



# NEWSLETTER

## Forbes Calls for Study on Use of Modeling & Simulation to Strengthen Cybersecurity Within DoD

On May 19, Congressman J. Randy Forbes offered an amendment that was adopted by the House Armed Services Committee during markup of the annual defense policy bill to require that the Secretary of Defense conduct a study assessing the potential use of modeling and simulation to strengthen cybersecurity within the Department of Defense.

“The United States is more dependent on our computer systems than any other country, especially as it relates to our military readiness and training and our national security operations. Yet, our cyberdefenses are weak, leaving us vulnerable to threats emanating around the world. Not only do we need a whole-of-government and state-of-the-art strategic cyberdefense plan to protect our national systems, but we should take full advantage of state-of-the-art tools available through modeling and simulation to create a cybersecurity system within the Department of Defense that is unrivaled,” said Forbes.

In 2007, the Office of the Secretary of Defense was compelled to shut down its computer information systems for more than a week in order to defend against infiltration attempts that were found to be coming from China. Those 2007 attacks resulted in the loss of 10 terabytes of information – an amount comparable to the contents of the entire Library of Congress, according to U.S. intelligence officials in a report

*Forbes, cont. on page 7*

## Cyber Security Poses Challenge For Modeling and Simulation

Message from the President of the National Training and Simulation Association



**Fred Lewis, USN (Ret.)**  
President, NTSA

It's becoming clear that 2010 will be a very significant year for modeling and simulation and for NTSA, on a number of fronts. It is a large part of my job to keep NTSA at the forefront of these rapid-fire developments, and I believe we are not only there, but are in many ways leading the charge.

I have previously mentioned the 2010 Modeling and Simulation Leadership Summit, the best attended and most substantive of these events to date. At the Summit, which focused on development and promulgation of a national plan for M&S, we enjoyed the active and enthusiastic support, as always, of the Congressional Modeling and Simulation Caucus. The Summit resulted in the formation of a number of working groups which will shortly produce a series of concrete, attainable recommendations to move along a path leading to enhanced recognition at the national level of modeling and simulation technology and the integral role it plays

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# Subcommittee Reports



Perry Dunn

## Policy, Standards, Management and Acquisition Subcommittee

by Perry Dunn, Chair

As our name implies, this subcommittee deals with those issues that affect all of us in the realm of Policy established by the Government and/or Industry; the Standards for various facets of performance that are appropriate for all organizations and elements within our Training and Simulation Industry; the proper Management of programs, projects, assets and personnel at all levels; and the many processes within the Acquisition arena that lead to those business-sustaining events and efforts known as Contracts. I'm sure you all can appreciate our need to have an easy and recognizable way to say "all of this" quickly, and in that light we are commonly referred to as the "PSMA" subcommittee.

Authors from practically all levels of the Department of Defense and within the respective military Services, along with authors from various management levels in Industry (both national and international) have submitted concise Abstracts, developed interesting Papers, and followed through with meaningful Presentations at I/ITSEC over the past several years. This year we started down the path to an interesting and highly successful I/ITSEC with 39 Abstracts. Our PSMA approval level this year was 56% (very similar to last year), and of the 22 Abstracts approved to proceed on the path to Papers, 6 were from the international community.

This year one of our subcommittee's goals is to improve and strengthen the process for helping our authors progress toward successful and accepted Papers. We call this process "bird dogging" and we refer to our helpful PSMA subcommittee members as "bird dogs." With the Abstract Review now complete, we have begun the process of opening communications between our bird dogs and the authors. One significant area of improvement for us this year has been a more formalized process for notifying authors regarding our subcommittee's feedback

on elements and subjects on which the Paper should focus in order to be most beneficial to our I/ITSEC audience. This notification and informative process also applied to authors whose Abstracts were "not accepted" in order to help them in future years prepare an acceptable Abstract and a successful Paper.

This year our PSMA subcommittee is comprised of 31 members who have truly shown their dedication and expertise in attending the Abstract Review Session, and in providing valid, well-documented assessments of the submitted Abstracts. 13 of these members represent the DoD and the military Services (1 in the OSD/Joint community, 3 Army, 3 Air Force, 3 Navy, 2 Marine Corps, and 1 Coast Guard); 15 from Industry; and 1 from Academia. We also can claim the distinct advantage of 3 members who also serve on the I/ITSEC Operations Committee or are members of the I/ITSEC Council of Chairs.

During our review of Abstracts this year, we noted some "trends" in the submittal topics for PSMA. We are seeing "more and more" Abstract/Papers focused on the topic of Information Technology (IT) security. In support of this trend, we intend to encourage future topics oriented toward appropriate Policies for Information Security Engineering and Standards for Gaming simulations. Another trend we noted was regarding submissions from the International community. The quality of International Papers has increased significantly over the past several years, but a majority of the Abstracts and Papers come from either Great Britain or the Netherlands. In the future we intend to make a positive move, and encourage submissions from a wider range of our International Training and Simulation Community.

