

**MEDIA ADVISORY**  
**May 8, 2008**

**Cybernet Systems Showcases OpenSkies Technology at 2008 IEEE International Conference on Technologies for Homeland Security**

*Company presentation covers automated computer recognition of human behavior*

**WHO:** Cybernet Systems, a technology-based company headquartered in Ann Arbor, Michigan.

**WHAT:** Cybernet Systems' engineers are presenting a paper at the 2008 IEEE International Conference on Technologies for Homeland Security in Boston, MA, May 12-13, 2008.

OpenSkies' distributed computer server topology enables the real-time data transfer of dynamic network content. It includes a fully customizable simulation engine with network chat, terrain management, dynamics and realistic rendering. The technology has diverse uses ranging from military training exercises to a platform facilitating an unlimited number of game players interacting in a single virtual environment. Combined with Cybernet's patented gesture recognition technologies, a platform for behavior monitoring and threat assessment is being developed to augment standard security monitoring measures.

Presenting will be Dr. Charles Cohen. Other authors include Katherine Scott and Frank Morelli.

**WHEN:** Tuesday, May 13, 2008

- 3:30 PM ET – "A Surveillance System for the Recognition of Intent within Individuals and Crowds" describing a prototype system that monitors video for behaviors that immediately precedes hostile behavior, making it possible to classify hostile intent before destructive actions take place, in order to improve remote security monitoring.

**WHERE:** 2008 IEEE International Conference on Technologies for Homeland Security, Westin Hotel, Waltham, MA.

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**About Cybernet Systems**

Cybernet Systems is a rapidly growing defense, robotics and human-machine interaction product development company. The company has broad technology experience with focused ongoing projects involving robotics, mechanical design and advanced manufacturing, Internet

medical systems, large-scale distributed network training and gaming, and gesture control interfaces. Additional information is available at [www.cybernet.com](http://www.cybernet.com).

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