PAPERS

The I/ITSEC 2017 Conference Committee invites you to submit previously unpublished work and especially encourages original papers that align with the theme and concepts described in The Call. Prospective authors are encouraged to read through the Subcommittee descriptions and submit abstracts for papers that discuss the core research our industry will put forth to improve the next generation of learning.

Paper Process

The complete three-stage process for submitting papers is detailed in the I/ITSEC Author's Handbook, available for download from the Authors section of the I/ITSEC website. The initial stage in the process is the submission of an abstract.

ABSTRACTS (Stage P1). As a prospective author, your chances of having an abstract accepted are significantly greater if you send your abstract to the appropriate subcommittee, so please read the descriptions carefully. It is also vital that you submit your abstract on time. Please refer to www.iitsec.org for additional details.

PAPERS (Stage P2). If your abstract is selected for expansion into a paper, you will be assigned a bird dog, who will be your liaison to the subcommittee and the champion for your paper. Your chances of having your paper accepted are significantly greater if you work closely with your bird dog. Papers are accepted for both publication in the conference proceedings and presentation at the conference. The selection process includes Best Paper and Honorable Mentions for each subcommittee. The Subcommittee Best Papers will be considered for overall conference Best Paper. Detailed instructions for completing and submitting your paper will be available on the I/ITSEC website.

PRESENTATIONS (Stage P3). If your paper is selected, you are required to submit a presentation for review prior to the conference. Presentations should be designed for a 20 minute time-slot, plus five minutes for questions and answers. All paper presentations will be offered for Continuing Education Units (CEUs). Detailed requirements for the presentations will be available on the I/ITSEC website.

We are pleased to continue to offer the "one per paper" and "two per tutorial" complimentary registrations at I/ITSEC. After Stage P2 and T2, authors will be notified and provided instructions for taking advantage of this benefit. This is a full registration, to include access to all Tutorials, Papers, Special Events, Professional Development Workshops, Exhibit Floor access during open hours, Meals, and Meeting Materials to include the Proceedings CD.

TUTORIALS

I/ITSEC presents a tutorials program covering a diverse set of topics essential to the simulation, training, and education communities. This program provides opportunities in three main focus areas: 1) foundational subjects, including preparation for certification as a Modeling and Simulation Professional (CMSP); 2) refreshers and more advanced learning opportunities to help maintain certification; and 3) emerging topics of particular interest to I/ITSEC attendees. Each tutorial provides an opportunity for Continuing Education Units (CEUs). Most tutorials are 90 minutes in length although longer tutorials are possible when warranted.

Tutorials Process

The complete three-stage process for submitting tutorials aligns with the paper proposal process and is detailed in the I/ITSEC Author's Handbook, available for download from the Authors section of the I/ITSEC website. The initial stage in the process is the submission of a tutorial proposal.

PROPOSAL (Stage T1). Tutorial authors do not submit papers or traditional paper abstracts. As a prospective tutorial presenter, you will submit a complete tutorial proposal consisting of a descriptive abstract, topical outline, description of the intended audience and prerequisites, and a set of learning objectives. The tutorial board pays particular attention to the learning objectives during the abstract selection process. The board members also assess the degree to which proposal subjects align with the tutorial program curriculum that covers fundamentals of, and introduction to, simulation technologies; the primary intercommunication architectures; gaming applications for training; medical and other focus-area simulations; simulation supporting technologies and management (e.g., VV&A approaches, ROI, system design, exercise design); pedagogy and instructional design; agent-based technologies; tutoring approaches; legal requirements; emerging technologies and other subjects related to the three main focus areas described above.

PRESENTATIONS (Stage T2). If your abstract is selected for expansion into a complete tutorial presentation, you will be assigned an I/ITSEC bird dog who will be your liaison to the tutorial board and be the champion for your presentation. You will submit a draft set of presentation slides to the tutorial board for review. Detailed requirements for the presentations will be available on the I/ITSEC website.

FINAL PRESENTATIONS (Stage T3). If your presentation is selected for I/ITSEC 2017, you will receive bird dog feedback and then you will submit a final tutorial for presentation.

IMPORTANT DATES

Instructions for each step will be posted at least two weeks before the process opens.

6 January	Abstract Submittal Opens
24 February	Abstract Submittal Closes
NLT 7 April	Authors Notified
8 May	Paper/Draft Tutorial Presentation Submittal Opens
16 June	Paper/Draft Tutorial Presentation Submittal Closes
14 July	Clearance Forms Due
NLT 4 August	Authors Notified
25 August	Paper Revisions Due
28 August	Presentation Submittal Opens
29 September	Presentation Submittal Closes
3 November	Presentations Revisions Due
27 November	Speakers' Meeting and Reception

POINTS OF CONTACT

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General Conference Information
National Training and Simulation Association
Arlington, VA
Phone: 703-247-2569
E-mail: bmcdaniel@ndia.org

Exhibitor Information
Phone: 703-247-9480
E-mail: dlangelier@ndia.org

http://www.iitsec.org

ARMY '17 NAVY USMC AIR FORCE INDUSTRY

HARNESSING NEW TECHNOLOGIES TO WIN IN A COMPLEX WORLD

Call for Papers and Call for Tutorials

27 November - 1 December 2017
Orange County Convention Center
Orlando, Florida USA

Sponsored by:
National Training and Simulation Association
an affiliate of
National Defense Industrial Association

THE CONFERENCE

I/ITSEC is an annual forum for representatives from the military, industry and academia to connect and share knowledge. The conference draws 15,000 attendees from industry, government and academia, and features over 400 exhibits. The United States Army will serve as the lead proponent service for I/ITSEC 2017 in partnership with all military services. I/ITSEC is sponsored by the National Training and Simulation Association (NTSA), an affiliate of the National Defense Industrial Association (NDIA).