From here we are looking forward to supporting our authors in developing their respective Papers and Presentations for I/ITSEC 2010, and we encourage all of you to make plans early to attend I/ITSEC this year and join us for "several" presentation sessions, and also enjoy the "Special Events" at various times and locations throughout the Conference. This year please come prepared to see and learn various ways in which you can become more "Training Centric" and "Readiness

Focused." We are looking forward to our Paper Review in San Diego during July, and we hope to see a great number of you at I/ITSEC 2010!



Mark Gerasch

## Education Committee

by Mark Gerasch, Chair

Being named Education Committee Chair for the second time was and is an honor for me. I am very grateful to have Bob Heinlein as my Deputy Chair; he brings many years of experience to the committee. Our committee is very interesting this year. It is the first year in the 12 years that I have been active in committee work that I have seen such an influx of new people. It is nice to see that the number of people who have an interest in the success of I/ITSEC keeps growing every day and I think the new faces on the committee speak volumes to support that. The Education Committee is made up of 14 Industry members and 16 Government members. This gives us the diverse group we need to challenge the abstracts we receive every year. These 30 professionals are chartered with reading all the abstracts that are submitted to the Education Committee and deciding whether or not they are of the quality we desire to go forward and become papers and ultimately presentations, a task not taken lightly by anyone on the committee. We are very aware of how much time everyone puts into writing an abstract and a paper for our conference.

We went into the abstracts with some clear goals and as always the first one was quality versus quantity. We received 59 abstracts and we did not accept 15 of those. I think the numbers speak for themselves. Our abstracts were of the highest quality I have seen in all the years I have been working on committees. Another of our goals was to improve the rate of abstracts to paper. What I mean by that is each year we accept a certain number of abstracts and each year a percentage of those accepted abstracts get dropped by the author or some other means and never go to paper. This year the Education Committee is focusing

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##### U.S. Marine Corps Executive

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our efforts on making sure we have as close to 100% participation of abstracts accepted making Paper review as we can. We are doing this by increasing the means by which we communicate with the Authors, asking more questions, and keeping everyone engaged during the paper writing process. Another emphasis of ours this year is to give quality feedback to the authors of abstracts that are not accepted. This is very important, because we get some repeat authors from year to year and we know how time consuming writing the abstracts can be, not to mention the personal investment each of us has in our work. So this year I sent out a personalized email to every abstract author that was not accepted. Our goal was to explain why their abstract was not accepted and where it could have been better. We wanted the authors to know that there is an iterative process with a group of dedicated professionals who generally care about that subject matter written to and that we care enough to give feedback in hopes of maybe making a better paper in the future.

So in closing the Education committee received 59 excellent abstracts and accepted 44 of them. Of these 44 our committee is dedicated to getting 100% of them to the paper review where we will all read them and debate each individually. This process of communication and collaboration works very well and all of us are honored and humbled to be in the position we are—trying to make I/ITSEC the best it can be.

## Human Performance Subcommittee

*by Liz Gehr, Chair*

2010 has proven to be another great year for the Human Performance subcommittee. I have been privileged to be leading a talented team of 31 highly qualified industry and government members who have shown extraordinary energy and enthusiasm as we work hard to complete our duties. There is a lot of work for the committees to do each year, and this team has tackled it with fresh, positive energy.

The Human Performance subcommittee began the year with an updated description

in the 2010 I/ITSEC call for papers. This new description more accurately reflects our focus, and the types of abstracts we would like to see submitted for consideration as development into a paper. This change seems to have been a great success, as we had 63 abstracts submitted to our committee. After we transferred 2 out, and accepted 10 transfers in from other subcommittees, we ended up with 71 abstracts to review at our meeting in March. This was a significant increase in the number of submitted abstracts compared to previous years. Not only did we have an increase in the number of abstracts, but we found that we had very high quality abstracts submitted for consideration, making our job at the abstract review very difficult. We accepted 41 of the submitted abstracts, and now the subcommittee members are working hard as bird dogs. They are working closely with the authors to ensure that suggestions from the committee for improvement are incorporated into the final paper, increasing the odds that the paper will be accepted. In addition, they serve as a great resource for the authors, answering any questions that arise as they complete their papers.

Our workload will increase again once the completed papers are submitted, and we begin to read and review the papers in preparation for our review meeting in San Diego in late July. However, even after we make our decisions at the paper review, the work for our members will continue as they help the authors of accepted papers prepare their presentations for I/ITSEC. In addition, they will be preparing for their roles as session chairs and deputies during the I/ITSEC conference itself.

I would like to conclude by thanking the members of the HP subcommittee for their hard work. I would especially like to thank my extremely talented deputy, Tammy Clark, who has been invaluable in ensuring that our team performs at the highest level. It has been an honor to serve with such talented people who make my job a lot easier! We look forward to getting together in San Diego to complete our paper review and make preparations for a great I/ITSEC 2010!

