

PAPERS

Paper Process

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. Refer to www.iitsec.org for additional aid.

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 may be accepted for publication and presentation at the conference, or for publication only in the conference proceedings. The selection process includes best paper, honorable mention & CEUs.

PRESENTATIONS (Stage P3). If your paper is selected for publication and presentation, you will be 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. Detailed requirements for the presentations will be available on the I/ITSEC web-site.

More detailed information will be available on the Authors section of the I/ITSEC web site (<http://www.iitsec.org>) in January 2010.

IMPORTANT DATES

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

18 January	Abstract Submittal Opens
26 February	Abstract Submittal Closes
NLT 7 April	Authors Notified
3 May	Paper/Draft Tutorial Presentation Submittal Opens

TUTORIALS

Tutorials available for Continuing Education Units (CEUs) are offered at I/ITSEC. They are designed to serve three purposes: foundational educational material, including material essential to prepare for Certification as Modeling and Simulation Professionals (CMSP); a refresher and more advanced learning opportunity for those seeking to maintain their certification; and to bring topics of interest in Training, Simulation and Education to I/ITSEC attendees. Most tutorials are 90 minutes in length but longer tutorials are acceptable with proper justification.

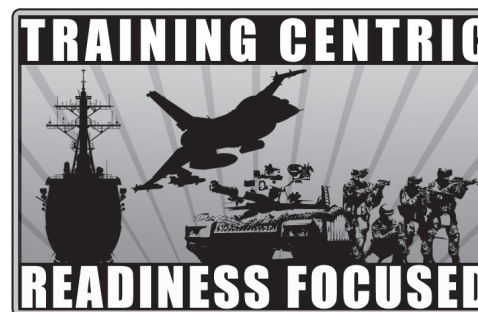
Tutorials Process

ABSTRACTS (Stage T1). As a prospective tutorial presenter, you will submit an abstract, topical outline, and a set of learning objectives. Note: Tutorial authors do not submit papers.

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

FINAL PRESENTATIONS (Stage T3). If your presentation is selected for I/ITSEC 2010, you will receive bird-dog feedback and then you will submit a final tutorial for presentation.

28 June	Paper/Draft Tutorial Presentation Submittal Closes
19 July	Clearance Forms Due
NLT 6 August	Authors Notified
27 August	Presentation Submittal Opens
24 September	Presentation Submittal Closes
29 November	Speakers' Meeting and Reception



POINTS OF CONTACT

I/ITSEC 2010 Program Chair

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I/ITSEC 2010 Tutorial Chair

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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

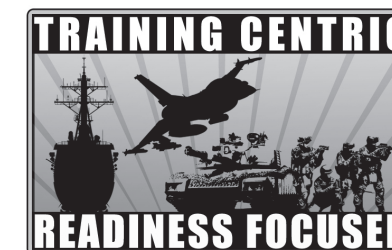
Phone: 703-247-9480
E-mail: ddyson@ndia.org

<http://www.iitsec.org>

INTERSERVICE/INDUSTRY TRAINING,
SIMULATION AND EDUCATION CONFERENCE



Call for Papers and Call for Tutorials



29 November - 2 December 2010
Orange County Convention Center
Orlando, Florida USA

Sponsored by:

National Training and Simulation Association
an affiliate of
National Defense Industrial Association

<http://www.iitsec.org>

THE CALL

As we proceed down the path of the “Long War” we are facing a fundamentally different operational environment. Where we used to have a defined enemy, known equipment, tactics, and behaviors operating in a military centric environment, we now have emergent and adaptive threats, and civil, cultural and infrastructure elements operating in a media centric environment. These elements are not well defined, or even understood. Training is more critical now than at any time in our history, especially in the face of diminishing budgets.

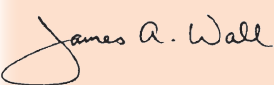
The theme for I/ITSEC 2010 “Training Centric... Readiness Focused” emphasizes the need to arm our service men and women with not only the tools and weapons they need, but the knowledge and strategy that goes along with those tools and weapons. Modeling, simulation, training and education provide the preparation needed for success in an uncertain environment, and helps ensure the safe return of our service men and women.

We have the technology, we the have the ability, and we have the solutions to provide to our Warfighters. What we need is an overarching training plan of action to ensure our solutions are focused on improving and maintaining Warfighter readiness.

The technologies that are showcased at I/ITSEC among Industry, Government and Academia contribute to the readiness of U.S. and Coalition partner military services. I/ITSEC 2010 will continue the traditions set by earlier conferences by providing both a professional symposium offering world-class presentations as well as an exhibit hall that showcases the latest technology in modeling, simulation, training and education tools, technologies and services.

