



NATIONAL TRAINING AND SIMULATION ASSOCIATION
THE VOICE OF THE TRAINING & SIMULATION COMMUNITY



INTERSERVICE/INDUSTRY TRAINING, SIMULATION & EDUCATION CONFERENCE

30 NOVEMBER – 3 DECEMBER 2026
60 YEARS OF INNOVATION EXCELLENCE



I/ITSEC 2026 CALL FOR SUBMISSIONS

30 NOVEMBER – 3 DECEMBER 2026 | ORLANDO, FLORIDA
WWW.IITSEC.ORG

PROUD AFFILIATE OF
NDIA

2026 CALL FOR PRESENTATIONS

60 YEARS OF INNOVATION EXCELLENCE



30 NOVEMBER – 3 DECEMBER 2026

Orange County Convention Center
Orlando, Florida USA

ORGANIZED BY

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

THE CALL

I/ITSEC 2026 is the culmination of 60 years of delivering excellence to the training, education, and modeling & simulation community. While the I/ITSEC exhibit floor is well known for showcasing innovation in training, modeling and simulation, and education, the technical program offers a global stage to share your work through paper presentations, tutorials, professional development workshops, and special events. Your contributions will reach service members, industry professionals, and academic researchers from around the world. The technical program is the premier international forum for sharing innovative solutions to the challenges facing the training, simulation, and education community.

Transformation defines the future of our field. New technologies are advancing faster than ever, and how we integrate and apply them will determine our effectiveness in meeting mission needs. This year's lead service, the U.S. Army, is demonstrating this transformation through Artificial Intelligence and Machine Learning (AI/ML), which are accelerating timelines, enhancing analysis, and reshaping how information is presented and acted upon.

We invite you to contribute to the I/ITSEC 2026 Technical Program by submitting an abstract in one of the program's focus areas. While we always welcome submissions by our returning authors, we extend a special invitation to new contributors. Each subcommittee includes professionals from across the services, industry, and academia who will help you transform your accepted abstract into a paper, tutorial, or workshop. The I/ITSEC website (IITSEC.org) includes resources to guide you from abstract development through final presentation. We look forward to seeing your innovative contributions that advance the training, modeling and simulation, and education community.

FRED FLEURY

2026 Conference Chair

MICHAEL O'CONNOR

2026 Program Chair

IMPORTANT DATES

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

16 JANUARY – 6 MARCH	Abstract, Tutorial, Workshop Portal Open
10 APRIL	Authors Notified of Abstract/Tutorial Review Results
14 APRIL – 26 JUNE	Paper Submissions
14 APRIL – 26 JUNE	Tutorial/Workshop Draft Submissions
10 JULY	Clearance Forms Due
NLT 9 AUGUST	Authors notified of submission review results
14 AUGUST	Submission Updates in Portal for Print Program
11 AUGUST – 5 OCTOBER	All Final Presentation Submissions
30 NOVEMBER – 3 DECEMBER	I/ITSEC 2026

THE CONFERENCE

The Interservice/Industry Training, Simulation and Education Conference (I/ITSEC) is the world's largest modeling, simulation and training event. Held near the beginning of December in Orlando, Florida, USA, I/ITSEC consists of peer-reviewed paper presentations, tutorials, professional development workshops, special events, a commercial exhibit hall, a serious games competition, and STEM events for teachers and secondary students. I/ITSEC is organized by the National Training and Simulation Association (NTSA), which promotes international and interdisciplinary cooperation within the fields of modeling and simulation (M&S), training, education, analysis, and related disciplines at this annual meeting. The NTSA is an affiliate subsidiary of the National Defense Industrial Association (NDIA). Hence, I/ITSEC also emphasizes themes related to defense and security. I/ITSEC is an annual forum for representatives from the military, industry, and academia to connect and share knowledge. The conference draws 18,000 attendees from industry, government and academia, and features over 500 exhibits.

The United States Department of the Army (USA) will serve as the lead service for I/ITSEC 2026 in partnership with all military services.

PAPERS

The I/ITSEC 2026 Conference Committee invites you to submit previously unpublished work to be shared with the community. Prospective authors are encouraged to read through the subcommittee descriptions (see next page) and submit abstracts for papers that highlight training and educational advances that drive operational dominance. All paper presentations will be offered for Continuing Education Units (CEUs). Sales pitches, product demonstrations, or marketing-oriented presentations are not permitted in the I/ITSEC technical program.

PAPER PROCESS

The complete three-stage process for submitting papers is detailed in the I/ITSEC Author's Handbook (available for download from the Authors section of the I/ITSEC website).

ABSTRACTS (Stage P1). Please read the subcommittee descriptions carefully to determine the track that best matches the intent of your paper to maximize your chances of being accepted. It is also vital that you submit your abstract on time. Please refer to www.iitsec.org for additional details.

PAPERS (Stage P2). If your abstract is selected, 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 are accepted for both publication in the conference proceedings and presentation at the conference. The selection process includes a Best Paper nominee from each subcommittee that will be considered for the overall conference Best Paper. Detailed instructions for completing and submitting your paper will be available on the I/ITSEC website.