# 2010 I/ITSEC Accepted Abstracts

## EDUCATION

"I had trouble logging on", Paul Thurkettle, Allied Command Transformation NATO

A Communication Framework: A Babel Fish for Instructional Game Designers, Dr. Susan Coleman, IDSI

A Framework for Quality Assessment Practice for Coaches and Instructors, Sam Nagashima, CRESST/UCLA

A Multimedia Environment for Stressing Warfighters Before They Deploy, Paul Kizakevich, RTI International

A Systems Thinking Approach to Knowledge Management at AFAMS, John Hutt, AFAMS

Adaptive Artificial Enemy for Embedded Simulation, Dr. Gregory Harrison, Lockheed Martin Simulation Training and Support

After Action Review Best Practice – An International Review, Rebecca McKeown, Cranfield University

Aligning Instruction and Assessment with Game and Simulation Design, Dr. Richard Wainess, UCLA/CRESST

An Improved ISD Process Model for Serious Learning Games, Dr. Arthur Jeffery, Camber Corporation

Are 70% of Designers Wrong About Effective E-Learning Strategies? Daniel Bliton, Booz Allen Hamilton

Assessment of Game-based Training Systems: Methodology and Example Application, Dr. Thomas Mastaglio, MYMIC LLC

Building a Technology Center for Iraqi Air Force Communications Training, Major John Tran, USAF

Coaching: Distinctions in Practice and Foundations in Andragogy, Melissa Lubin, Virginia Tech Richmond Center

Cognitive and Affective Competences for Culture-General Proficiency, Dr. Tomoko Connolly, College of William and Mary

Collective Task Description Methodology –Defining Goals for Collective Task Readiness, Dr. John Huddlestone, Cranfield University

Developing Training for Stability Operations Dr. Geoffrey Frank, RTI International

Development of a Hybrid Curriculum for Acquiring a Technical Competency, Dr. John Ruffner, Serco, Inc.

Diversity Training: Impact on Military Equal Opportunity Advisors, Robin Moore, Allied Technology Group, Inc.

Efficacy of Second Life in Constructivist Learning Activities, Dr. Irene Boland, PulseLearning

Enabling Socially and Culturally Adaptable Warfighters, CDR Dylan Schmorrow, Office of the Director, Defense Research and Engineering Office of the Secretary of

Evaluating the Reuse of Courseware Content: a Case Study, Fred Banks, Boeing

Explicating Knowledge Flows: Model Eliciting Activities and Social Networking Technologies, Dr. Patrick Gallagher, ADL/Serco

Finding the Line Between Consistency and Predictability, Sherrie Jackson, JHT, Inc.

Game-based Experiential Learning in Dynamics Education Using Motion Simulation, Dr. Kevin Hulme, NYSCEDII

Generalized Virtual Simulations for Adaptive Maintenance Training Education, Dr. Geoffrey Frank, RTI International

HumMod: An Integrative Model of Integrative Biomedicine, Dr. Robert Hester, Univ Mississippi Medical Center

Interagency Negotiation Training: Development and Effectiveness, Dr. Anna Cianciolo, Command Performance Research, Inc.

MSTC Discrete System Simulation, Christine Allen, US Army RDECOM STTC

Narrative in Cultural Training, Alex Davis, Stottler Henke Associates, Inc.

Practical Assessment in Complex Simulations, Dr. Robert Pokorny, Intelligent Automation Inc

Probing the Dynamics of Team Cognition with Neurophysiologic Synchronies, Ronald Stevens, Ph.D., IMMEX Project, UCLA

Repurposing Old Technologies for Today's Learners, Dr. Sara Tarr, CTC

ROC and its Role, Major Eric Atherton, United States Army

Social Perspective Taking: An Evaluation of an Interactive Multimedia System, Linda Roan, eCrossCulture Corp

Strategies for Designing 21st Century Military Education, Dr. Mike Prevou, Strategic Knowledge Solutions

The Challenges of Virtual Environments for Chaplain-Soldier Interactions, M. Beth Pettitt, RDECOM-STTC

The Eightfold Path: A Taxonomy for Simulation Based Assessment, Capt Christopher Huffam, Department of National Defence, Canada

Training Perceptual-Cognitive Components of Complex Psychomotor Skills, Dr. Peter Fadde, Southern Illinois University

Training Platoon Leader Adaptive Thinking Skills in a Classroom Setting, Dr. Jason Sidman, Aptima, Inc.

Transitioning Classroom Based Learning to a Distributed Learning (DL) Environment, Dr. Karen Marcellas, Concurrent Technologies Corporation

Using Mobile Devices for Instructorless Combat Lifesaver (CLS) Training, Dr. Teresita Sotomayor, US Army Simulation Training & Technology Center

Why Not Let the Crew Train Themselves? Commander Geir Isaksen, Norwegian Defence University College

XSLT: Effective Elearning Solutions for Section 508 and Mobile Devices, Bill Bandrowski, Concurrent Technologies Corporation

## EMERGING CONCEPTS AND INNOVATIVE TECHNOLOGIES

2.5D Immersive Learning Design: An Effective Alternative to 3D Emerging Concepts and Innovative Technologies, Victoria Veluz, Booz Allen Hamilton

A Risk-Based Validation Approach for Irregular Warfare Models, Lisa Bair, WernerAnderson, Inc.

A Shared Architecture for Dynamic Environments, John Wade, Applied Research Associates, Inc.

Adaptive Automated Opposing Forces for Urban Operations Training, Dr. Georgiy Levchuk, Aptima Inc.

