

UNDER EMBARGO UNTIL MAY 15, 2018 AT 9AM ET

LynQ Testing Results Overview

Crimson Viper 2017 Study

Conducted by: U.S. Pacific Command (PACOM) and Royal Thai Ministry of Defence (MOD)

Overview

During the annual Crimson Viper (CV) Field Experiment, conducted between U.S. Pacific Command Science and Technology Office (USPACOM J85), the Royal Thai Ministry of Defence (MOD), and Defence Science and Technology Department (DSTD), LynQ was put through several relief and recovery scenarios in Thailand to test the technology and provide feedback on its capabilities.

Scenario 1:

This vignette was designed to test how LynQ can improve soldiers' ability to locate one another. Twelve soldiers paired up on a mission to gather intel on a potential enemy hideout. They were suited with LynQ units and tasked to maintain radio silence, if possible. When they returned from the mission, they found a single soldier had not come back to home base and was not responding to radio communications. The soldiers were tasked to recover the soldier as quickly as possible.

- Top Results:
 - The use of LynQ during the vignettes improved response time for locating wounded/unconscious soldiers by an average of 61 percent.
 - Users adopted and operated the LynQ devices within minutes.
 - When not using LynQ, soldiers found that on multiple occasions they walked within feet of their target without knowing.

Scenario 2:

This vignette was designed to showcase LynQ's capabilities in a search and rescue mission. Specifically, it demonstrated the ability for a team to start from a central location and fan out to various points within a search area. During the tests, there were three separate starting locations for a team of 15 participants. The soldiers were asked to canvas a predetermined search area in a circular pattern to test the accuracy of the display data.

- Top Results:
 - Normal GPS margin of error is 16 ft., whereas LynQ's was an average of 4.8 ft.
 - Users successfully reached their designated locations, and distances, within minutes, resulting in a proof of concept for the vignette.

Survey Results

After the two vignettes were complete, a survey was issued to 12 of the officers involved in the program to get their feedback on LynQ. The survey found that participants overwhelmingly felt that:

- Learning to use LynQ was easy, and they could easily find people in their group with the device.
- All would use LynQ for a humanitarian, disaster relief, or search and rescue mission.
- LynQ improved their ability to complete their missions and reduced response time.
- Using LynQ was more convenient and faster than finding people through texting, calling, using a cell phone app or using a radio.

Overall Conclusion

Throughout testing, the LynQ team received constant feedback on the value of the device's simplicity and potential to address multiple mission types. The stealth and reconnaissance, and search and rescue vignettes used by the team to simulate potential use cases for the LynQ technology, demonstrated the benefit of LynQ for quickly locating targets, forming a perimeter and generating more precise formations.

Telluride Ski Resort Beta Testing

Conducted by: Telluride Ski Resort

Overview

Telluride Ski Resort's Ski School used LynQ for 10 days to test the device's capabilities when being used by instructors and students out on the slopes. Users were walked through a quick tutorial on how to use LynQ before using it out on the mountain. While on the mountain, some instructors used LynQ to keep tabs on their students, especially those that went ahead of the group or were lagging behind. Other instructors played games of hide and seek with their students to test the device's reliability and capabilities. At the end of each test, instructors and students alike would take a survey on their experience with LynQ.

Tests by the Numbers

- Number of tests – 3-5 tests each day for 10 days with 3-6 users in each test
- Tester ages – ages ranged from 10 to early 60s
- Units used – 30 LynQ units used in total

Survey Results

- 91 percent agreed LynQ made it easy to find people on the slopes.
- 92 percent agreed LynQ was quick and easy to use.
- 80 percent believed LynQ created a safer experience.
- 100 percent experienced reduced stress using LynQ.
- 90 percent of users would purchase or rent LynQ.

Envision Festival Beta Testing

Conducted by: LynQ team and Envision media team

Overview

The LynQ team was invited by the media team of Envision Festival, a music and wellness festival that takes place where the rain forest meets the beach in Cost Rica, to test LynQ's sustainability throughout the weekend's events. The team deployed 40 units with the Envision team to use during their shoots and tasks during the event as well as with several concert-goers. Users were asked to test LynQ's range, water proof design and reliability.

LynQ Use Cases during Envision

- Media Team – Photographers and videographers hired to capture the excitement of the weekend used LynQ to keep in touch with one another during shoots.
- Operations/Security Team – During the chaos of the event, members of the operations and security teams used LynQ to understand where team members were at all times – even when they were assigned to different locations.
- Attendees – A few attendees were provided with LynQ units to keep in touch with their groups, specifically when members of their groups went to different areas of the festival and wanted to then meet back up with the group.

Findings

- LynQ worked throughout the entire festival, and could be used even when the Envision team's commercial-grade radios had to stay indoors due to torrential rain.
- LynQ withstood the moisture of the jungle and the beach without missing a beat.
- Envision media team members were able to stay on schedule and meet up with each other when needed – even when their cell service did not work.
- The LynQ team has been asked back to Envision to use the device both internally and with attendees.