# EXTENDED REALITY ANALYTICS ENGINE (XRAE™)

The Extended Reality Analytics Engine (XRAE) provides real-time analytics of human and machine performance in training and in theatre through immersive reality.

XRAE's unique architecture provides fast integration with immersive systems, delivering the metrics required for clients to monitor, visualize, and reinforce customizable training requirements in single and multi-user scenarios.
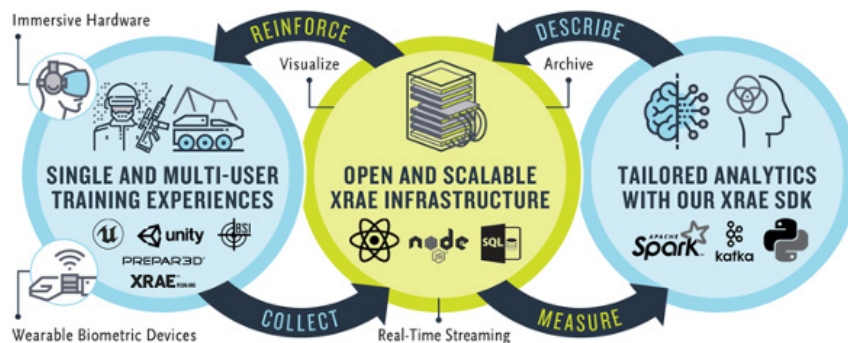
XRAE Workflow

FEATURES:

+ **TURNKEY ANALYTICS:** Actionable insights, including biometrics and eye tracking, for Immersive (VR/AR/MR) training, operational applications, wargaming, and simulations.

+ **RESILIENT ARCHITECTURE**: Containerized and scalable real-time analytics use Socket. IO connections and resilient data pipelines.

+ **SIMPLIFIED PLUGINS:** Commercial Off-the-Shelf (COTS) game engine plugins (Unity, Unreal, VBS, Prepar3d, MACE) provide simplified integration with immersive systems.

+ **TEAM PERFORMANCE RESULTS:** Analytics and dashboards provide trainee and trainer with a close connection to the quantitative results of training in real time or over periods of time.

+ **OPEN APIS:** Easily extendable open APIs using Python analytics plug-ins make data accessible and enable data identification, analysis, and secure processing in real time.

+ **SENSOR INTEGRATION:** Integration of multiple sensors allows a plug-and-play interaction while increasing the capacity to measure, analyze, and aggregate data across the assembly.

About Booz Allen

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