Advanced Training Evaluation System: Leveraging Neurophysiological Measurement to Individualize Training, Meredith Carroll, Design Interactive, Inc.

Advancements of Integrated LVC Applied for Tactical Aviation Aircraft Training, Rob Lechner, Boeing

Agents Should Be Heard and Not Seen: Training Verbal Coordination, Dr. Benjamin Bell, CHI Systems Inc

Ambient Interactive Cinema for Military Transformation, Dr. Riccardo Saetti, Edumotion EU / Gruppo Link

An Inside Look At Implementing MSDL, Tabitha Arcila, Applied Research Associates

Assessing Situation Awareness and Decision Making Using Eye-Tracking, Dr. Alan Koenig, UCLA / CRESST

Augmented Reality as an Emerging Military Training Technology, Hope Fulgham, SDI Government Solutions

Augmented Reality for Training and Simulation, Dr. Mathias Kolsch, Naval Postgraduate School

Auto-integration of Live Training Data for After Action Review, Daniel Stevenson, RTI International

Automatic Assessment of Complex Task Performance in Games and Simulations, Dr. Markus Iseli, UCLA/CRESST

Beyond Game Effectiveness Part II: A Qualitative Study of Multi-role Experiential Learning, Dr. Elaine Raybourn, Sandia National Labs

Challenges to Putting the Real-time Web on Mobile Platforms, Howard Mall, ECS, Inc.

Constructing an IP Multicast Capable Distributed Mission Operations Network Infrastructure, Jeffrey Tillison, Northrop Grumman - Information Systems

Defeating IEDs with Exhibits, Narrative, And Immersive Training, Dr. Matthew Hays, Institute for Creative Technologies

Developing a Platform-flexible Game-based Simulation for Cultural Training, Dr. Marjorie Zielke, University of Texas at Dallas

Direct Interaction with Virtual Objects, Dr. Long Nguyen, NAWCTSD

Distributed Data Mangement: Tools Needed for Cloud Computing, Dr. Ke-Thia Yao, Information Sciences Institute, USC

Empowering Knowledge Management with the Social Web, Matthew Elliott, Concurrent Technologies Corporation

Empowering Our Warfighter: Using iPhones for Situational Awareness, Steven Borkman, Dignitas Technologies

Evaluation of Game Technologies for Conducting Distributed Coalition Warfare Training, Rodney Long, US Army RDECOM-STTC

Evaluation of Knowledge Transfer in an Immersive Virtual Learning Environment, Dr. Colonel USAF (Ret.) Glynn Cavin, Louisiana Transportation Research Center

Examination—3D-World Social Network, Prototyping Game-Based Learning Innovations, Dr. Andrew Stricker, Air University

Excuse Me: Interrupt Virtual Humans, James Hollister, University of Central Florida - Intelligent Systems Lab

Flying Through Learning with Tweets and Twitters, Edward Owens, Kell-Sibley Enterprises

