



# Gaming Development Plays Key Role in Military Training and Security Preparation

ECON Investor Relations, July 20, 2005

URL: <http://www.pr9.net/games/studies/2014july.html>

*Gaming Industry and the Military Converge, Leading to Lower Costs and Time Efficient Training Methods*

PR9.NET July 20, 2005 - [www.GamingIndustryStocks.com](http://www.GamingIndustryStocks.com) (GIS), an investor and industry news portal for the gaming sector and [www.HomelandDefenseStocks.com](http://www.HomelandDefenseStocks.com) (HDS), a news portal for the security industry, report on the convergence of gaming and the military as both industries work towards improving current levels of military training and preparation. Recent innovations in game development have become effective and efficient means for military divisions such as the Army, Navy, Air Force and Marine Corp to obtain valuable field training without the high costs or timely process associated with physical in-field training.

Unlike war simulation games used for entertainment purposes that have scripted formats, these military programs have graphical variables that can be changed to suit different scenarios. Soldiers find themselves immersed in the game's ability to recreate true-to-life combat sights, sounds and the overall instability and volatility of the battle zone.

The lines are becoming blurred between the gaming industry and the military, as each turn to the other to further develop their respective technologies and user base. Game developers see commercial opportunities through the potential to make the already popular military genre grow to higher levels through the acquisition of key insights into the reality of battle. The military has found multiple benefits in using video games, which have proven to be a useful tool for both training, as they attempt to recreate the combat zone, and recruitment purposes as they try and reach out to potential soldiers. Commercial opportunities from a marriage with the gaming industry would also offer the military an additional revenue source as they capitalize on the content they have to offer developers and the public at large.

GIS does not make recommendations, but offers a unique free information portal to research news, articles, interviews and a growing list of participating public companies in the gaming industry.

Featured Portals:

[GamingIndustryStocks.com](http://www.GamingIndustryStocks.com), an investor research portal covering the various areas of the gaming sector to include: video, handheld, mobile and online gaming, hardware and peripherals, retailers and distributors as well as casino and lottery.

[HomelandDefenseStocks.com](http://www.HomelandDefenseStocks.com) includes a growing list of public companies in the sector. Click here for a partial list of companies involved in homeland defense and security technology and solutions in Airport Security, Biodefense, Biometrics, Defense, Internet Security, Integrated Security, Military, Border and Port Security.  
[http://www.homelanddefensestocks.com/Companies/HomelandDefense/Stock\\_List.asp](http://www.homelanddefensestocks.com/Companies/HomelandDefense/Stock_List.asp)

Disclaimer: ECON Corporate Services Inc (ECON) is the owner of the domains [www.GamingIndustryStocks.com](http://www.GamingIndustryStocks.com) and [www.HomelandDefenseStocks.com](http://www.HomelandDefenseStocks.com). ECON is a privately owned corporate communications company specializing in: media relations, investor relations, and research on public companies and industry sectors, for the investment community. Nothing on our sites should be construed as an offer or solicitation to buy or sell any specific products or securities. All investments involve risk. Past performance does not guarantee future results, therefore investigate before you invest! Although we attempt to research thoroughly, we offer no guarantees as to the accuracy of any information presented. We encourage all investors to use our sites only as a resource to further their own research. All information relating to featured companies is sourced from public documents and/ or the company and is not the opinion of ECON or its related web sites. The site is compensated by its "Featured Companies," as outlined in our on-line disclaimer at [www.InvestorIdeas.com/About/Disclaimer.asp](http://www.InvestorIdeas.com/About/Disclaimer.asp).

For more information contact:

Dawn Van Zant / Ann-Marie Fleming

Toll free: 800-665-0411

Email: [dvanzant@investorideas.com](mailto:dvanzant@investorideas.com) or [afleming@investorideas.com](mailto:afleming@investorideas.com)

###

## About [GamingIndustryStocks.com](http://www.GamingIndustryStocks.com)

[GamingIndustryStocks.com](http://www.GamingIndustryStocks.com), an investor research portal covering the various areas of the gaming sector to include: video, handheld, mobile and online gaming, hardware and peripherals, retailers and distributors as well as casino and lottery.

## About ECON Investor Relations

A leading global investor and industry news and research resource portal including investor newsletters, Blogs, RSS news feeds, investor conferences and forums, audio interviews and exclusive articles.

**Phone:** 800-665-0411  
**Website:** <http://www.investorideas.com>  
**Address:** 145 Tye Drive, Pt. Roberts, WA 98281

---

[PR9.NET - Your Free Press Release Service](#)