THE SUBCOMMITTEES

TRAINING

This subcommittee seeks papers that discuss the application of innovative concepts, methods and technologies to create effective training solutions. Papers should present a design framework based on literature, analysis of current solutions and training needs, and practical application. Popular topic areas include agile and adaptive training strategies, integration techniques, training system interoperability, individual and collective team training, crew coordination, and legacy system upgrades. Evaluations of training effectiveness and lessons learned, documented with quantifiable data, are also encouraged. Emerging areas of interest include technology-based medical training, cyber training, augmented reality and virtual training environments, game-based learning, and training techniques to deal with uncertain and rapidly changing environments. The subcommittee is interested in all phases of training system design and development including planning, analysis, design, development, deployment, evaluation and life cycle support. Submissions from new industries that demonstrate innovative and effective training methods are welcomed.

SIMULATION

This subcommittee seeks papers on the applied science of modeling and simulation, including simulation architectures or techniques, as well as the representation of synthetic entities or environments for use in training, rehearsal, gaming, analysis, or research. Papers should present and explain innovative theories and applications of modeling and simulation. Discussions should detail the technical challenges, lessons learned, and unique developments associated with creating, interacting with, and maintaining simulation systems. Topics of interest include: the evolution of modeling and simulation technology; interoperable simulation architectures; human behavioral modeling; advances in medical simulation; cyber effects and the methodology used to create and present physical and behavioral representations of entities and environments within live, virtual, constructive simulations and gaming (LVC-G).

EDUCATION

This subcommittee seeks papers that discuss the development and application of instructional strategies, methods, theories, and best practices that promote or advance learning. Papers should clearly articulate recent and innovative advances in the development and application of standards, methods, theories and strategies across all phases of the learning lifecycle (analysis, design, development, delivery, and evaluation) to promote and/or accelerate learning. Of particular interest are papers that report qualitative and/or quantitative data using new and innovative media types. The use of big data and analytics as a means to further accelerate learning and provide capture large data sets that can be used for qualitative and or quantitative educational research is another area of interest. The Education Subcommittee welcomes conceptual papers discussing continuous improvements to military, corporate, or STEM education that will accelerate learning research and theory, and can be implemented in an operational context to support the paper's findings. Emerging areas of interest include but are not limited to individual, team, collective, joint, and coalition training leveraging strategies that include mobile, social, blended and adaptive learning.

EMERGING CONCEPTS & INNOVATIVE TECHNOLOGIES

This subcommittee is seeking papers that discuss emerging and innovative technologies, methodologies, or concepts associated with simulation, training, education, and support to operations across the spectrum of government, industry, academia, and international uses. The papers should clearly explain how the topic advances the state of the art, builds upon prior related work in the subject area, and demonstrates use/application in defense, transportation, homeland security, medical, law enforcement, or other areas. New, emerging topics will include the use of modeling and simulation to support current and future workforce development, promote integration across different disciplines, and enable the development of ground-breaking technologies. Candidate papers should thoroughly describe the challenges that were encountered and creative solutions that were implemented. Special consideration will be given to papers that are based upon solid research principles and present detailed results of interdisciplinary research efforts.

HUMAN PERFORMANCE ANALYSIS & ENGINEERING

This subcommittee seeks papers that focus on the human dimension, addressing humans as an integral component within systems and in mission accomplishment. Papers should address the application of Human Performance Analysis & Engineering (HPAE) topics such as: achieving the third off-set, human performance measurement/effectiveness methods, tools, and evaluations; human-computer interface (HCI) design and evaluation; usability/user experience; decision-support systems; knowledge management tools and techniques and impact of HPAE on organizations. Specifically, the subcommittee seeks papers that leverage and extend the capabilities of an individual or team during training, and/or impact learning transfer and operations, especially those associated with cyber, LVC, Black Swan events and medical. Papers supported by human performance data gathered from innovative, scientifically valid experiments are especially valued.

POLICY, STANDARDS, MANAGEMENT & ACQUISITION

This subcommittee is seeking papers related to policy and standards issues associated with the acquisition and implementation of education, training, courseware and simulations and the maintenance of these capabilities. Papers are sought that provide insight into innovative approaches for managing requirements for acquiring, implementing, and sustaining these capabilities. Such papers should provide qualitative and quantitative data to help substantiate outcomes discussed within the paper; and where possible, characterize innovative processes or techniques to improve return on investment. Papers may address emerging policy, standards, or the need for policy or standards with respect to education, training, simulations, data and cybersecurity. The PSMA subcommittee is also interested in papers that address innovative contracting of intellectual property that supports maintenance or competition for training and simulation capabilities.