Forensic Video Analysis, Captain Justin Jones, Naval Postgraduate School

- Framework for Defining and Experimenting with Adaptation in Online Training, Dr. Eric Domeshek, Ph.D., Stottler Henke Associates, Inc.
- Full Field-of-View Augmented Reality Using Contact Lenses, Randall Sprague, Innovega Inc.
- Game Engine Agnostic Platform to Bridge between Games and Simulations, Laurent Scallie, ACI (Atlantis Cyberspace, Inc.)
- High Fidelity Modeling of Concealed Objects and Detection, Dr. Michael Tarnowski, Applied Research Associates, Inc.
- Impact of Virtual Environment Fidelity on Behavioral and Neurophysiological Response, Anna Skinner, AnthroTronix, Inc.
- Improving the Scalability of Simulations of Message Broadcast in MANETS, Dr. Michael Kirkpatrick, Raytheon Company
- Inference-based Generative Modeling of Complex Cluttered Environments, Keith Biggers, Texas A&M University
- Innovative Technologies for Effective Mitigation of Latency and Alignment Error, Dr. Dennis Vincenzi, U.S. Navy
- Integrated Modeling, Mapping, and Simulation (IMMS) Framework for Planning Exercises, Todd Plantenga, Sandia National Laboratories
- Integrating Gaming-Based Technologies into Exposure-Based Therapies, Dr. Kelly Reene, Lockheed Martin / Information Systems & Global Services, Enterprise Integration Group
- Integrating Human Motion Capture Within An Immersive Training Environment, Dr. Randall Garrett, Northrop Grumman
- Integrating Open Source Products to Develop Virtual World Training Environments, Kenneth Allwine II, Tech Wizards, Inc.
- Integration of Intuitive User Interfaces with Existing Immersive Virtual Environments, Sergey Leontyev, University of Central Florida - IST
- Interacting Naturally in Virtual Environments, Dr. David Diller, Raytheon BBN Technologies
- Interoperability of Medical Simulation Through Grid Technologies, Brian Levine, Science Applications International Corporation (SAIC)
- iPod Touch and the Bowman Tablet Delivering Training in Theatre, Nick Barker, LINE Communications
- Lessons Learned on Embedded Training Technology Program Platform Centric Training, Angel Rodriguez, US Army RDECOM STTC
- Listener Comprehension and Reaction-Time Study of Sonification, Neel Patel, University of Central Florida - Institute for Simulation and Training
- Matching the Training to the Trainee: Applying Behavioral Neurophysiology, Dr. Kevin Oden, Lockheed Martin Corporation
- Mirror Worlds: Connecting Real and Virtual Worlds, Dana Moore, Raytheon-BBN
- Modeling and Simulation for CDL Third Party Tester Proficiency, Henry Truong, UCF
- National Flight Academy "Making a Vision a Reality", Dr. Christy Carroll, National FLight Academy / National Flight Museum
- Polygon-Free Modeling & Simulation, Leo Salemann, Lockheed Martin
- Projection System and Its Application in Night Vision Training, Stephan Bissinger, Mechanical Optical Devices GmbH
- Real Time Ray Tracing for Interactive Visual Simulation, Simon Skinner, XPI Simulation Ltd.
- Reliable Wireless Communications in NLOS Live Training Environments, Mark Cuccarese, Cobham Analytical Solutions
- ScreenPlay: An Automated Camera System for Simulation Exercise Support, Rob van Son, TNO Defence, Security, and Safety
- Seamless Indoor/ Outdoor 6 DOF Tracking of Trainees and Weapons, Supun Samarasekera, Sarnoff Corporation
- SEED's of Learning, Dr. Ronald Tuttle, Air Force Institute of Technology/Center for MASINT Studies and Research
- Semantic Enrichment of Immersive Technologies, John Hebel, BBN Technologies
- Simulated Worlds, Real Analysis: The Importance of Modeling Imperfect Technology, Matthew Amato, Analytical Graphics, Inc.
- Simulating Future Crisis Scenarios with Multi-Agent Systems, Dr. José Miguel Castillo, EUVE
- Simulation-Based Control for a High-Fidelity Anthropomorphic Training Simulator, Dr. Timothy Black, Center for Intelligent Systems Research Deakin University
- Solving Team Leadership Inheritance Using Software Agents, Fabian Sipp, RUAG ELECTRONICS AG
- Stress Inoculation Through Biofeedback-Enabled Simulation-Based Adaptive Training, LCDR Joseph Cohn, Defense Advanced Research Projects Agency
- The 3D World in your Browser: A Server Rendering Approach, Mary Pigora, ECS
- Trainable Automated Forces, Dr. Robert Abbott, Sandia National Laboratories
- Urban-Terrain Database Generation Using fused LIDAR and Hyperspectral Data, Raul Campos-Marquetti, Merrick & Company
- Using Games to Accelerate Aircrew Cognitive Training, Dr. Tricia Mautone, Anacapa Science, Inc.
- Using Semantic Web Technologies to Compose LVC Systems, Warren Bizub, U.S. JFCOM J7
- Video Game Visualizations for Training and Communication, Darien Hawkins, Alion Science and Technology
- Virtual Patients for Virtual Sick Call Medical Training, Patrick Kenny, Institute for Creative Technologies
- Web-Based Immersive Learning Simulation (ILS) for Psychological Health Education, Shauna LeBlanc, Novonics Corporation
- Xbox-Powered Medical Simulations & Medical Devices Interfaces, James Xu, SITEL
- Comparing Eye-Tracking and Usability Feedback in Simulations and Games, Dr. John Lee, CRESST/UCLA
- Comprehensive Synthetic Night Vision Goggle Training Technologies, Dr. Todd Macuda, Gladstone Aerospace Corporation
- Demonstrating the Effectiveness of Virtual Worlds to Support Team Building, Dr. Gianluca De Leo, Old Dominion University
- Determining Job Competencies for Homeland Security Intelligence Analysts, Dr. Geoffrey Frank, RTI International
- Developing a Tool to Enhance Decision Making Skills for PMESII, Elizabeth Lazzara University of Central Florida
- Effects of an Unmanned System on Team Interactions, Eric Ortiz, Institute for Simulation and Training
- Establishment Of 'Performance Coaching' within a Military Flying Training System, Squadron Leader Adrian Rycroft, Royal Air Force
- Evaluating Medic Performance: Community Needs and Solutions, David Jones, Design Interactive, Inc.
- FoCuS Windows: Evaluating the Impact of Dynamic Fidelity on Performance, Dr. Lisa Holt, Lumir Research Institute
- Human Performance Analysis Tool in the Future Immersive Training Environment, David Holness, Naval Air Warfare Center Training Systems Division Orlando
- Improving Human Factors Modeling for Naval Aviation Post-Mishap Investigations, CAPT Harry Robinson, Naval Air Warfare Center Training Systems Division
- Improving Navigation Skills Using GEO-Tracking and Immersive Visualization, LTC James Merlo, United States Military Academy
- Longitudinal Study on the Effects of Anxiety on Skill Learning, Sam Nagashima, CRESST/UCLA
- Multiculturalism and Cultural Adaptability in Teams, Cecily McCoy, Naval Air Warfare Center Training Systems Division
- Perceived Fidelity Approach to Acquisition System Requirements, Paul Phillips, USAF
- Physiological Evaluation of Stress During Virtual/Immersive Combat Training, Dr. David Kobus, Pacific Science & Engineering
- Protecting Our Troops: Applying Performance-Based Solutions from Commercial Trucking, Scott Tanner, UCF Institute for Simulation and Training

