



Iron Dev 2019 Call for Nominations

I/ITSEC is now accepting nominations for its inaugural Iron Dev competition at I/ITSEC 2019, Dec 2 – 5 at the Orange County Convention Center, Orlando, Florida. Nominations will be open until **30 September 2019**.

If you are an organization with developers in the training and simulation industry, or you educate future developers who are near completion with studies who desire to join this industry, we are looking for your involvement in this competition to both showcase your team's skills as well as improve your training system development skills.

Iron Dev is a team competition similar to competitive cooking shows, where teams will be given a challenge and "secret ingredient" to develop a training solution to improve warfighter readiness. Teams will consist of 4 developers and a senior mentor or producer. Equipment (Ingredients) will be provided as well as some equipment will be identified for teams to bring. Teams will have 3 full days to develop their system and then demonstrate them on the 4th day of the competition in front of a fun and engaging panel of judges. Awards will be given to the best overall training solution and to the boldest solution.

Selected competing teams will be provided with admission to the conference at no cost for the 5 competitors on each team. Transportation, food and hotel is at the teams' expense.

Team Nominations

From the submitted nominations, we will down select to the final 4 competing teams based on information provided. Teams can be formed from academia, government, industry or any combination. **Nominate your team [here](#).**

Teams will consist of 4 developers and one senior member, mentor or producer. Since we desire this to be a learning experience, we will reward teams with the most junior developers through our scoring system. More experienced teams may compete, but their systems will need to score very high technically. Essentially teams will have handicaps. The mentor or producer, selected and provided by the team, can be an instructor from a university, a senior producer from an organization or anyone who is going to help the team from a senior perspective.

Recommended Team composition

We envision teams capable of developing AR/VR and game-based training systems will be well suited for this competition. Recommended team competencies should include software programmers, digital artists, production, and a producer. We are tailoring our challenge around this skill mix.

The Nomination Process

Teams will submit their nomination package via online portal. The final 4 teams will be down selected and notified based on the following: 1) Potential of the team to develop a training system (does the curriculum support this, or does the organization or team members have a past record of developing training systems), 2) team composition based on skills, 3) How passionate the team is about being in this competition. [Team Nomination Form](#)

The Challenge

The Challenge will be fully described on day one, Monday, 2 December, at the conference. Generally we will ask the teams to solve an Air Force training problem by developing a prototype training solution. The solution may be a game, an AR/VR system, a simulator, or a combination of these. The Air Force training problem will be to develop a solution which will be of high value to Airmen, pilots, maintainers or others in the Air Force. We will also provide a secret ingredient on day one which must be incorporated into the solution. This secret ingredient is more inspirational than a physical ingredient and teams will be evaluated on how well their solution incorporates in the spirit of the secret ingredient and provides training value.

The Competition

2 December: Kickoff event at 10:00 AM in the Orange County Convention Center, room TBP. Teams will receive the final challenge and secret ingredient. The teams will then go through a process of picking their ingredients (system hardware and software). Some ingredients will be available for all, some other ingredients will only be available in enough numbers for some of the teams. There will be a strategy involved in how a team picks their ingredients. At the end of day one will be the first evaluated event. Each team will brief their concept.

2 – 5 December. Each team will be developing their training system in a room TBD in the Orange County Convention Center. They may seek advice from the many vendors available on the I/ITSEC trade show floor. They may even incorporate a system they find but must appropriately acknowledge the system and any assistance provided. Our judges will take this into account in their scoring. Teams are also encouraged to seek understanding of the warfighters needs from the many Air Force personnel at the conference. Additionally we will bring Airmen to the development room at various points in time for this purpose. Development may be done 24 X 7 at the discretion of the respective team's desire.

4 December. This day will consist of the second evaluated event. Teams will test their prototypes with Airmen and seek feedback. Teams will collect this feedback and performance data and attempt to incorporate into their final solution.

5 December. This is the final show and where the teams and their solution will be viewed by many at the conference in a 90 minute produced show. We will show for the audience video of the development process... both the good and not so good (just like the cooking shows). Also shown are interviews about why a team member is a developer and what they like about their chosen career path. While the host is showing the video and adding extra color to the show, the teams are making their final adjustments to their training systems on the stage. Each team will then be provided 8 mins to demonstrate their solution and discuss the value of the system and how well they addressed the challenge and used the secret ingredient. Judges will then ask questions, and assess the system. Remember there will be entertainment value to this so expect this to be a fun and engaging dialogue with the judges. After all demos are complete, the judges will announce the winner and prizes will be provided. Awarded will be the best overall system and there will be an award for the most bold team, i.e. the team which took the most calculated risks and integration of innovation to achieve the intent of the challenge. A single team could win both.

Judging

We will have a panel of industry and government experts. They will evaluate the following: Technical Execution, Addressing the Challenge, Addressing the Secret Ingredient, Boldness/Innovation. Also remember this competition is intended to be professionally developing and rewarding. Throughout the competition, feedback will be provided intended to help our developers grow in their careers. Most important factor being judged is the original thought and execution by the team.

Ingredients

Below is a preliminary plan for ingredients (hardware and software) to be utilized for this event. We will update this list periodically with final by 31 October.

Provided on-site. Development computers; AR goggles; VR goggles; Game Software (TBD); access to the I/ITSEC trade show floor vendors and expertise. We will also have collaboration supplies available such as large Post-It easel pads and markers for concept development. Use of trade show floor vendor equipment and subject matter expertise will have a neutral effect on the team, the team will be evaluated on how well they implemented the system or expertise and what their original thought and contribution was to the system. A room is provided, room 330G, where all teams will conduct their development. Electric power for each team is provided. Basic internet will be provided via WIFI.

To be brought by teams. If teams desire to bring any specialized equipment, they must first seek permission to do so. Use of such equipment will be factored in by the judges. Use of such equipment will not reflect negatively on the team, rather it is more of a neutral, we are looking for evaluating what the team does and integrates while at the competition. Some examples to be considered are specialized development computers, specialized software which the team is comfortable using. Teams may bring any personal computers they need to assist with their development such as on line research and access to information.

“Cooking Utensils” provided on site. One 3D Printer (specs to be provided)

Contacts

Bob Kleinhample, SAIC, robert.c.kleinhample@saic.com

Brian Vogt, brian.d.vogt@gmail.com
