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Federal Virtual World Challenge Offers Two Themes – And Two Grand Prizes!

by Dolly Glass

The U.S. Army Research Laboratory, Simulation and Training Technology Center (ARL STTC) is excited to announce the Federal Virtual Worlds Challenge (FVWC) 2012, focusing on two themes, *Engaging Learning* and *The Holodeck- Making It So*. The FVWC began in 2009 as a way to explore the potential uses of virtual environments for training and analysis. This year's decision to expand to two themes gives even more developers a chance to submit their ideas by the Dec. 2, 2011 deadline, with the possibility of earning the \$25,000 grand prize for each focus area.

"Now is a perfect time to introduce two themes," said Tami Griffith, Science and Technology Manager, ARL STTC, and the originator of the FVWC. She has been a leader in extending the Army into various virtual environments.

"For the *Engaging Learning* theme, we are interested in various learning areas including STEM [Science Technology Engineering Mathematics] and how learning is accomplished in a virtual environment," said Griffith. "As more learning applications emerge, we are interested in how to get people to keep returning to learning."

The second theme of the FVWC challenge, *The Holodeck-Making It So*, is focused on the Interface to Virtual Environments, where currently developers are researching recently available technology for alternative user interfaces.

"How do we make a person feel like they're in the environment, make it feel real?" Griffith said. "This will be interesting because we are going to be able to replicate the submitter's environment in our lab for evaluation."

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Please mark your calendars for the upcoming Air Force Modeling & Simulation's Annual M&S Conference August 16-18, Partnership III Building, Research Park.

GameTech 2011 Exclusive: Five Part Series

A Highlight of Our Speakers

Mark Long, CEO, Zombie Studios

Part Five: “Pushing Storytelling in New Directions”

by Dolly Glass



Mark Long is the CEO of Zombie Studios in Seattle and has designed and produced more than 30 video games on virtually every major platform since SEGA 32X. He has also authored three graphic novels and was executive producer of two feature films. As one of the keynote speakers at GameTech 2011, Long talked to attendees about trends in gaming and entertainment and how writers and designers are pushing storytelling in new directions.

Long’s presentation centered around Transmedia storytelling, the process by which a narrative unfolds across multiple platforms in a self-contained yet complementary fashion. “In its ideal form,” Long noted, “transmedia stories are distributed so that each medium does what it does best – a story and its corresponding narrative ‘world’ might be introduced in a film, expanded through television, novels, comics and its world and characters literally explored and experienced through game play.”

In his presentation, Long explained how we are in a transitional period where our relationship with media is shifting to multiple screens and our audience is growing up in a digital world. He said, “The playing, reading patterns and habits of young and old are changing as reading extends from the printed page to tablets and to a future of a myriad of diverse devices.”

Transmedia creates content for many different media platforms. As opposed to the current licensing system that typically generates works that are derivative and inferior to the original property, transmedia applies a ‘distributed storytelling’ approach. This type of storytelling represents a process where integral elements of a fiction get dispersed systematically across multiple delivery channels for the purpose of creating a unified and coordinated entertainment experience. Long felt that ideally, each medium should make its own, unique contribution to the unfolding of the story.

“You might not think story belongs in training and simulation, but we respond to story strongly,” Long said. “It’s almost in our DNA. If you are seeking a ‘way in’ to a complex explanation, we often refer to a story to capture our audience’s attention.”

He continued, “We might describe the first time we tried something difficult, or when we saw a skill demonstrated by a true master. We give our explanation a personal meaning for the audience to connect to and follow us.”

According to Long, the current buzzword in gaming is ‘gamification,’ the idea that learning and training can be improved by breaking tasks into discrete challenges, achievements and awards. Fortune 500 companies are seeking game developers with help in improving their training and certification programs.

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Above photo of Mr. Betterson accepting an award for Team Orlando during the E! Learning Top 100

Charles Betterson, NAWCTSD: A Retirement Salute from Team Orlando

by Terri Bernhardt

In August, Team Orlando bids a fond farewell to Mr. Charles Betterson, Naval Air Warfare Training Systems Division. Mr. Betterson has served as the Team Orlando Board of Directors Secretary for over five years and has been an instrumental part in maintaining the level of professionalism that has become synonymous with Team Orlando.

"For many years Charles has been a trusted and valued member of Team Orlando," stated Kent Gritton, Director, Joint Training Evaluation Center. "Without him, our organization would not have become as

structured as we are today. We express our gratitude and wish him well."

Charles Betterson was honored at his retirement ceremony for his service including an engraved plaque and kind parting words from his peers.