## HUMAN PERFORMANCE

- A Mathematical Representation of the Effect of Training on Stress, Dr. William Warner, SAIC
- A Method for Effectively Assessing Knowledge in Organizations, Dr. Holly Baxter, Strategic Knowledge Solutions
- A Multi-Resolution Cognitive Model of Improvised Explosive Device Disposal, Daniel Minor, CAE Professional Services Canada
- Applying Cognitive Work Analysis to Cross Domain Event Management, Dr. Khanh Bui, Northrop Grumman
- Assessing a Collaboration Portal for User Value, Ron Bascue, Strategic Knowledge Solutions
- Assessing a Curriculum for Interpreting Nonverbal Behavior, Mark Yager, eCrossCulture Corporation
- Automated Chat Thread Analysis: Untangling the Web, Dr. Sowmya Ramachandran, Stottler Henke Associates Inc.
- Automated Performance Assessment to Enhance Training Effectiveness, Susan Stevens, Sandia National Laboratories
- Cognitive Science, Ontologies and Realistic, Reusable Behavior in Simulation, David Unrau, CAE Professional Services Canada
- Collective Performance Assessment of Distributed Synthetic Air Land Training, Kathryn Walls, Dstl

- Rapid Development of Intelligent Agent Teams via Behavior-based Control, Dr. Michael Youngblood, Univ. of North Carolina, Charlotte
- Selecting and Implementing a Virtual World: A Human Performance Perspective, Dr. Robert Smith, Jr., Dept of Veteran's Affairs
- Simulated Marksmanship Transfer of Training, MAJ Stephen Banks, United States Military Academy
- Structuring Knowledge of a Non-linear Interface for Training Effectiveness, Dr. Martin Bink, U.S. Army Research Institute
- Teams-of-Teams Performance Assessment through Multi-Channel Interaction Monitoring, Dr. Shawn Weil, Aptima, Inc.
- The FDIC and Electronic Performance, Dr. Robert Jackson, FDIC
- The Future of Coalition Command and Control Performance Assessment Tools, Gabriella Severe, Naval Air Warfare Center Training Systems Division
- The Human Side of Threat Detection in the Operational Environment, Dr. Christopher Vowels, U.S. Army Research Institute for the Behavioral and Social Sciences
- The Role of 3D Immersive Environments in Training Spatial Skills, Dr. Maria Kozhevnikov, National University of Singapore
- Transactive Memory System in Heterogeneous Teams, Lieutenant Hilde van Ginkel, MS, Netherlands Defence Academy
- Validating Visual Simulation of Small Unit, Dr. Amela Sadagic, Naval Postgraduate School, MOVES Institute
- Virtual Locomotion Concepts and Metrics Study, Timothy Roberts, U.S. Army RDECOM-STTC
- Virtual Worlds Providing Performance Improvement with Cognitive-Process-Driven Assessment, Christopher Meyer, Lockheed Martin
- Wiki Implementation in DoD Knowledge Management Systems Human Performance, Michael Powell, USJFCOM JSIC
- POLICY, STANDARDS, MANAGEMENT, AND ACQUISITION**
- A Successful GFX Use Case: The Night Vision Image Generator, Susan Harkrider, US Army NVESD
- Adaptive Training through Standards for Scenarios of Reconfigurable Games, Dr. Geoffrey Frank, RTI International
- Calculating Return on Investment for DoD Modeling and Simulation, Dr. Tim Cooley, DynamX Consulting
- Comparative Analysis of Standards Management for LVCAR, Dr. Margaret Loper, Georgia Tech Research Institute
- Concept Maturity Levels – Bringing Structure to the CD&E Process, Wouter van der Wiel, TNO Defence, Security & Safety
- Cross Domain Rule Set Verification Tools and Process Improvements, Charles McElveen, Cobham
- Cross Domain Solution Configuration Management in the Simulation Training Environment, Bonnie Danner, Northrop Grumman Information Systems
- DoD M&S VV&A: DoDI 5000.61 (2003) versus DoDI 5000.61 (2009), Dr. Amy Henninger, OSD(AT&L)/M&S CO
- Implementation and Impact of Security Policy on Distributed Simulation Training, Robert Chapman, Alion Science and Technology
- Implications of Interoperating with Non-Hierarchical Security Domains, Dr. Tony Valle, Cobham
- Leveraging Greater Industrial Innovation in Next Generation Flying Training Solutions, Ian Reason, MBE, BAE Systems
- Maintaining Information Assurance in a Dynamic Simulation Laboratory, James Hoscheit, SAIC
- Shoot It or Save It? Maintaining Legacy Simulations, Paul Hanover, SAIC
- Specifying and Managing Administration Services in Large Scale Training Programs, Paul Swinscoe, Raytheon Professional Services GmbH
- Surviving the Perfect Storm: Ensure Readiness with Integrated Training Technologies, Ari Vidali, Envisage Technologies
- Synthetic Range LVC Interoperability for the Royal Australian Air Force, Dr. Lucien Zalcman, DSTO (Australian DoD)
- The Bridge Project: An S1000D-SCORM Integration Cost Benefit Analysis, Wayne Gafford, Advanced Distributed Learning
- Transforming Requirements Analysis: A New Model, Dr. Timothy Buehner, The ASTA Group, LLC
- Visual Display Systems Projector Technology, James Williams Q4 Services, LLC
