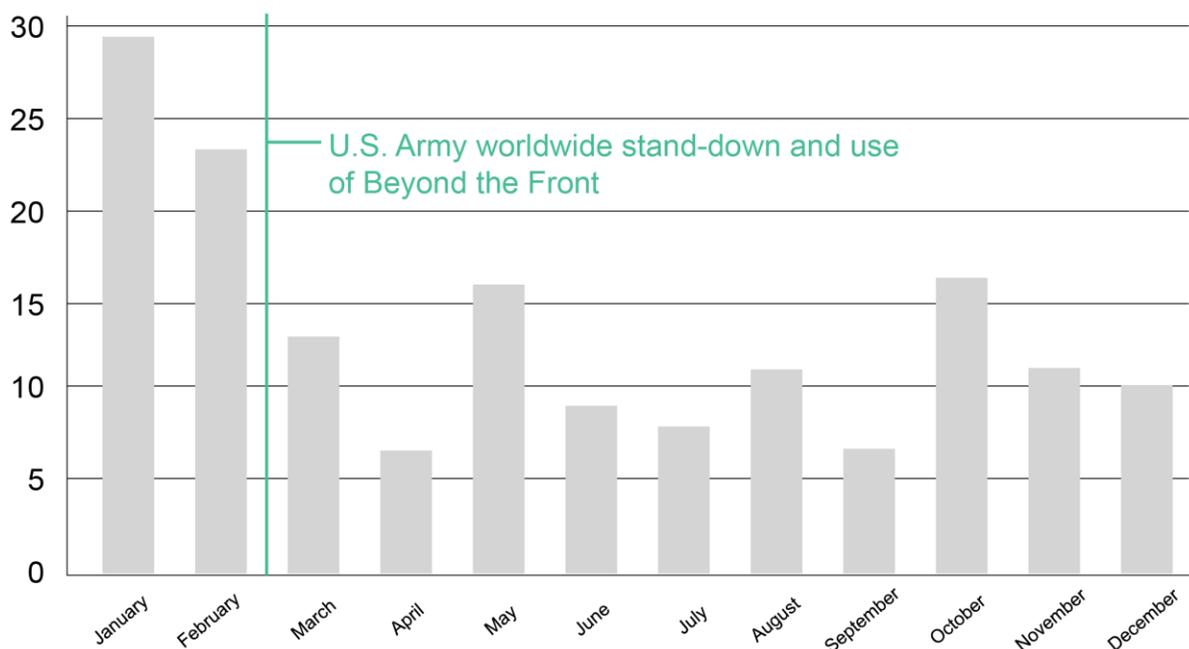
Study Abstract

In 2008 and early 2009, the United States Army was facing a suicide epidemic that averaged over 25 deaths each month.

About *Beyond the Front*

Beyond the Front was created to help prevent suicides by promoting Soldier resilience and mental health, instituting awareness of bystander best practices, and reducing stigma associated with seeking help.

U.S. Army Monthly Suicide Statistics



Army Suicide Statistics

In February 2009, the Army held a stand down during which all Soldiers were required to play *Beyond the Front*. After the use of the program, **the monthly suicide rate decreased by an average of 58.4% for the remainder of the year.**

Letter from the Honorable Pete Geren

Army Suicide Statistics



SECRETARY OF THE ARMY
WASHINGTON
JUL 31 2009

Ms. Sharon Sloane
President and CEO
WILL Interactive, Inc.
10008 Falls Road
Potomac, Maryland 20854

Dear Ms. Sloane:

Thank you for producing the video *Beyond the Front*. This video was important to the Army campaign of educating our force on suicide prevention.

Your support and involvement in suicide awareness has made a difference to our Soldiers and their Families. The video is a priceless tool to help our Soldiers better recognize suicidal behavior and intervene decisively to get fellow Soldiers the help they need.

In recognition of your outstanding support, and as a token of the Army's appreciation, I have enclosed a Secretary of the Army coin. Best regards.

Sincerely,

Pete Geren

Enclosure

*P.T. I am confident your work
has saved lives.*

“I am confident your work has saved lives”

- Pete Geren, U.S. Secretary of the Army

Case Study

Gator Six

U.S. Army Research Laboratory, Human Research and Engineering Directorate



Study Abstract

In support of the Learning with Adaptive Simulation & Training Army Technology Objective, the Army Research Laboratory investigated select cognitive and affective assessment surveys in the training simulation, *Gator Six*. *Gator Six* was chosen because it is used to teach leadership in the Captains Career Course during combat operations and stability and support operations.

Study Authors

Melissa Dixon, PhD, Debbie Patton, Linda Fatkin, MA, Jock Grynovicki, PHD, LTC(R) Charlie Hernandez – Cognitive & Affective Predictors of Simulation Performance

About Gator Six

Gator Six is a virtual experience immersive learning simulation in which students make decisions as Captain Martin, an artillery battery commander in Iraq.

Study Methodology

Thirty-two (32) male Captains enrolled in the U.S. Army Field Artillery Captains Career Course (CCC) at Fort Sill, Oklahoma participated in the study. After an overview of the study, participants completed the following, in chronological order:

- A Volunteer Affidavit Agreement
- An MAACL-R
- State measurements at 32 critical decision points during the simulation
- *Gator Six* in a self-paced manner
- An Exit Survey regarding their experience with *Gator Six*

Study Results

Pearson correlations and linear regression analysis revealed that the desire for change (DFC) subscale was a significant predictor of overall *Gator Six* performance. Changes in Positive Affect (PA) in response to events within Disc 1, Chapters 1 (pre-deployment) and 4 (decisions under time pressure), implied immersion in the scenario. Immersion is also suggested by correlations showing that the ability to assume the role of CPT Martin was greater for those who experienced decreases in PA during the simulation (range: $r = .0481$ to -0.388 , $p < .05$).

Study Conclusion

Results showed that one's trait "desire for change" is predictive of simulation performance and that positive affect is negatively correlated to reported immersion

Case Study

Dilemmas: Last Call

U.S. Naval Academy, Annapolis, MD



Study Abstract

To date, the U.S. Naval Academy has utilized *Dilemmas: Last Call* for ethical decision-making training for over 2,400 Naval Academy Midshipmen. A study on *Dilemmas: Last Call* was conducted to assess the program's effectiveness and long-term effects on ethical decision making.

About *Dilemmas: Last Call*

Dilemmas: Last Call, created in cooperation with the Stockdale Center for Ethical Leadership at the U.S. Naval Academy, models the consequences of ethical and unethical decision-making.

Post Course Evaluation Results

Statement: This course was an effective way to explore leadership and moral decision-making, and I can apply these ideas in the future.

- 81% agreed or strongly agreed
- 15% were neutral
- 4% disagreed

Longitudinal Follow Up from Class of 2008

- 70% survey reported continue + influence
- 28% neutral
- 2% negative

