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## Marines and Army Fuse VBS and Thinking Worlds



There are big plans in 2011 for the Virtual Battlestation (VBS). VBS2 development efforts for the coming year include tank gunnery enhancements funded by the UK and terrain enhancements funded by the US Army. The VBS “open platform” provides an immersive, first person virtual environment suitable for collective tactical training and mission rehearsal. This platform delivers rapid development, no scripting and 3D editing capability. VBS2 is a commercial-off-the-shelf, game-based training platform, incorporating a high-fidelity virtual environment, scenario and mission editors, AAR and a powerful development suite. Soldiers move in a shared, immersive, first-person environment that supports mounted and dismounted operations. VBS2 offers realistic battlefield simulations and the ability to operate land, sea, and air vehicles. Instructors may create new scenarios and then engage the simulation from multiple viewpoints. The squad-management system enables participants to issue orders to squad members.

VBS2 was designed for federal, state, and local government agencies and can be specifically tailored to meet the individual needs of military, law enforcement, homeland defense, loadmaster, and first responder training environments. VBS2 may be used to teach doctrine, tactics, techniques, and procedures during squad and platoon offensive, defensive, and patrolling operations. VBS2 delivers a synthetic environment for the practical exercise of the leadership and organizational behavior skills required to successfully execute unit missions.

VBS2 is suitable for training small teams in urban tactics, entire combat teams in combined arms operations or even non-military usage such as emergency response procedures in lethal and non-lethal environments or terrain visualization.

The simulation engine driving VBS2 is Real Virtuality 2, developed by Bohemia Interactive. VBS2 allows a user to develop large terrain areas, over 10,000 squared kilometers in size (at any terrain resolution) and

### INSIDE

VBS2	1
ADL Mobile Apps	2
DAU Gaming Site	3
KUDOS! PM TRASYS	3
FLC Award	4
Boyer	4
Spotlight Person	5
Did You Know?	5
Leadership Orlando	6
VBS2 Cont'd	7
Follow GameTech	7
Team Orlando	8
Events Listing	8

**Happy New Year!  
From Team  
Orlando!**



## Live and Learn: All Things Mobile

The Advanced Distributed Learning (ADL) Co-Lab defines mobile learning as “the use of handheld computing devices to provide access to learning content and information resources.” The ubiquity of mobile devices and the instant connections make them powerful tools for support at the moment of need. They can be used for performance support; microlearning; as reach-back or access to job aids; and provide reminders or updates of important changes.



The ADL Mobile Learning Team provides information and workshops for DoD mobile learning initiatives. Effective usage of handheld devices is bringing us closer to personalized learning—the right learning resources and performance aids, to the right person at the right time and place. One of the things being led through Team Orlando is mobile working groups. ADL Co-Lab is the leading source for researching, improving and defining efforts within government, industry and academia for mobile learning.

The future capabilities for education and training with ubiquitous access to connected devices cannot be overestimated. Smart phone growth continues to expand in all areas, which will enable many more opportunities, many of which will spawn from innovations that cannot even be envisioned.

Driven by improved software, improved hardware, and changing habits of mobile device users; the opportunities have increased significantly for military training tailored to individuals at their moment of need. While mobile learning is not appropriate in all instances, ADL believes that it

should be considered as an important part of the total learning and training support infrastructure.

Mobile Learning, or M-Learning, is growing rapidly across the globe. Many of us prefer learning that is convenient to our busy schedule—accessible and available when we need it. Learning is a personal issue in which motivation and access matters. Mobile devices Provide accessibility, availability, and are also truly personal—your mobile is *your* mobile. Motivation can be sustained through accessibility to content via a mobile device at all times. This gives you the opportunity to learn when you want with a device that, unlike a PC, is literally with you all of the time and knows all about you.



Ambient Insight recently stated, through their US Market for Mobile Learning Products and Services 2009-2014 Forecast and Analysis, that the US demand for Mobile Learning is growing by a five-year compound annual growth rate of 18.3% and revenues will reach \$1.4 billion by 2014.

According to Tomi Ahonen, the US is 4 to 6 years behind many of our international friends, but on a rampage to catch up. Europeans are paying for parking meters by mobile phones. Experts are publishing books about mobile learning. Why? The mobile Internet is ramping faster than desktop Internet ever did.

“Mobile learning is hot”, stated Judy Brown, ADL Emerging Technologies Team, Mobile Learning Lead. “We are building a team that is passionate about mobile learning and how

it is moving ahead. We are not just creating apps; we track what the military is doing with mobile apps in order to share and help provide leveraging opportunities in support of next generation learning. “

The Mobile Learning boom has hit the US, but we still have a lot to learn from the global community.