- SIMULATION**
- A Path Forward to Protocol Independent Distributed M&S, Scott Gallant, Effective Applications Corporation
- A Persistent LVC Simulation Environment for UAS Airspace Integration, Robert Lutz, Johns Hopkins APL
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- A System Dynamics Cultural Model, Dr. David Pratt, SAIC
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- Games vs. Virtual Simulations: An Informal Survey, David Pratt, Ph.D., Science Applications International Corporation
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- Improving Training Interoperability in a Distributed HLA Environment, Brad Bridges, Northrop Grumman Information Systems
- Innovative Methods to Support Informed Simulator Upgrade Tradeoff Decisions, Dr. Robert McCormack, Aptima, Inc.
- Integrating a High Fidelity Industry Missile Model for USAF, Lt. Christopher McCracken, 711HPW/RHAE
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- Leveraging Service-Oriented Architectures (SOA) within Live Training: An Assessment, Michelle García Gómez, PEO STRI
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- LVCAR: Foundations from the Past and Windows to the Future, Dr. Amy Henninger, Ph.D., OSD(AT&L)/M&S CO
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- Blue Suit OJT: Knowledge Management in the UAV World, Susan Johnston, U.S. Air Force, AFMC/ASC
- CAF DMO Training: A Paradigm Shift in Accomplishing DMO, Lt Col Robert Martin, 132 FW, Det 1
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- Computer Support for Simulator Training – The Virtual Instructor, Geert Slegtenhorst, TNO
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- Developing Effective Cultural Trainings to Meet Operational and Strategic Needs, Gina Ladenheim, IDS International
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- Distributed Synchronized Playback Protocol and Implementation, Dr. Terry McDermott, Cobham Analytic Solutions
- Easing Behavior Authoring of Intelligent Entities for Training using AgentWorks, Brad Rosenberg, Charles River Analytics, Inc.
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- Embedded, Interactive Training Simulations: Best Practices & Development Recommendations. Edmond Heinbockel, Visual Purple, LLC
- Encoding Combat Hunter Expertise for Small Unit Training, William Ross, Cognitive Performance Group
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- Future Immersive Training Environment (FITE) JCTD: Improving Readiness Through Innovation, Jay Reist, USJFCOM
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- Improving Exercise Control In Support of Full Spectrum Operations, LTC (R) Thomas Olszowy, Concurrent Technologies Corporation
- Integrating an Intelligent Tutoring System for TAOs with Second Life, Jeremy Ludwig, Ph.D., Stottler Henke Associates, Inc.
- Integrating Automated Instruction with a Fielded Embedded Training Simulation, Randy Jensen, Stottler Henke Associates, Inc.
- Intelligent Tutoring: Bridging the Gap from Knowing to Doing, Dr. Bruce Perrin, The Boeing Company
- Interoperable Simulation for Joint Training among Port Security Active Actors, Prof. Agostino Bruzzone, MISS DIPTM Genoa University
- Laser Based Pistol Skill Acquisition and Retention, Dr. Garry Bell, RCMP
- Linking Blended Learning to Navy Fleet Performance Requirements, REAL-TIME, Jake Aplanalp, NAWCTSD
- MH60S/R Helicopter Multiplatform & Web-based Trainer with Dipper Acoustics, Dr. Robert Richards, Ph.D., Stottler Henke Associates, Inc.
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- Training Interventions to Reduce Predator Crew Errors, Gregg Montijo, Crew Training International, Inc.
- Training research in the wild, Dr. Frederick Diedrich, Aptima, Inc.
- Training Tactical Behavior Profiling Skills for Irregular Warfare, Dr. Alan Spiker, Anacapa Sciences
- UrbanSim: Training Adaptable Leaders in the Art of Battle Command, Timothy Wansbury, RDECOM STTC
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- Vehicle Casualty Extraction: Training Needs and Solutions, David Jones, Design Interactive, Inc.
- Web 3.0 Integration in C2 Activities and Training Simulation, Prof. Agostino Bruzzone, MISS DIPTM Genoa University

## TRAINING

- A Neurophysiological/Behavioral Approach to Adaptive Training for Baggage Screeners, Angela Carpenter, Design Interactive, Inc.
- A Roadmap to Immersive Training for Enhance Company Operations, Brad Valdyke, PM TRAINING SYSTEMS

## Forbes, from page 1

by National Public Radio.

Specifically, Forbes' amendment requires a report to Congress no later than January 1, 2012, on the use of modeling and simulation, including application recommendations, to strengthen cybersecurity within the Department of Defense.

The amendment was adopted by voice vote.