A Monumental Story Revealed

by Terri Bernhardt

A crowd of over 80 Marine veterans and friends played witness on July 11th to the historical unveiling of the United States Marine Corps Veteran Monument in Baldwin Park, Orlando, Florida.

Col. David A. Smith, Program Manager, Training Systems, was invited as the guest of honor to speak during the ceremony. "I was proud to be the Central Florida Marine Corps Foundation guest of honor and give comments," he stated.

The granite base lists all the major Wars, Campaigns and Battles that Marines have fought in since the beginning of the Marine Corps on 10 November 1775. The monument includes a brass plaque with a famous quote from President Ronald Reagan. The quote is, "Some people work an entire lifetime and wonder if they have ever made a difference to the world. But the Marines don't have that problem." -Ronald Reagan, 23 September 1983



Colonel David A. Smith, USMC, Program Manager, Training Systems addresses the crowd during the memorial dedication at Baldwin Park.

The monument was funded by personal and corporate donations to the Central Florida Marine Corps Foundation over the last four years and cost approximately \$25,000. The sculptor was Mr. Gary Rager, a local artist who's studio is located in Sanford, Florida.



PACT3 Team Receives NAVAIR Commander's Award

by Dolly Glass

Naval Air Warfare Center Training Systems Division (NAWCTSD) and Naval Aviation Training Systems (PMA-205) personnel were recognized for the development of the P-3 Air Crew Tactical Team Trainer, also known as PACT3, at the NAVAIR Commander's Award ceremony held June 22.

Collaborating on this project, PMA-205 and NAWCTSD applied their individual expertise accelerating the fleet delivery of the much anticipated trainer, say those involved in the project.

"The PACT3 will advance the Navy's ability to use cost-effective, computer-generated simulation for tactical aircrew training in the P-3," said Capt. John Feeney, Naval Aviation Training Systems program manager. "The mobile PACT3 devices will be ideal for training new personnel," said Feeney, "and for allowing established aircrews to maintain ASW proficiency in locations where training opportunities are nonexistent."

PMA-205 P-3 Training Systems integrated product team, led by Lt. Cmdr. Rob Huntington, initiated the project and secured the funding under a rapid technology transition program, while Jonathan Glass, NAWCTSD P-3C Aircrew Tactical Team Trainer integrated product team lead, and his group were charged with engineering the device.

Accepting the award, Glass noted the PACT3 team as being one of the largest and most geographically diverse.

"The PACT3 team members are located in Orlando and Jacksonville, Fla.; Patuxent River, Md; Manassas, Va. and Hawaii," he said. "I want to thank all of the PACT3 team members for their dedication and professionalism on this project. In two short years, we built a PC-based, deployable training device that demonstrated and met all of the ONR [Office of Naval Research] rapid technology transition MOA [Memorandum of Agreement] exit criteria."

According to Huntington, the newly developed PACT3 trainer ensures the tactical proficiency of P-3 forward-deployed anti-submarine warfare (ASW) aircrews. By the end of fiscal year 2012, six devices are slated to be delivered to P-3 forward-deployed operating bases overseas and to the three P-3 wings located in Jacksonville, Fla.; Whidbey Island, Wash. and Kanehoe Bay, Hawaii.

While the main purpose of the project is to provide ASW training in remote locations around the world, the PACT3 can also support fleet synthetic training participation. P-3 aircrew will be able to plug into the virtual arena and interoperate with other system trainers.

The PC-based PACT3 can be easily modified to emulate the Navy's future P-8 maritime patrol aircraft, allowing for cross platform (aviation, surface and sub-surface) coordinated ASW integrated team training. Theoretically, the PACT3 has the ability to emulate the controls of any type of aircraft, according to Huntington.

While getting the team award was a great honor, Glass said, the real reward is providing such a necessary device to the fleet.



**THE SERIOUS GAMES
SHOWCASE & CHALLENGE
2011 is now accepting mobile,
browser-based and PC-based
Serious Games!!**

***-STUDENTS-
-BUSINESS-
-GOVERNMENT-***

Get Serious & Get Recognized!

The 2011 SGS&C is now Open for Entries to be received from **August 1st - September 15th!** Submit your original serious games entry (PC Game or as a Mobile Game) and have your work reviewed by a panel of military, academia and industry gaming experts. Finalists will be showcased, and winners announced, at I/ITSEC 2011 in Orlando, Florida. Whether you're an individual, small business or big business – the Serious Games Showcase & Challenge is open to you! Enter Now! Email SGSChallenge@gmail.com for Details.

Don't know the Rules? Simple, check out our FAQ page or email us for more information!
Don't have a game but still want to be involved? SPONSOR US!

For more information Visit our webpage at:
www.sgschallenge.com

Who Visited Team Orlando?

