



HALL HAPPENINGS

ATTENDEE LUNCHEON

Lunch will be served Tuesday – Thursday at 1200. You must enter and exit luncheon through the Exhibit Hall. Full Conference registrants will receive lunch tickets with their registration materials. Exhibitors and Visitors may purchase a ticket for \$35.00 at the main Registration Station. Lunch tickets are dated; you must present the current day's lunch ticket for entry.

CONNECTIONS LOUNGE & GRILL

Stop by and relax in the Connections Lounge & Grill for a bite to eat or a refreshing drink, and then connect to your email or review the I/ITSEC program online to plan your next move at the conference. The Connections Lounge & Grill will be located in Booth 100, South Exhibit Hall.

SHOW MANAGEMENT OFFICE

S220B • The Show Management Office will be staffed during show hours for all questions regarding booth space, rules, regulations, exhibitor locators, security, and late/early passes. Registration will not be made available at the Show Management Office.

NATIONAL TRAINING & SIMULATION ASSOCIATION (NTSA)

Booth 2580 • The National Training and Simulation Association (NTSA) is America's premier organization representing the interests of the modeling and simulation community. As such, it serves as a constant point of contact for government, academia, industry, research organizations, and the military to exchange information, share knowledge, align business interests, and in general stimulate the growth and overall dynamism of the industry.

SERVICE BOOTHS

PEO STRI	339/1533
PM TRASYS	1439
NAWCTSD	349/1539
USAF	1433
U.S. Army DEVCOM	329

INTERNATIONAL PAVILIONS

Canada	1059
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HEALTHCARE PAVILION

Pavilion Location	2181, 2281, 2283, 2381
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Recognizing that simulation represents a paradigm shift in health care education, SSH promotes improvements in simulation technology, educational methods, practitioner assessment, and patient safety that promote better patient care and can improve patient outcome.



INNOVATION SHOWCASE

INNOVATION SHOWCASE

EXHIBIT HALL – SOUTH HALL B • BOOTH 2588

Presentations within the Innovation Showcase are led by cutting-edge exhibiting companies and government agencies that are knowledgeable on the various subject matter within the M&S Industry. Be sure to stop by one of the 30-minute sessions to hear what is new and exciting in M&S! Check the onsite schedule for any changes or updates to the Innovation Showcase schedule.

The most up-to-date information will be available on the mobile app, website, and onsite during I/ITSEC.

MONDAY, 29 NOVEMBER – INTERNATIONAL SHOWCASE		
1515	RF View Training – Hi Fidelity RF/Radar/EW Warfighter Training	ISL
1600	Reality Capture and AR Visualization of Geospatial Data	Allen & Co
TUESDAY, 30 NOVEMBER – INNOVATION SHOWCASE		
1215	Home Station Training	Bagira Systems
1300	ADRT & HTT Demonstrations	SimIS Inc.
1400	Maintain Training Efficacy with a Digital Thread	BNH Expert Software, Inc.
1445	XRConnect360	DigitalCM, LLC
1515	The Distributed Cloud Platform for Massive Synthetic Environments	Hadean
1600	Predicting the Unpredictable: Leveraging AI in Dynamic Digital Twins	Presagis
WEDNESDAY, 1 DECEMBER		
1030	Simulation in Minutes, Not Hours with GURU	Mircrosurgeonbot, Inc. (dba MSBAI)
1115	Maximizing AI for Mission Success	Britannica Knowledge Systems
1215	Bringing Immersive Training to Your Organization	Shiny Box Interactive
1300	ATSim: Web-based Simulation Training and Planning Platform	Applied Training Solutions (ATS)
1400	XTechBOLT Prize Challenge Winner Announcement	U.S. Army – Xtech
1445	ISLE – LMS – SBIR II, State of the Art Mixed Reality Simulator for U.S. Navy and U.S. Air Force	VRgineers
1530	Implementing Mixed Reality Solutions Using Digital Masking and Chroma Key	Varjo
THURSDAY, 2 DECEMBER		
0930	Enabling Massive User Concurrency in Military Simulation	Improbable, LLC
1030	Iron Dev Award Ceremonies	
1300	Serious Games Showcase and Challenge Award Ceremony	

SPECIAL EVENTS – EXHIBIT HALL

CYBER PAVILION

The NTSA CYBER PAVILION is the inaugural meeting place for Cyber, Electromagnetic, and Information Warfare professionals to collaborate on needs and capabilities.