## DAU Announces Launch of DoD Casual Game Site

In this rapidly growing industry and job market is the Serious Gaming and e-Learning Community. Serious Games are being developed for Adult Education in businesses and academia as well as the Department of Defense. It has become a new tool to supplement and reinforce training.

The Defense Acquisition University (DAU), who handles all training for the department of defense employees, has just launched the industries first Serious Gaming Portal, for casual Gamers. The two dimensional games support in the learning of the different areas of Acquisition including: business cost and finance, systems engineering, acquisition, logistics and contracting. Although there have been casual gaming portals, this is the First Gaming site of its kind ever to be created for an educational purpose and for Serious Games. "DAU recognized the Acquisition, Technology & Logisitcs (AT&L) workforce as a similar demographic to the casual games market," stated Alicia Sanchez, Gaming Czar, DAU. "That is my DAU's demo today site launches tomorrow learning."

[www.dau.mil](http://www.dau.mil)

### Kudos to NCS from Team Orlando:

The following accepted a personal invitation from NCS to attend and tour the displays at I/ITSEC 2010:

Congressman-Elect Dan Webster  
Congresswoman-Elect Sandy Adams  
State Senator Thad Altman  
State Representative Jason Brodeur  
Orange County Commissioner Bill Segal and Commissioner-Elect Damiani



### **KUDOS!**

To Program Manager Training Systems (PM TRASYS) as they celebrate **Ten Years** in Research Park this month. PM TRASYS is the Marine Corps Systems Command's independent PM assigned responsibility to provide services and products to support the development and life cycle support of USMC training and training systems. Further, PM TRASYS provides various types of training analyses including Manpower and Training Analyses in support of Marine Corps Systems Command acquisition programs. Their mission is: "to improve the Warfighting effectiveness of the Marine Air Ground Task Force (MAGTF) and globally deployed Maritime Expeditionary Forces by providing training support and developing and sustaining training systems and devices." Congratulations, PM TRASYS!

## Congratulations to FLETC and NAWCTSD, recipients of 2011 FLC Interagency Partnership Award

This award, one of the Federal Laboratory Consortium (FLC) for Technology Transfer's highest honors, recognizes the efforts of laboratory employees from at least two different agencies who have collaboratively accomplished outstanding work in the process of transferring a technology. The Advanced Use of Force Training System (AUFTS) is an innovative use-of-force training for law enforcement that is unlike anything else on the market. AUFTS was developed through the collaborative efforts of NAWCTSD and FLETC under a MOU signed in 2004 to further partnerships between the two agencies and is a testament to the strength of this partnership and its ability to leverage each agency's capabilities. In recognition of their hard work and dedication in promoting technology transfer, this team will be honored at the 2011 FLC Awards program on Thursday, May 5, 2011, in Nashville, TN.



## Local Small Business Owner and UCF Graduate Earns I/ITSEC 2010's Scholarship



Mr. Victor Boyer is the founder of VB Technical Services LLC, a small business providing technical consulting, systems integration expertise, and custom programming solutions for businesses of all sizes. Recent projects by Mr. Boyer have included the modernization of a patient care quality reporting system (for which he provided programming services as well as process improvement consulting), workflow analysis and process improvement for a real estate sales firm, and telecom capacity modeling for a mid-size non-profit organization. Mr. Boyer has done work in fields as diverse as perceptual audio processing, video processing, robotics, intelligent information processing, quality assurance systems, and document management.

Mr. Boyer holds a Bachelor's degree in Electrical Engineering Technology and a Master's degree in Industrial Engineering (Modeling and Simulation specialty) from the University of Central Florida. Past projects have included vision system programming and design of the "Black Knight" autonomous ground vehicle, which was entered in the 12<sup>th</sup> Annual Intelligent Ground Vehicle Competition. "It's an honor to be here I am shocked to have been chosen," stated Mr. Boyer. "I am overwhelmed by the hospitality and look forward to coming back next year."

## SPOTLIGHT PERSON OF THE MONTH: Commander Justin Ward



**Commander Justin Ward**  
CGLO to the Naval Air Warfare  
Training Systems Division (NAWCTSD)  
at U.S. Coast Guard

Performance Support Systems (EPSS), Learning Management Systems (LMS) interventions; Search and Rescue Planning, Ports Waterways and Coastal Security (PWCS)

Justin Ward is a graduate of Florida State University, Master of Science.

Justin Ward has served nearly 20 years of active duty with an emphasis in response operations and performance.

Thank you, Commander Ward, for your continued dedication in enhancing the safety of our nation.

