

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 details.

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 bird dog. 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 Continuing Education Units (CEUs).

PRESENTATIONS (Stage P3). If your paper is selected for publication and presentation, you are 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 are available on the I/ITSEC web site.

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 main focus areas: 1) foundational subjects, including preparation for certification as a Modeling and Simulation Professional (CMSP); 2) refreshers and more advanced learning opportunities to help 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 although longer tutorials are possible when warranted.

Tutorials Process

The complete three-stage process for submitting tutorials aligns with the paper proposal process and is detailed in the I/ITSEC Author's Handbook, available for download from the Authors section of I/ITSEC web site. The initial stage in the process is the submission of a tutorial proposal.

PROPOSAL (Stage T1). Tutorial authors do not submit papers or traditional paper abstracts. As a prospective tutorial presenter, you will submit a complete tutorial proposal consisting of a descriptive abstract, topical outline, description of the intended audience and prerequisites, and a set of learning objectives. The tutorial board pays particular attention to

the learning objectives during the proposal selection process. The board members also assess the degree to which proposal subjects align with the tutorial program curriculum that covers fundamentals of and introduction to simulation technologies, the primary intercommunication architectures, gaming applications for training, medical and other focus-area simulations, simulation supporting technologies and management (e.g., VV&A approaches, ROI, system design, exercise design), pedagogy and instructional design, agent-based technologies, tutoring approaches, legal requirements, emerging technologies, and other subjects related to the three main focus areas described above.

PRESENTATIONS (Stage T2). If your abstract is selected for expansion into a complete tutorial presentation, you will be assigned an I/ITSEC bird dog, 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 to the tutorial board for review. Detailed requirements for the presentations are available on the I/ITSEC web site.

FINAL PRESENTATIONS (Stage T3). If your presentation is selected for I/ITSEC 2015, you will receive bird dog 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.

5 January	Abstract Submittal Opens
26 February	Abstract Submittal Closes
NLT 3 April	Authors Notified
4 May	Paper/Draft Tutorial Presentation Submittal Opens
12 June	Paper/Draft Tutorial Presentation Submittal Closes
10 July	Clearance Forms Due
NLT 30 July	Authors Notified
20 August	Paper Revisions Due
24 August	Presentation Submittal Opens
25 September	Presentation Submittal Closes
30 November	Speakers' Meeting and Reception

We are pleased to continue to offer of "one per paper" and "two per tutorial" 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, Workshops, Exhibit Floor access during open hours, Meals, and Meeting Materials to include the Proceedings CD.



POINTS OF CONTACT

I/ITSEC 2015 Program Chair

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I/ITSEC 2015 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: dlangelier@ndia.org

**Call for Papers
and
Call for Tutorials**

30 November - 4 December 2015

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

I/ITSEC has a long-standing reputation across industry, academia, and government as one of the most trusted sources for professional development and thought leadership. Nowhere else will you find a more knowledgeable community of professionals who are all committed to sharing their ideas, experience and knowledge. As the world's largest training, simulation, and education conferences, our industry's heritage runs deep with innovative examples for how modeling, simulation and advanced training technologies and techniques have enhanced military readiness and saved lives on the battlefield. Acknowledging this, the U.S. Congress has officially recognized modeling and simulation as a "national critical technology" that contributes to the security and prosperity of the United States. Across the globe, modeling and simulation is continuing to expand in use and revolutionize other vertical markets, such as homeland security, cyber defense, transportation, healthcare/medicine and education. In this era of new and continued challenges, evolving adversaries, and budgetary uncertainty, the need for smarter use of available funds and increased training efficiency and innovation has never been greater. I/ITSEC provides the world's premier event for modeling, simulation and training professionals to gather, interact and learn from both the successes and challenges of their peers from both within and outside of their industry.

The theme selected for this year's conference; "Forging the Future through Innovation", emphasizes the critical connection between innovative training and simulation solutions and the future of our military and industry workforce. I/ITSEC 2015 will continue the traditions set by earlier conferences by providing 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 resulting technical interchange presents an opportunity to discover how leaders from around the globe leverage their investments in training to improve workplace performance and increase operational efficiency.

The 2015 Conference Committee invites you to submit previously unpublished work and especially encourages original papers that align with the theme. Prospective authors are encouraged to read through the subcommittee descriptions and submit abstracts for papers that discuss the core research our industry will put forth to improve the next generation of learning.


Brent Smith
Conference Chair


David Hutchings
Program Chair

THE CONFERENCE

I/ITSEC is an annual forum for representatives from the military, industry and academia to connect and share knowledge. The conference draws over 16,000 attendees from industry, government and academia, and features over 400 exhibits. The United States Navy and United States Marine Corps will serve as the lead proponent service for I/ITSEC 2015 in partnership with all military services. I/ITSEC is sponsored by the National Training and Simulation Association (NTSA), an affiliate of the National Defense Industrial Association (NDIA).