The end of May marked an exciting time for Program Manager Training Systems (PM TRASYS) as they hosted a visit from General Joseph F. Dunford, Jr, the Assistant Commandant of the Marine Corps (ACMC), the second highest ranking officer in the United States Marine Corps. General Dunford was in Orlando at the request of Master Sergeant John Reid, to officiate his retirement ceremony. Reid served in General Dunford's battalion earlier in his career.

Colonel David Smith, PM TRASYS, and his team welcomed the opportunity to brief General Dunford on his first visit to PM TRASYS, and walked him through their \$1.4B portfolio of modeling, simulation and training projects. "General Dunford was very familiar with our portfolio of projects," said Colonel Smith. "However, he didn't realize that PM TRASYS was the Executive Agent responsible for managing all of them."

General Dunford was very familiar with the new Infantry Immersion Trainer (IIT) at Camp Pendleton, California because he was serving as the Commanding General of the First Marine Expeditionary Force before his current appointment as Assistant Commandant. The IIT is a 32,000-square-foot, \$25 million dollar facility that combines live action role players, virtual human

AVATARS, and interactive battlefield effects simulations.

As Colonel Smith reviewed PM TRASYS's portfolio with General Dunford, he highlighted projects for the General where PM TRASYS has partnered with other services, noting the importance of Team Orlando and the supportive partnerships formed through this alliance.

"One of those is SAVT, our Supporting Arms Virtual Trainer," said Colonel Smith. "The SAVT was a follow-on effort to a system that was developed by NAWCTSD, called MSAT (Multi-Purpose Supporting Arms Trainer). We leveraged off the Navy's investment."

Colonel Smith also discussed their rollover

trainers, Mine Resistant Ambush Protected (MRAP) Vehicles and a program called MRAP Egress Trainer (MET) that PM TRASYS coordinates with Colonel Espaillat, PM CATT. Additionally he briefed General Dunford on the Instrumented Tactical Engagement Simulation System (ITESS), which was a follow on to the Army's Multiple Integrated Laser Engagement Systems (MILES). PM TRASYS is currently in source selection to award ITESS 2, a follow on procurement. Those enhancements are now an interest for Colonel Flanagan, PM TRADE.

"We have leveraged off the Navy to develop SAVT, we've worked jointly with the Army and PM CATT for the MET, and now we've developed something after the Army and they are looking to come back with enhancements on ITESS 2," Colonel Smith reviewed his brief to General Dunford. "What we showed was the backward and forward capability within Team Orlando."

Following his briefing to General Dunford, Colonel Smith invited representatives from key industry partners to visit with the General and hear an update on the Marine Corps' near term priorities, the ongoing budget process and how the Marine Corps and industry need to continue to work together more closely to meet war fighter requirements. Industry representatives were given the opportunity to ask questions regarding their particular programs, as well as issues related to the war in Afghanistan and other world events.

As part of his two day visit to Central Florida, General Dunford officiated the retirement ceremony for Master Sergeant Reid at Warfighter Park, where many representatives from all the local services attended the ceremony. And General Dunford also made some unannounced visits to local Marine Corps recruiting stations, where the Marine recruiters briefed the General on their work. "It was exciting for them," said Colonel Smith, "and the feedback General Dunford gave to me was very positive." He added, "General Dunford said he stopped in and it was just like clockwork, Marines doing what they're supposed to be doing."



Marine ACMC Group

Bravo Zulu, NAWCTSD and FLETC!

by Dolly Glass

The Naval Air Warfare Center Training Systems Division (NAWCTSD) in partnership with the Federal Law Enforcement Training Center (FLETC) have been awarded the prestigious Federal Laboratory Consortium (FLC) 2011 Technology Transfer Interagency Partnership Award for their development and initial deployment of the patent-pending Advanced Use of Force Training System (AUFTS). With dozens of federal laboratories submitting nominations each year, the FLC awards have become a great source of pride for both the laboratories and their government agencies.

The AUFTS, with its computer-generated imagery (CGI), simulated weapon tracking, speech recognition and scenario-generation capabilities, offers law enforcement an innovative use-of-force training solution unlike anything else on the market. Not only does it give instructors unparalleled training scenarios, AUFTS's advanced review capabilities reinforce trainee decision-making skills, thus improving their performance in the field. NAWCTSD is currently applying the AUFTS baseline for the Army. The system is going to support Army pre-deployment training for decision making within the escalation of force domain. The system design approach leverages from military training systems and is built around commercial-off-the shelf software and hardware readily available to federal, state and local law enforcement agencies. Technological advances achieved during the development of this system provide enhancements for military small arms and close combat training systems as well. Congratulations to the AUFTS team for this great honor.