- **LEARN:** Hear from Defense leaders and programs/projects (e.g. Persistent Cyber Training Environment, Electronic Warfare Planning Management Tool (EWPMT), and others)
- **COMMUNICATE:** Discuss opportunities – (e.g. Electronic Warfare and Cyber at the Tactical Level, integration of capabilities into staffs, EW/Cyber/SIGINT Integration, Understanding Mis/ Dis Information Campaigns, etc.)
- **PROVIDE:** Examples of current capabilities, ongoing work, contacts to pursue aligning solutions to needs
- **KING OF THE HILL EVENT** – Tracking Event
Thursday, 2 December, 0830-1000

As the capabilities in these different fields continues to grow in each service, this pavilion will be a platform to help communicate and cooperate on finding solutions to this every changing environment for the not only the US Government and Department of Defense, but other countries and commercial organizations. Senior leaders from many organizations will speak at the pavilion, get a better understanding of current capabilities, and assist in communicating the needs of their organizations and services — all part of the pavilion objectives.

OUTLOOK – COMMENTS FROM DEFENSE LEADERS

- Facilitated Panel – Service Principal Cyber Advisors
- Service Leaders discuss high level challenges facing the DoD and thoughts regarding applications to enhance understanding for these areas

OPPORTUNITIES – DISCUSSION ON NEEDS FROM PROGRAMS/PROJECTS

- Facilitated Panel – DoD PMs/PEOs & Capability Managers
- PMs discuss the needs of their specific programs regarding Cyber, Electromagnetic and Information Warfare topic areas.
- Capability Managers discuss current and evolving requirements

OFFERINGS – INDUSTRY AND GOVERNMENT SOLUTIONS

- Facilitated Panel – Cyber Pavilion Sponsors
- Pavilion sponsors discuss corporate approaches to meet customer needs

NOTABLE ATTENDEES – NETWORKING CONTACTS

- Service Principal Cyber Advisors
- Service PMs/PEOs
- DoD Capability Managers
- Industry Sponsors of the Cyber Pavilion
- Capability Managers discuss current and evolving requirements

SPONSORED BY:

TRIDEUM • ULTIMATE KNOWLEDGE INSTITUTE (UKI) •
COMMAND POST TECHNOLOGIES • THE BOEING COMPANY •
BAE SYSTEMS • COLSA CORPORATION

BOOTH 2870

USAF GAMING & ESPORTS ACROSS THE SERVICES

BOOTH 1084

Air Force Gaming is a new program founded to digitally connect Airmen and Guardians through their shared love of gaming. Housed under the Air Force Services Center, AFG is focused on supporting the Department of the Air Force's resiliency and retention efforts through the creation of a global esports effort that brings Airmen and Guardians together through community experiences and competitive leagues. AFG's program is powered by Rally Cry, a company dedicated to delivering esports to everyone through recreational sports leagues for video games.

We invite all within the military community to stop by throughout the week to learn about gaming within the military and join us for some fun events. Visitors will be able:

- Learn about the important role of gaming within the service branches
- Watch epic esports competition between the military's top players, including cross-branch competition
- Participate in daily challenges for gaming-related prizes
- Meet and connect with players from around the country

SCHEDULE

MONDAY, 29 NOVEMBER	1400 – 1800
TUESDAY, 30 NOVEMBER	1200 – 1830
WEDNESDAY, 1 DECEMBER	0930 – 1800
WEDNESDAY AFG SPECIAL EVENT	1030 – 1200
THURSDAY, 2 DECEMBER	0930 – 1430

IRON DEV



BOOTH 781

Iron Dev is a team competition similar to competitive cooking shows, where teams will be given a challenge and “secret ingredient” to develop a distributed AR/VR training, education, or operational solution to improve warfighter readiness. Teams consist of diverse members with skills in AR/VR development, simulation networking/distribution, graphic design, simulation development, and training development.

Teams have 50+ days to develop their solution and then demonstrate them on the final day of I/ITSEC in front of a fun and engaging panel of judges. Awards will be given to the Best Overall Solution, Most Innovative Solution, and People's Choice.

This is the third annual Iron Dev competition at I/ITSEC. Each year brings new, innovative, and intriguing solutions relevant to the needs of all of the services!

THURSDAY, 2 DECEMBER 2021

1030-1200 • BOOTH 781



Lined area for notes, consisting of approximately 30 horizontal lines.