THE SUBCOMMITTEES TRAINING

This subcommittee seeks papers that discuss the application of innovative concepts, methods and technologies to create effective training solutions. Papers should present a design framework based on literature, analysis of current solutions and training needs, and practical application. Popular topic areas include agile and adaptive training strategies, integration techniques, interoperability, individual and collective team training, crew coordination, and legacy system upgrades. Evaluations of training effectiveness and lessons learned, documented with quantifiable data, are also encouraged. Emerging areas of interest include technology-based medical training, augmented reality and virtual training environments, game-based learning, and training techniques to deal with uncertain and rapidly changing environments. The subcommittee is interested in all phases of training system design and development including planning, analysis, design, development, deployment, evaluation and life cycle support. Submissions from new industries that demonstrate innovative and effective training methods are welcomed.

SIMULATION

This subcommittee seeks papers on the applied science of modeling and simulation, including simulation architectures or techniques, as well as the representation of synthetic entities or environments for use in training, rehearsal, gaming, analysis, or research. Papers should present and explain innovative theories and applications of modeling and simulation. Discussions should detail the technical challenges, lessons learned, and unique developments associated with creating, interacting with, and maintaining simulation systems. Topics of interest include: the evolution of modeling and simulation technology; interop-

erable simulation architectures; human behavioral modeling; advances in medical simulation; and the methodology used to create and present physical and behavioral representations of entities and environments within live, virtual, constructive simulations and gaming (LVC-G).

EDUCATION

This subcommittee seeks papers that discuss the development and application of instructional strategies, methods, theories, and best practices that promote or advance learning. Papers should clearly articulate recent and innovative advances in the development and application of standards, methods, theories and strategies across all phases of the training lifecycle (analysis, design, development, delivery, and evaluation) to promote and/or accelerate learning. Of particular interest are papers that report qualitative and/or quantitative data about the application of methods and theories using new and innovative media types. Conceptual papers that discuss continuous improvements to military and/or corporate education should include quantitative and qualitative data that supports the paper's findings. Emerging areas of interest include but are not limited to individual, team, collective, joint, and coalition training leveraging strategies that include mobile learning, social learning, blended learning and adaptive curriculum.

EMERGING CONCEPTS & INNOVATIVE TECHNOLOGIES

This subcommittee is seeking papers that discuss emerging and innovative technologies, methodologies, or concepts associated with simulation, training, education, and support to operations across the spectrum of government, industry, academia, and international uses. The papers should clearly explain how the topic advances the state of the art, how it relates to prior related work in the subject area, and its use/application in defense, transportation, homeland security, law enforcement, or other areas. New, emerging topics will include use of modeling and simulation in decision support to operations, evaluation of proficiency increases from using simulation, and innovative technologies to support systems engineering and development of resilient systems. Candidate papers should thoroughly describe the challenges that were addressed. 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 ANALYSIS AND ENGINEERING

This subcommittee seeks papers that address how humans are an integral component within systems and in mission accomplishment. Papers should address the application of theories, methods, and tools related to the human element for topics such as: human performance assessment / effectiveness; advanced learning concepts; human behavior modeling; usability / user experience; organizational effectiveness; interactive electronic technical manuals (IETMs), electronic performance support systems (EPSSs); job aids; human-computer interfaces (HCIs); decision-support systems; knowledge management tools and techniques; and the application of Human Systems Interface (HSI) methods and technologies. Specifically, the subcommittee seeks papers (supported by the collection of data relevant to the human within the learning environment) that address human performance enabled through on-demand availability of structured information, task and decision aids, human-centered design, and fielded systems that leverage and extend the capabilities of an individual or team. Papers supported by human performance data gathered from innovative, scientifically valid experiments are especially valued.

POLICY, STANDARDS, MANAGEMENT & ACQUISITION

This subcommittee is seeking papers related to policy and management issues associated with the acquisition and implementation of education, training, courseware and simulations and the workforce that provides those capabilities. Papers are sought that provide insight into successful approaches for managing requirements for acquiring, implementing, and sustaining these capabilities. Such papers should provide qualitative and quantitative data to help substantiate outcomes discussed within the paper; and where possible, characterize innovative processes or techniques to improve return on investment. Papers may address emerging government policy or the need for policy with respect to education, training, courseware and simulations. The PSMA subcommittee is also interested in papers that address the standards that apply to these capabilities, to include technical standards and performance standards.