Commander Ward is currently Coast Guard Liaison Officer (CGLO) to the Naval Air Warfare Training Systems Division (NAWCTSD) in Orlando, Florida. Prior to this posting, Ward was assigned to the Performance Technology Center in Yorktown, VA as Chief of the Design and Development Branch. Some of Mr. Ward's specialties include: Human Performance Consultant; Analysis of workforce performance problems with E-learning, Electronic



<http://www.uscg.mil>



### HISTORY OF OUR NATIONAL ANTHEM

Why do we stand and sing at every major sporting event?

**"The Star-Spangled Banner"** was written in 1814 by Francis Scott Key. Key, a 35-year-old lawyer and amateur poet, wrote the lyrics as a poem after seeing the bombardment of Fort McHenry in Baltimore, Maryland, by British ships in Chesapeake Bay during the War of 1812.

It was recognized for official use by the Navy in 1889 and the President in 1916, and was made the national anthem by a Congressional resolution on 3 March 1931 (46 Stat. 1508, codified at 36 USC §301). Although the song has four stanzas, only the first is commonly sung today, with the fourth ("O thus be it ever when free men shall stand ...") added on more formal occasions. The song gained popularity over the course of the nineteenth century and was often played at public events like parades and Independence Day celebrations (and, on occasion, sporting events). In 1889, the Secretary of the Navy ordered it the official tune to be played during the raising of the flag. In 1916, President Woodrow Wilson ordered that it be played at all military ceremonies and other appropriate occasions, making it something of an unofficial national anthem.

After America's entrance into World War I, Major League Baseball games often featured patriotic rituals, such as players marching in formation during pregame military drills and bands playing patriotic songs. During the seventh-inning stretch of game one of the 1918 World Series, the band erupted into "The Star-Spangled Banner." The Cubs and Red Sox players faced the centerfield flag pole and stood at attention. The crowd, already on their feet, began to sing along and applauded at the end of the song.

Given the positive reaction, the band played the song during the next two games, and when the Series moved to Boston, the Red Sox owner brought in a band and had the song played before the start of each remaining contest. After the war (and after the song was made the national anthem by a congressional resolution in 1931), the song continued to be played, but only on special occasions like opening day, national holidays and World Series games.

During World War II, baseball games again became venues for large-scale displays of patriotism, and technological advances in public address systems allowed songs to be played without a band. "The Star-Spangled Banner" was played before games throughout the course of the war, and by the time the war was over, the pregame singing of the national anthem had become cemented as a baseball ritual, after which it spread to other sports.

*Did You Know?*

# Leadership Orlando Eyes Modeling, Simulation & Training

(published by Central Florida Partnership, December 2010)

Leadership Orlando, America's largest Community Leadership Program, creates opportunities to observe, interact and learn from public, private and civic leaders across Central Florida

The Interservice/Industry Training, Simulation & Education Conference (I/ITSEC) was the venue for our Leadership Orlando Session on Thursday. The Members of Class 80 didn't have to travel far to participate in the largest modeling & simulation conference in the world because it was held right here in Central Florida at the Orange County Convention Center.



The Central Florida Region boasts the highest concentration of modeling, simulation and training related activities in the nation. We are home to the UCF's Institute for Simulation & Training, the National Center for Simulation, significant modeling and simulation activities for all four branches of the armed forces, and hundreds of entrepreneurs and emerging businesses who develop systems and technologies supporting a variety of industries including the military, government, healthcare, public service (firefighters and police), entertainment/attractions and the private sector.

We were greeted by 2010 I/ITSEC Conference Chairman, James A Wall, Ph.D., Director of Computing and Information Technology for the Texas Engineering Experiment Station (TEES) in College Station, Texas, and the Conference Program Chair, Amy Motko, Vice President of Programs for Carley Corporation, here in Central Florida, who provided an overview of the Conference and its impact on our region

Following guided VIP tours of select exhibits, led by leaders in the industry locally who are also *Leadership Orlando* graduates, participants had free time to explore the Conference with full access to the extensive exhibit hall. Class Members had the chance to pilot (and sometimes crash) helicopters, shoot M16s, and enter virtual worlds to participate in ground assaults – all in simulation, of course! Real life demonstrations of systems that translate to the private sector in the areas of healthcare, fire and EMT training and others showed Class Members how impactful these technologies are in our everyday lives. At times it was hard to distinguish the enthusiasm of the *Leadership Orlando* participants from that of the hundreds of high school students who were also in attendance to take advantage of the opportunity to test their skills on the latest in cutting-edge simulation technology. Exposure to these types of career opportunities will surely have a positive influence on future military personnel, engineers, scientists and technicians for years to come.