The 2010 Conference Committee invites you to submit previously unpublished work and especially encourages original papers in accord with the theme:

Training Centric...Readiness Focused



Jim Wall, Ph.D.
Conference Chair



Amy L. Motko
Program Chair

THE CONFERENCE

The Interservice/Industry Training, Simulation and Education Conference (I/ITSEC) is the premier event of its kind in the world. The conference draws over 16,000 attendees from industry, government and academia, and features over 500 exhibits. The United States Air Force represented by the Training Systems Product Group (TSPG), WPAFB, OH will present I/ITSEC 2010. I/ITSEC is sponsored by the National Training and Simulation Association, an affiliate of the National Defense Industrial Association (NDIA).

THE SUBCOMMITTEES/CATEGORIES

TRAINING – The application of technologies and integration of systems into training system solutions. This subcommittee is focused on practical concepts and technologies applied at the training systems level. Typical topics include tools, integration techniques, and innovations relating to interoperability, crew coordination, collective team training, legacy system upgrades, and after action review (AAR) support. Emerging areas of interest include application of training systems to test and evaluation and vice versa, embedded and deployable training, and assessment of technology-enhanced training effectiveness. Lessons-learned documented with complete quantifiable data are encouraged. The subcommittee is interested in all phases of training system evolution: analysis, planning, development, deployment, and life cycle support.

SIMULATION – The science of modeling and simulation, including simulation architectures or techniques, and the representation of synthetic entities or environments for use in simulation, training, rehearsal, gaming or analysis. We seek papers on the theory and application of M&S, including development, work processes, technical challenges, lessons learned, and innovations associated with creating, interacting with, and maintaining models and simulation systems. Typical topics of interest include: the evolution of M&S technology; the use of hardware-in-the-loop; the

interoperability of heterogeneous simulations; and the methodology used to create and present physical and behavioral representations of entities and environments within live, virtual, and constructive simulations.

EDUCATION – Instructional and educational methods, theories, and approaches to promote or advance learning. This subcommittee is seeking papers on the principles of learning, including the processes, lessons-learned and qualitative and quantitative evaluation applied in academic or organizational programs. Papers in this subcommittee focus on the specific application of these principles in the areas of advanced distributed learning, interactive multimedia, immersive learning environments, blended learning solutions and courseware development.

EMERGING CONCEPTS & INNOVATIVE TECHNOLOGIES – Papers describing Emerging Concepts or Innovative Technologies founded in scientific principles. This subcommittee is seeking papers that discuss emerging and innovative technologies, methodologies, or concepts associated with training, simulation and education. Candidate papers should thoroughly describe a concept, methodology or technology and the challenges that it is intended to address. In reviewing these papers, this subcommittee is especially interested in understanding how this concept or technology advances the state of the art, and how it demonstrates or acknowledges prior related work in the subject area, rather than its use in a specific application for training, education or simulation. Special consideration will be given to papers that incorporate solid research principles while presenting results of this research and providing detailed conclusions/recommendations.

Human Performance – Work that addresses the role of the human as an integral component within systems and in mission accomplishment. This subcommittee seeks papers that address the application of theories, methods, tools, performance measurement and principles of Human Performance Design, Human

Systems Integration (HSI), and Human Factors. Specifically, the committee seeks papers that address human performance as the explicit desired outcome, enabled through the on-demand availability of structured knowledge, task and decision-aiding, human in-the-loop design, and meaningful support resources. Papers have addressed topics such as usability/user experience, community of practice, organizational effectiveness, interactive electronic technical manuals (IETM), electronic performance support systems (EPSS), job aids, performance centered design, human-computer interface (HCI), maintenance mentoring, decision support systems, knowledge management tools, immersive stimulation techniques, situational awareness, human performance assessment, and the application of HSI. Papers supported by human performance data gathered from innovative, scientifically valid experiments are especially valued.

POLICY, STANDARDS, MANAGEMENT & ACQUISITION – Non-technical policy and management issues related to the acquisition and implementation of education and training, training systems, courseware and training enablers. This subcommittee is seeking papers related to issues of Policy, Standards, Management & Acquisition. **POLICY:** Government or commercial directives regarding the methodologies, processes and/or procedures implemented while acquiring training systems or executing current training programs. **STANDARDS:** Issues and topics related to the requirements for standards development to support the training, simulation and education community. **MANAGEMENT:** Issues directly related to the administration of programs and acquisitions, including challenges, successes, risks, finances and the impact of these on the training system and/or the trainees. **ACQUISITION:** Topics related to the acquisition of training systems; services, facilities and courseware; and the success with which these training efforts meet their designed goals.