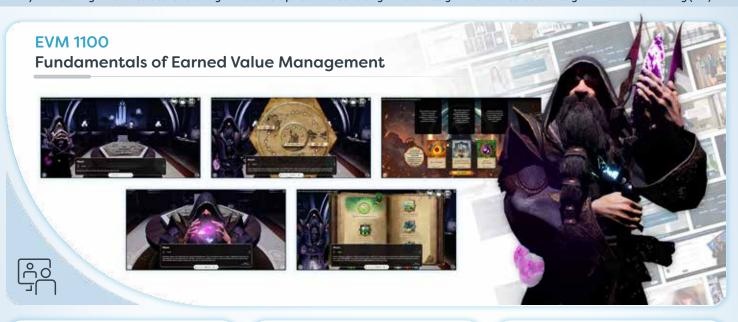


TRAINING AND WORKFORCE DEVELOPMENT

Hybrid Learning • Web Interactive Learning • Motion Graphics • Video Editing • Visual Design • Human-Centered Design • Virtual Live Training (VLT)





The Defense Acquisition
University (DAU) is the
Department of Defense's
central training institution
for acquisition professionals.
DAU equips the Defense
Acquisition Workforce with
the skills and knowledge
needed to deliver effective,
affordable warfighting
capabilities, strengthening
national security through
agile, mission-ready
acquisition support.



Challenge

DAU identified a need to revitalize FVM fundamentals training for early-career acquisition professionals. Despite EVM's critical role in monitoring cost, schedule, and performance, learners often found the subject complex, dry, and disconnected from real-world relevance. The challenge was to transform foundational content into an engaging, memorable, and motivational learning experience that encouraged learner buy-in and longterm retention.



CTEC developed a proof of concept for EVM 1100 using Unreal Engine to prototype and previsualize a liveaction, interactive eLearning course. This gamified, narrative-driven experience follows Mark, a new EVM analyst, as he enters the mythic world of Eveum to battle "the Cynic"—a symbol of EVM failure. Guided by a wizard mentor, learners explore EVM concepts like Schedule Variance, SPI, CPI, and EAC through interactive auests, cinematic video, and immersive simulations, while building job-ready skills.