Pictured from the awards ceremony from left to right are Dr. Scott Deiter, FLC Chair; CAPT Steve Nakagawa, NAWCTSD Executive Officer; Mr. Mike Hanneld, FLETC Assistant Director for Training Innovation and Management; Sunny Simmonds, NAWCTSD Technology Transfer Program Manager; Dee Sheppe, Chief, FLETC Training Innovation Integration Branch; Dr. Theresa Baus, FLC Vice-Chair.

(GameTech "Long" from page two)

"Of course gamification is just another name for serious games," said Long. "And the Department of Defense (DoD) has been leading this effort for almost two decades." And how does Long feel about serious gaming and its importance in training? "I'm a proponent!" he said.

We are headed in many directions, but Long says that tablets and multi-surface media interest him the most. "Tablets are becoming portable game consoles capable of hyperlinking games, video, eBooks and the web all at once, so that I can, for example, play a simulation that links to a demonstration video or eManual and 'swipe' the video to a larger nearby screen." He surmises that tablets, and soon after, mobile phones, will become a PC, game console, eReader and DVR all-in-one.

Long had a Research and Development career prior to founding Zombie, that spanned three laboratories: the Sarnoff Research Center, the Institute for Advanced Technology, and General Dynamics' Combined Arms Systems Engineering Laboratory. This experience, along with his service on a number of technical boards and government committees including the Serious Game Summit, the National Science Foundation and the University of Washington Human Interface Laboratory, makes him aware of the contribution events like GameTech make to technology advancements.

"I just love the idea of two such disparate communities coming together," Long said about GameTech. "You just know good things are going to happen!"

SPOTLIGHT PERSON OF THE MONTH: Col. Michael Flanagan



Col. Michael Flanagan, 14th Project Manager for Training Devices, PM TRADE.

Colonel Michael Flanagan is currently the 14th Project Manager for Training Devices (PM TRADE), the Army's oldest program management office. He has recently completed his first year as the PM and as he discussed the storied history and legacy of PM TRADE, he took time to showcase a wall of photos of the men who served this team before him, showing a true compassion and respect for them and for the responsibility bestowed upon him.

"I'm not just part of an organization but I have joined a tradition, a legacy, one that predates me and will go beyond me, and I will have responsibility for this chapter of it," said Flanagan. "Whatever my responsibility is, I'm responsible for continuing this history. That's exciting."

Col. Flanagan quickly embraced the ideals of Team Orlando and feels strongly about the synergy of Department of Defense training with the other services and the industry community. "It's exciting for me as I go around, not just in Orlando but also in other places," he said. "When you start connecting people and organizations that weren't previously part of your team or group, it's just amazing to start seeing those connections and the benefits of them."

Just two months ago, PM TRADE signed an MOA with PM TRASYS, to officially document their long-term partnership of work together; one that has been occurring for over a decade. "The agreement is just formalizing the exchange of information," said Col Flanagan. "At the end of the day, we want to train Marines and Soldiers so it makes sense to me that you look for areas in which we can collaborate." With similar programs, the two look to share experience and technologies, as well as contracts when it makes sense.

Col. Flanagan definitely had some ideas of what he wanted to do when he took command of PM TRADE. Partnering with the Army's Training and Doctrine Command (TRADOC), work soon

began on the Live Training Campaign Plan, a roadmap primarily for the industry community, to help provide them guidance on the needs of live training between now and 2020. "Before I even came to this job, and not necessarily knowing the technical challenges, I thought, wouldn't it be great if we all had kind of a common understanding of where it is we're trying to go?" he asked. "We may not know how to get there, but if we had an idea of where we wanted to go, these guys [industry] could stop trying to find answers in their crystal balls."

Since 9-11, Flanagan said, the focus has been on meeting the requirements for today, and there hasn't been a lot of time spent on the future and what things need to look like in 2020. "And that leaves industry in a guessing game which wastes a lot of resources," he said.

The biggest challenge, as identified by Flanagan, is the ability to use the high definition capabilities for live training found at the three combat training centers, and harness that same level of training at the home stations, as well as for those soldiers who are deployed – regardless of whether it's a peace-keeping mission or another assignment. "There's this concept of training, even when you're deployed," said Flanagan. "How do you maintain your proficiency?"

A second generation military family, Flanagan's father and brother are both Army, his brother-in-law and son-in-law with the USMC and even his wife's family was a military family: her father was in the US Army Air Corps during WWII, her Uncle in the Army at Normandy and a relative was a Revolutionary CPT stationed at West Point. And for the Colonel, family history is something he truly enjoys, and this interest has grown into an interest in Genealogy.

