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Hot Gaming Conference Announces Keynotes

February 9, 2011. Orlando, Fla. Team Orlando announced today keynote speakers for its 2011 GameTech Users' Conference. Lt.Gen. Michael A. Vane, Deputy Commanding General, Futures & Director of the Army Capability Integration Center; Brigadier General Harold J. Greene, Deputy Commanding general of RDECOM and Senior Commander of the Soldiers System Center; David A. Smith, Chief Innovation Officer for Global Training & Logistics, Lockheed Martin; and game, movie producer and graphic novelist, Mark Long, CEO, Zombie Studios, will all be leading speakers at the upcoming conference. Additionally, Frank DiGiovanni, Director, Training Readiness and Strategy, Office of the Deputy Assistant Secretary of Defense (Readiness) will be a featured speaker.

"The GameTech Conference allows us to bring together military game technology users to exchange ideas and experience new technologies as well as inform, educate and train on specific gaming platforms that are used for training Defense Department personnel. The conference also allows us to network with users, developers and innovators from government, industry and academia with a goal of improving gaming effectiveness," stated Dr. Elaine Raybourn, 2011 Program Speaker Chair. "We are thrilled to have such an impressive list of keynote speakers, unique workshops, and stimulating presentations."

GameTech's focus this year is to continue to develop a world class event that assists the gaming community in improving human performance through the use of games and virtual world technologies. The management team has coordinated a unique and outstanding event offering 77 tutorials, workshops, panels, and presentations on the use of games, virtual worlds, mobile applications and other new and emerging technologies.

GameTech will be held at the Caribe Royale Hotel and Convention Center March 22-25, 2011. Additional information on the 2011 conference, as well as presentations and video highlights from the 2010 Defense GameTech Users' Conference, can be found at www.teamorlando.org/gametech. **Media must be pre-registered.**

About Team Orlando.

Team Orlando, established by a Department of Defense Inter-Service Charter, builds upon a partnership established between the Army and Navy over 60 years ago. Today, Team Orlando members from Government, academia, and industry are focused on one common goal: To improve human performance through simulation.

www.teamorlando.org

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