PRESENTATIONS (Stage P3). If your paper is accepted, then you will be required to submit a presentation for review prior to the conference. Presentations should be designed for a 20-minute timeslot, plus five minutes for questions and answers. Detailed requirements for the presentations will be available on the I/ITSEC website.

We are pleased to continue to offer the "one per paper" and "two per tutorial or Professional Development Workshop" complimentary registrations at I/ITSEC. After Stage P2 and T2, authors will be notified and provided instructions for taking advantage of this benefit. This is a full registration to include access to all Tutorials, Papers, Special Events, Professional Development Workshops, Exhibit Floor access during open hours, Meals, and Meeting Materials.

TUTORIALS

2026 CHAIR: DR. CHARLES COHEN • ccohen@cybernet.com
I/ITSEC presents a comprehensive tutorials program covering a diverse set of topics essential to the simulation, training, and education communities. Each tutorial is focused on building the skills and knowledge of the participants. Participants have an opportunity to earn CEUs based on attending the tutorials. Tutorials are 90 minutes in length.

The tutorial program provides learning opportunities in two focus areas:

- 1) FOUNDATIONAL:** Topics related to skills and knowledge required by practitioners in the I/ITSEC community. This includes topics to prepare for or maintain certification as a Certified Modeling and Simulation Professional (CMSP).
- 2) EMERGING and INOVATIVE:** Concepts of particular interest to I/ITSEC attendees that provide skills in new and evolving technologies.

Tutorials should not include hands-on or audience participation elements other than questions at the end. Proposals that involve these activities should be submitted to Professional Development Workshops (below). Tutorials focused on specific products are not permitted.

TUTORIALS PROCESS

The complete three-stage process for submitting tutorials is detailed in the I/ITSEC Author's Handbook, available for download from the Author Information page of the I/ITSEC website (under "Get Involved").

PROPOSAL (Stage T1). As a prospective tutorial presenter, you must submit a complete tutorial proposal including an abstract, detailed outline, intended audience, any prerequisites, and targeted learning objectives. Learning objectives are critical to the Tutorial Board's selection process. The Board also assesses the degree to which proposal topics will contribute to a comprehensive tutorial curriculum encompassing the two focus areas described above.

PRESENTATIONS (Stage T2). If your abstract is selected for expansion into a complete tutorial presentation, you will be assigned a bird dog who will be your liaison to the Tutorial Board and the champion for your presentation. You must submit a complete set of presentation slides to the Tutorial Board for review.

FINAL PRESENTATIONS (Stage T3). If your presentation is selected, you will receive feedback from the Tutorial Board and will have the opportunity to submit a revised and final version of your tutorial presentation.

PROFESSIONAL DEVELOPMENT WORKSHOPS

2026 CHAIR: DR. ROBERT SOTTILARE • bob.sottilare@soartech.com
I/ITSEC seeks workshop proposals that offer in-depth and interactive engagement with innovative concepts, technologies and use cases exploring effective training and readiness. Workshops are three-hour events. Topics should be of general interest to the I/ITSEC audience across the broad categories of training, education, human performance, simulation, applications of artificial intelligence, and relevant standards and recommended practices. The session should provide an in-depth treatment of a topic of current relevance or an emerging capability. Submissions from individuals and organizations outside of the traditional boundaries of the defense industry are welcomed. Proposals should describe the general topic for the workshop, and a high-level outline of how the workshop would be conducted. The description should emphasize how the workshop will engage the participants. Workshops with a thematic connection to a Tutorial are also encouraged as paired events.

THE SUBCOMMITTEES

EDUCATION

2026 CHAIR: KARA ORVIS

This subcommittee seeks rigorous research papers that present significant advancements in instructional strategies, methods, technologies, and best practices that demonstrably advance learning outcomes. Submissions should detail innovative approaches across all phases of the learning lifecycle (analysis, design, development, delivery, and evaluation) with a clear focus on accelerating and optimizing learning processes. We strongly encourage papers that present robust quantitative and/or qualitative data from studies with substantial sample sizes, utilizing cutting-edge methodologies and technologies. Of particular interest are studies leveraging big data analytics to drive learning acceleration and generate large-scale datasets suitable for in-depth educational research. The Education Subcommittee welcomes empirically grounded papers that propose and evaluate continuous improvements to military, corporate, or STEM education. These should offer actionable insights supported by solid research methodologies and data analysis, with clear potential for implementation in operational contexts. Priority areas include, but are not limited to, research on enhancing individual, team, collective, joint, and coalition training. We are especially interested in papers examining the efficacy of AI, social, blended, and adaptive learning strategies in these contexts.