A welcome by RADM Frederick Lewis, USN (Ret.), President of the National Training and Simulation Association, kicked off the afternoon sessions that were focused on the MS&T Industry here in Central Florida. "Central Florida is the center of gravity for MS&T in the world," said Admiral Lewis. "This region is the envy of the world."

The National Training and Simulation Association (NTSA) also provides a number of "all expenses paid" scholarships to teachers from around the country to attend I/ITSEC so that they can be inspired by Science Technology Engineering and Math education and educate their students on the opportunities that STEM education provides. "In the 1960s, we were inspired by the Space Program," Lewis continued. "MS&T can be the spark for young people today."

Presentations followed by senior commanders of each branch of the military, as well as briefings by Team Orlando, National Center for Simulation, UCF Institute for Simulation & Training, Naval Air Warfare Center Training Systems Division (NAWCTSD) and five local MS&T businesses: Lockheed Martin Global Training and Logistics, Vcom3D, Inc., Science Applications International Corporation (SAIC), L-3 Communications, Link Simulation and Training and the Nicholson Center for Surgical Advancement at Florida Hospital.

With nearly 20,000 Conference attendees, *Leadership Orlando* Class 80 saw not only the power of the MS&T Industry in our region, but also the unique asset that we have right here in Central Florida - the Orange County Convention Center – showcasing our region to the world.

(VBS2 contd from page one)

populate the terrain area with hundreds of thousands of objects in accordance with VMAP shape data, and then texture-map the entire representation with high-resolution satellite imagery or aerial photography.

Once the terrain representation is exported into VBS2, the simulation engine will provide a simulation of the real world, incorporating moving trees and grass, ground clutter, ambient animal life, shadows, dynamic lighting, weather and time of day.

A new streaming capability provides an efficient means of loading complex terrain areas as object and texture data is processed only when required. View distances are now typically five times greater than in VBS1 (depending on processor speed) - level of detail culling has been improved to allow attack helicopters and armored vehicles to engage at realistic ranges, and forward observers to call artillery fire from greater distances.

VBS2 supports large multiplayer network sessions allowing join-in-progress and improved administrator functionality. VBS2 provides improved simulation of complex urban areas, including destructible buildings, round penetration through walls and operable and destructible doors. Weapon platforms are capable of thermal imaging, simulation of fire control systems and turret override. Multiple vehicle turrets are possible and weapon ballistics have been improved.



GameTech 2010 Monthly Update  
Follow the Latest Trends  
Offered during GameTech  
[www.teamorlando.org/gametech](http://www.teamorlando.org/gametech)

### **GameTech 2011 Registration Goes Live and Announces Third Keynote**

GameTech 2011 welcomes David Alan Smith, Lockheed Martin, as their third keynote speaker. Smith created *The Colony*, the very first 3D interactive game and precursor to today's first-person shooters. In 1989, Smith used the technologies developed for the game to create a virtual set and virtual camera system that was used by James Cameron for the movie *The Abyss*. Based upon this experience, Smith founded Virtus Corporation in 1990 and developed Virtus Walkthrough, the first real-time 3D design application for personal computers. Smith also co-founded several other companies including Red Storm Entertainment with Tom Clancy, Timeline Computer Entertainment with Michael Crichton, and Neomar, a wireless enterprise infrastructure company  
[www.teamorlando.org/gametech](http://www.teamorlando.org/gametech)

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](http://www.teamorlando.org).

Please send story ideas for the 10-4 to: [media@teamorlando.org](mailto:media@teamorlando.org)

Respectfully submitting for Team Orlando,

Terri M. Bernhardt, Editor



### Team Orlando Representatives

- **Program Executive Office Simulation Training and Instrumentation (PEO STRI)**
- **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)**
- **Federal Law Enforcement Training Center (FLETC)**
- **United States Joint Forces Command (USJFCOM J7)**
- **Veterans Affairs (VA)**

### Liaisons

- **University Central Florida Institute for Simulation Training (UCF IST)**
- **National Center for Simulation (NCS)**
- **Metro Orlando Economic Development Commission (EDC)**

### Upcoming Events:

Otronicon  
January 14-17, 2011  
Orlando Science Center  
[www.otronicon.org](http://www.otronicon.org)

TechNet  
January 19-21, 2011  
Radisson University Hotel  
Orlando, UCF  
[www.afcea-orlando.org](http://www.afcea-orlando.org)

Defense GameTech Users' Conference  
March 21-25, 2011  
Caribe Royale Orlando  
[www.teamorlando.org/gametech](http://www.teamorlando.org/gametech)

MT3 Conference  
June 2-4, 2011  
Renaissance Sea World Orlando  
[www.mt3.bz](http://www.mt3.bz)

Army Ball  
June 18, 2011

Navy Ball  
October 15, 2011



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