**America's Army** (internally developed title):

*America's Army*. Working request to film interviews about the video game America's Army and how it influences people to join the Army for an Australian Broadcasting program.

**Electronic Arts**: *Medal of Honor* (Series, *Medal of Honor: Airborne*)

*Medal of Honor*. Working with the producers of this video game to see what assistance we can give the developer of this series of games. 

*Medal of Honor: Airborne*. Met with the developers of this line of video games for their next game on the Airborne Soldiers in World War II. They are looking for World War II Airborne Soldiers and any artifacts from that era. Will work with Army museums to help them find these people and items.

*Medal of Honor*. Approved a request for this video game developer to attend the Airborne Heritage Day at the Airborne and Special Operations Museum and to film World War II related training sites on Fort Bragg for research for the latest installment of this game series on airborne operations in Europe.

**Sony Studios**: Unnamed Title

*Sony Video Games*. Meeting at Sony on 15 September to discuss possible US Army involvement in a series of games Sony is developing that involve the US Army.

*Sony Play Station*. Working with producers at Sony Studios (games division) on the development of a new "hyper-realistic" version of an already popular series of military-themed video games. Meeting with the executive producer late on Thursday the 22nd at her office in Santa Monica to pre-view a rough version of the game and to discuss our possible future official involvement.

**Other Media**:

*Launch Pad*. Working request from the producer of this independent production company (its previous program was well received at the Sundance Festival) on a program on how video game technology is being used in the military and medical fields.