EMERGING CONCEPTS & INNOVATIVE TECHNOLOGIES

2026 CHAIR: KEITH HOLT

This subcommittee seeks papers that discuss emerging and innovative technologies, methodologies, or concepts in modeling and simulation, training, and education. Papers should clearly explain how the topic advances the state of the science and has relevance within the I/ITSEC community. Of particular interest are research and development papers from DoD emerging concept programs like DARPA, IARPA, SBIR, NavaIX, TRex, and AFW-ERX. New developments in artificial intelligence and machine learning (AI/ML), human-autonomy interaction, advanced computing and software, and integrated sensing and cyber are also of interest. Candidate papers should thoroughly describe the challenges encountered and associated creative solutions implemented to overcome them. Submissions that simply describe applications or instantiations of known fielded technologies are discouraged. Rather, this track emphasizes unique and emerging concepts that enhance the mission effectiveness of the workforce, supporting platforms, systems, components, or materials proposed to be acquired or upgraded. With a focus on leveraging new concepts and technologies each year, this subcommittee offers an opportunity for attendees to find inspiration, gain insight, and support innovation in their own domain.

HUMAN PERFORMANCE ANALYSIS & ENGINEERING

2026 CHAIR: HENRY PHILLIPS

This subcommittee seeks papers that focus on the human dimension systematically addressing individuals and teams as an integral component within workplace systems. Papers should address the application of technologies to human performance measurement and effectiveness models, methods and tools, human-computer interaction (HCI), usability/ user experience (UX), decision/performance support systems, and the impact of HPAE on organizational outcomes. Specifically, the subcommittee seeks papers that present robust quantitative and/or qualitative data from studies with substantial sample sizes, utilizing cutting-edge methodologies and technologies. Of particular interest are studies describing how particular interventions such as wearable, ingestible or off-body sensors, human interfaces to extended realities (XR), human-machine teaming, personalized adaptive monitoring, predictive algorithms or decision support solutions leverage and extend the capabilities of an individual and/or a team, improve learning transfer and provide positive operational impact. Papers supported by human performance data gathered from scientifically valid experiments are especially valued.

POLICY, STANDARDS, MANAGEMENT & ACQUISITION

2026 CHAIR: DR. NICHOLAS ARMENDARIZ

This subcommittee seeks papers related to policy, standards, management and capability challenges associated with the acquisition, implementation, and sustainment of education, training, and simulation capabilities.

Papers should provide insight into innovative approaches for managing requirements, ensuring interoperability, and improving return on investment through effective governance, lifecycle sustainment, and evaluation practices. Submissions are some encouraged to include qualitative and/or quantitative analysis that identifies barriers to adoption and offers recommendations for bridging research and operational implementation. Of particular interest this year are papers that explore research-to-implementation pathways for modeling, simulation, and training tools, including digital engineering and model-based approaches across the system lifecycle, with emphasis on MBSE tools and software, digital twins, and digital engineering environments as operational sources of truth for engineering analysis and decision-making. Additional areas of interest include policy and standards needs surrounding AI/ML integration, biometric data utilization and protection, and the employment of unmanned systems in training and simulation. The PSMA subcommittee also maintains a continuing interest in papers addressing innovative intellectual property solutions, sustainment strategies, and outcome-focused approaches to acquisition and evaluation, as well as strategies that directly support ongoing PSMA-related initiatives across the training and simulation community.

SIMULATION

2026 CHAIR: TAMMIE SMILEY

This subcommittee seeks innovative papers on the applied science of modeling and simulation, simulation architectures or techniques, as well as the exploration of synthetic entities or environments and how they apply to training, mission rehearsal, analysis, experimentation, testing, or research. Papers should present and explain concepts, theories and or applications that bring innovation to the modeling and simulation enterprise. Discussions should detail the technical challenges, past lessons, and unique and creative developments associated with developing, interacting with, and maintaining simulation systems. Topics of interest include evolving modeling and simulation technology, expanding interoperable simulation architectures, realistic human behavioral modeling, medical simulation, replication of cyber effects, artificial intelligence, and innovation in representing physical entities and behavioral actions within distributed live, virtual, constructive, mixed reality and gaming environments.

TRAINING

2026 CHAIR: DR. CHRISTINA BOUWENS

This subcommittee seeks papers that discuss the application of innovative concepts, methods and technologies to create effective training solutions. Papers should present a clear problem description, state-of-the-science from current literature, analysis of current needs and training gaps, and practical application. Example topics include adaptive training, training system integration and interoperability, training applications of AI/ML, individual and collective team training, learning engineering, innovative training strategies, and competency-based training and assessment. Descriptions of implemented solutions' effectiveness supported by quantitative and/or qualitative data are encouraged. Emerging technologies of interest include extended reality (XR), semi-automated training and assessment generation, mobile training, distributed training across time and space, and training techniques that deal with rapidly changing or austere conditions. The subcommittee is interested in all phases of training system development including planning, analysis, design, development, deployment, evaluation, and lifecycle maintenance.

POINTS OF CONTACT

I/ITSEC 2026 PROGRAM CHAIR

Michael O'Connor

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GENERAL CONFERENCE INFORMATION

National Training and Simulation Association

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EXHIBITOR/SPONSORSHIP INFORMATION

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