## President, from page 1

today across the spectrum of human learning. I am becoming increasingly convinced that, because the technology has been so successful in seamlessly infusing itself into such a number and variety of human experiences, its pervasiveness in today's world has either gone unnoticed or is largely taken for granted. While this in itself is not a bad thing, it is also important to raise awareness not only of the role it plays today, but of its limitless future potential. Among other results, this Leadership Summit effort should enhance awareness among young people of the dynamism of the technology and the promise it holds for future career paths.

On another front, NTSA, in cooperation with the National Science Foundation, recently participated in a cyber teaching/learning conference which focused on the challenge of leveraging M&S technology to enhance K12 education on a national level. This first meeting mandated a larger assembly, which will move into an action phase, resulting in a specific set of recommendations for embedding modeling and simulation into the educational process, in order to enhance the level of STEM education nationally. As I have said several times previously, but I believe bears repeating: the U.S. must move, and move briskly, to improve the level of science, technology, engineering and math instruction, and the number of students pursuing and graduating in the sciences, if we are to remain at the technological forefront in a ruthlessly competitive world. How ruthlessly competitive? Recently I saw a television clip about a high tech entrepreneur in India, owner of a software development company, who had established a private company school to teach hundreds of young people advanced computer programming and other related skills,

to fulfill his future employment needs. Enough said.

Next, I would like to refer to remarks given by Vice Admiral John (Mike) McConnell, USN (Ret), the industry keynote speaker at I/ITSEC 2009. In his speech, McConnell dramatically and forcefully pointed to the urgency of developing a national-level defense against cyber terrorism, citing the cataclysmic damage a sophisticated, coordinated and massive cyber attack could inflict on our national economic and defense infrastructures. The Admiral correctly pointed out that simulation technology could play a vital role in preparing for such an onslaught, through its ability to replicate complex theoretical events and train for optimum outcomes. I am in complete agreement with the Admiral that this is a challenge of utmost national concern. One only need see what disruption natural and human actors have already achieved in a limited context to imagine the level of chaos and paralysis a major effort would produce.

As a start to addressing this challenge through modeling and simulation, we are in the process of developing a cyber Special Event at I/ITSEC 2010. This is envisioned as a panel, comprised of diverse participants with industry, government and academic backgrounds, who will examine and hopefully define the role M&S can and should play in this critical area.

As a last note, it's by now obvious that I/ITSEC 2010 promises to be the largest and perhaps the most exciting I/ITSEC yet. The diversity and importance of the planned Special Events testify to the spread of our technology in many new and critical areas. It is personally and professionally exciting for me and for our entire membership to be a part of this growth and expansion, which is making a lasting and ongoing contribution to our national security and well-being.

## I/ITSEC Scholarship Winner Focusing on Cultural Factors in Team Performance



Jessica L. Wildman

Jessica L. Wildman, M.S., is a doctoral student in the Industrial and Organizational Psychology program at the University of Central Florida, where she earned a B.S. in Psychology in 2007 and an M.S. in Industrial and Organizational Psychology in 2010. Since 2007, she has been working closely with her mentor and advisor, Dr. Eduardo Salas, on a variety of projects related to culture, teams, and performance as a graduate research associate at the Institute for Simulation and Training. In particular, she was involved in a project funded by the Army Research Laboratory examining the impact of culture on team performance. She was the student scientific lead on a project examining the training of trust in swift starting team contexts, and is currently a fellow of a Multidisciplinary University Research Initiative grant focused on examining the effects of culture on collaboration and negotiation. She has co-authored six book chapters and three published or in-press peer-reviewed journal articles and has personally presented fifteen papers or posters at professional conferences. Her current research interests include multicultural performance, team process and performance, virtual teams, and interpersonal trust.

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## THE FIFTH ANNUAL I/ITSEC Serious Games Showcase & Challenge

Call for Serious Games Entries • [www.iitsec.org](http://www.iitsec.org) • [www.sgschallenge.com](http://www.sgschallenge.com)  
November 29 - December 2, 2010 • Orlando, Florida, USA

Serious Game developers are invited to submit their original PC-based serious game to the Fifth Annual I/ITSEC Serious Games Showcase & Challenge. The goal of the Serious Games Showcase & Challenge is to promote innovative game-based solutions to training problems. Finalists in the Serious Game Showcase & Challenge will be selected by a panel of serious games leaders in the military, industry, and academic fields, and will be invited to showcase their serious game at I/ITSEC 2010, where over 18,000 attendees will view and vote on each of the finalists.

The Challenge is open to a wide range of contestants; categories include student, government, and business. Awards will be provided to top contestants in those categories. Entered games can address any training objective pertinent to High School age or older audiences. All entries will be judged in four primary areas: ① Use of Gaming Characteristics ② Solution to a Stated Problem ③ Playability/Usability and ④ Technical Quality.

For the purpose of the Challenge, entries will be considered a serious game if they have gaming attributes, involve an assigned challenge, and employ some form of positive and/or negative reward system. Submittals accepted from August 15th through September 15th.

Check [www.sgschallenge.com](http://www.sgschallenge.com) for important details.

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Contact Ms Debbie Dyson [DDyson@NDIA.ORG](mailto:DDyson@NDIA.ORG)