"My mother's parents were both Finnish, came over on the boat to Ellis Island," Flanagan started his story. His grandmother was six years old when her family came to New York and she would share stories with him throughout the years of his childhood. "Growing up with those stories just really got me interested." His grandmother on his Father's side also loved to share family stories with Flanagan. "I used to work at the family hotels in the summer," he said. "I liked hearing stories from my grandmother about all the different relatives that used to work at the hotel."

Col. Flanagan graduated from the United States Military Academy in 1986 with a Bachelor of Science degree in Mechanical Engineering and was commissioned a Second Lieutenant in Armor. After starting as an armor officer on M1/M1A1 Abrams tanks and serving in three divisions from 1987-1990, he has spent the last 14 years in research, development and acquisition assignments.

As to the benefit of Team Orlando and working alongside the other military services as partners, Col. Flanagan said, "I always believe that the whole is greater than the sum of its parts."

(FVWC continued from page one)

Griffith said the applicants will provide a list of equipment they used along with the software linkages – all that makes their submission work. Then the STTC lab will replicate it so that Team Orlando evaluators can experience them first hand.

“In our mind that’s creating an element of the holodeck,” said Griffith. Holodecks are immersive and interactive theaters which rely on the physical participation of users with virtualized elements that have the force of reality. “Basically you are part of the virtual environment. It could be achieved through the use of glasses, a projector, or a smart phone where you see an image overlaid onto your camera image, for starters. It could also use a wide range of low-cost game interfaces.”



The Government puts much time and resources into this challenge and why wouldn't they? There are benefits for both the Government and the winners. With the strain on budgets, this challenge presents a way where instead of funding every step of the process, the Government can leverage current developments being accomplished by both the game industry and armchair developers to improve Army training and to integrate current technology into military simulations.

“Through the challenge we’re finding pockets of excellence in areas that we might have

otherwise been unaware,” said Griffith. “Discovering capabilities through the challenge gives us an opportunity to not only have visibility into it, but maybe to have conduit where we can capitalize on the technology at a very low price.”

“All the evaluators are from various Government agencies, not only Department of Defense,” said Griffith. “We did that by design to spread awareness across the Government. This has gone far in building a Government community of practice in the area of virtual worlds.” Each year, Team Orlando leadership is consulted to determine training and technology gaps that the challenge might help solve. Feedback is also received from various other groups including the evaluators. These needs are balanced against technology trends.

With the availability of Microsoft’s Connect, Nintendo’s Wii, and Playstation’s Move, developers have found new and interesting ways to implement them, way beyond what the original manufacturer might have intended. Griffith believes the time is ripe right now for this technology.

“We usually look for low-hanging fruit and this year it’s the interface that’s very big,” said Griffith. “We want to capitalize on that and at the same time relate it to what is a training gap for the military.

Awards will be presented at the 2012 Defense GameTech Users’ Conference, March 26-30, 2012.

The 10-4 is a monthly publication that is distributed electronically on behalf of Team Orlando. The information contained herein is intended to inform members of the internal and external community about Team Orlando programs and events. The information contained within the 10-4 does not necessarily represent official views of the U.S. Government, nor should they be perceived as an endorsement by the U.S. Government, the Department of Defense or any of its subordinate organizations.

Team Orlando is established by a Department of Defense Inter-Service Charter that 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.

Please send story ideas for the 10-4 to: media@teamorlando.org

Respectfully submitting for Team Orlando,

Terri M. Bernhardt, Editor
Dolly Glass, Staff Writer, Contributing Editor



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- **Naval Air Warfare Center Training Systems Division (NAWCTSD)**
- **Program Manager Training Systems (PM TRASYS)**
- **US Air Force Training Systems Product Group (TSPG)**
- **Air Force Agency for Modeling and Simulation (AFAMS)**
- **Simulation & Training Technology Center (STTC)**
- **Army Research Institute (ARI)**
- **Joint ADL Co-lab**
- **Defense Acquisition University (DAU)**
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- **Metro Orlando Economic Development Commission (EDC)**

Upcoming Events:

Air Force M&S Conference
August 16-18, 2011
Partnership III
Research Park
www.afams.af.mil

Navy Ball
October 15, 2011
Hyatt Regency Orlando
Airport
www.cfnavyleague.org

Marine Corps Ball
November 12, 2011

I/ITSEC
November 28-December 1
Orange County Convention
Center, Orlando, Florida
www.iitsec.org

TSIS
January 2012

GameTech
March 26-30, 2012
Caribe Royale Hotel, Orlando,
Florida
teamorlando.org/gamtech



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