

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 birddog, 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 birddog. Papers may be accepted for publication and presentation at the conference, or publication only in the conference proceedings. The selection process includes best paper, honorable mention, and 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 2011.

IMPORTANT DATES

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

24 January	Abstract Submittal Opens
25 February	Abstract Submittal Closes
NLT 5 April	Authors Notified
9 May	Paper/Draft Tutorial Presentation Submittal Opens

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 areas: 1) foundational subjects, including preparation for Certification as Modeling and Simulation Professionals (CMSP); 2) refreshers and more advanced learning opportunities (needed to 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 but longer tutorials are acceptable when warranted.

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 presentation, you will be assigned a birddog, 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 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 2011, you will receive birddog feedback and then you will submit a final tutorial for presentation.

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



POINTS OF CONTACT

I/ITSEC 2011 Program Chair

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I/ITSEC 2011 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



28 November - 1 December 2011

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

The theme for I/ITSEC 2011 “Prepare the Force... Secure the Future” illustrates the importance of training and training products relative to the security of our nation and that of our allies. In that regard, we are presenting four focus areas for this year's conference: Training for Unmanned Systems to include Command and Control; Cyber Security; Medical Simulation; and the continuation of Gaming and Gaming Technology for the development of training.

2011 is dawning as a time of change and uncertainty within our military structure. The drawdown in Iraq, change of mission in Afghanistan, and reduction in some military units further emphasizes the need for training solutions to prepare the force. Advances in Modeling and Simulation technology pave the way to secure the future by providing cost effective, immersive training environments for our forces.

The technologies that are showcased at I/ITSEC among Industry, Government and Academia contribute to the readiness of U.S. Coalition partner military services. I/ITSEC 2011 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 2011 Conference Committee invites you to submit previously unpublished work and especially encourages original papers in accord with the theme:

Prepare the Force...Secure the Future



Michael G. Genetti, Ph.D.
Conference Chair



Cyndi Turner
Program Chair

THE CONFERENCE

I/ITSEC is the premier event of its kind in the world. The conference draws over 18,000 attendees from industry, government and academia, and features over 500 exhibits. The United States Army, represented by The Program Executive Office for Simulation, Training and Instrumentation (PEO STRI), Orlando, FL will present I/ITSEC 2011. I/ITSEC is sponsored by the National Training and Simulation Association (NTSA), 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, individual and 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 modules 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 education 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. Representative topics 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-aids, human-in-the-loop design, and meaningful support resources. Papers address 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 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 of 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.