

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 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 website.

More detailed information will be available on the Authors section of the I/ITSEC website (<http://www.iitsec.org>) in January 2012.

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 website.

FINAL PRESENTATIONS (Stage T3). If your presentation is selected for I/ITSEC 2012, you will receive birddog 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.

23 January	Abstract Submittal Opens	13 July	Clearance Forms Due
24 February	Abstract Submittal Closes	NLT 27 July	Authors Notified
NLT 30 March	Authors Notified	17 August	Paper Revisions Due
7 May	Paper/Draft Tutorial Presentation Submittal Opens	27 August	Presentation Submittal Opens
22 June	Paper/Draft Tutorial Presentation Submittal Closes	24 September	Presentation Submittal Closes
		3 December	Speakers' Meeting and Reception



POINTS OF CONTACT

I/ITSEC 2012 Program Chair

Ron Smits
DRC

Phone: 978-289-1823
E-mail: rsmits@drc.com

I/ITSEC 2012 Tutorial Chair

Dr. Judy Converso
Fischler School of Education
Nova Southeastern University
Phone: 407-695-8154
E-mail: converso@nsu.edu

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



3 December - 7 December 2012
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

History is replete with examples of technical and tactical innovations that shaped the outcome of significant events and even determined the fate of nations. In 2012, our Services find themselves still committed on a global scale. Our national economies face an uncertain future, but it seems unavoidable that military budgets will be shrinking. While there is some evidence that Moore's Law may be reaching its limits, the pace of technological improvements is still accelerating. We can equip and train our soldiers, sailors, marines, airmen, and coastguards men with tools not thought possible even a decade ago.


Innovation is a major driver behind global economic growth and is moving from its traditional, institutional based domain to a much more open, "crowd-sourced" process. The theme selected for this year's conference; "The Power of Innovation – Enabling the Global Force" succinctly captures the requirement to focus our innovative efforts on the increased effectiveness of our globally committed force. How will innovative solutions enable or constrain the available bandwidth of the force to absorb and incorporate the inevitable changes? With the decreased cost of "crowd-sourced" solutions, think Wiki Leaks, will access to disruptive technologies or solutions increase and how will we utilize or counter that capability?

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 2012 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.

We are continuing 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.

The 2012 Conference Committee invites you to submit previously unpublished work and especially encourages original papers in accord with the theme:

THE POWER OF INNOVATION – ENABLING THE GLOBAL FORCE



Amy Motko
Conference Chair



Ron Smits
Program Chair

THE CONFERENCE

I/ITSEC is the premier event of its kind in the world. The conference draws over 20,000 attendees from industry, government and academia, and features over 500 exhibits. The United States Marine Corps, represented by the Program Manager Training Systems (PM TRASYS), Orlando, FL, and the United States Navy, represented by Naval Air Warfare Center Training Systems Division (NAWC TSD), Orlando, FL will present I/ITSEC 2012. 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 methods, means, integration techniques, and innovations relating to interoperability, crew coordination, individual and collective team training, legacy system upgrades, and medical. Emerging areas of interest include application of training systems to test and evaluation and vice versa, embedded and deployable/mobile 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 heteroge-

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

EDUCATION

The development and application of Instructional and educational methods, theories, and approaches to promote or advance learning.

This subcommittee is seeking papers which describe how new ground has been broken in the development and application of methods, theories and approaches, across all phases of the training lifecycle (analysis, design, delivery and evaluation), to promote learning. Of particular interest are:

- papers which report qualitative and/or quantitative evaluation of the application of methods, theories and approaches to promote or advance learning, and the lessons learned
- concept papers which have a strong focus on the potential application areas for novel methods, theories and approaches in military training and education.
- Application domains of interest span individual, team, collective, Joint and coalition training

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 across the spectrum of Government, Industry, Academia and International. 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, training, courseware and simulation use supporting the various simulation communities. 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. **STANDARDS:** Issues and topics related to the requirements for standards development. **MANAGEMENT:** Issues directly related to the administration of programs and acquisitions, including challenges, successes, risks, and finances. **ACQUISITION:** Topics related to the acquisition of systems; services, facilities and courseware; and the success with which these efforts meet their designed goals.