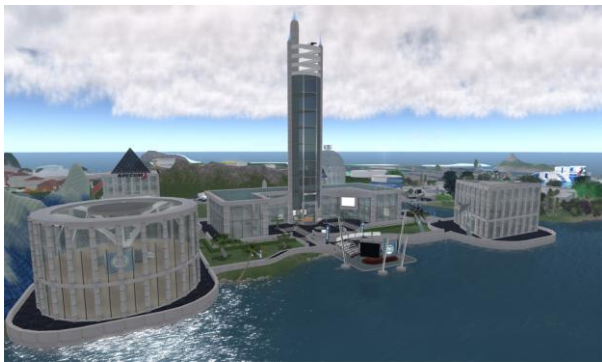




Team Orlando's Virtual World



Team Orlando established its region and military presence on the public grid in Second Life Virtual World three years ago, resulting in the creation of the Team Orlando Island. What started out as a challenge for Jeffrey Mills, Project Coordinator for Virtual Worlds, ADL Co-Laboratory, developed into a unique opportunity for members of Team Orlando.

“Team Orlando Island was my first stab at building a virtual space,” remembered Mills. “Working with the STTC at the time, we purchased our big, flat square of nothing, and over the next four or five months, I started terraforming the land, building the virtual buildings, landscaping and creating a visual representation where all the groups of Team Orlando could reside virtually.” Members then submitted items for the island, which helped in telling each of their unique stories, whether it was through information, videos or interactive objects.

When the Team Orlando Island project first began, Mills worked closely with Tami Griffith, at the Sgt. 1st Class Paul Ray Smith Simulation and Training Technology Center (STTC), an organization of the U.S. Army Research Laboratory, and soon their project began to gain the interest of many of the military services and the groups that are part of the Central Florida Research Park. As these parties showed increased attentiveness in the Virtual World (VW) project, they visited the lab and began learning about some readily available solutions for VW experiences they could start exploiting and working into what was being done in a distributed way.

Second Life VW is the largest virtual environment today. The strength of these worlds is the ability to talk, collaborate, link up and work with individuals that are dispersed around the globe. This immersion of individuals into a virtual environment leads to growth of a community that helps produce best practices for training in a virtual space, which saves time and money.

Unlike gaming, virtual spaces are not necessarily goal-oriented. These worlds include places where different scenarios and representations of the real world give people the opportunity to experience things they may never do. They also give individuals the chance to attend conferences or training seminars with others without leaving their office space.

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Congratulations:
Team Orlando for the 12th production of online magazine, “The 10-4”.

Send story ideas to:
media@teamorlando.org



WHAT TO EXPECT AT GAMETECH 2011

OVERVIEW:

The 2011 Defense GameTech Users' Conference will be held 22-25 March 2011 at the Caribe Royale Hotel in Orlando in conjunction with the Army's Games for Training Conference.

The Army conference will be held 21-23 March 2011. The Army Games for Training Conference will be limited to Department of Defense Military, civilians, service support contractors and invited guests while attendance at the Defense GameTech Users' Conference will be open to all government, industry, and academic personnel.

SPECIAL INFORMATION YOU MUST KNOW PRIOR TO GAMETECH 2011:

The 4th Annual Defense Users' Conference will explore progressive topics such as: mobile applications, virtual worlds & second life, social games, 3D repository, alternate reality, medical games for training and much more. The exhibit hall will showcase 18 new exhibitors providing demos of their latest technology. In addition to the highly respected keynote speakers listed below, both mayors from Orlando will make respective appearances.

MOBILE APPLICATION: GameTech 2011 unveils its first mobile app called "GameTech" and is available through download on the 15th of March through the Apple App store for iPhone and the Android market for Android phones. Blackberry phones will also be able to access it starting March 15th by visiting www.teamorlando.org/gametech/blackberry on their mobile. The mobile app includes the agenda/program, session summaries, conference maps, GameTech Twitter feed.

KEYNOTE SPEAKERS:

- 1) Lt.Gen. Michael A. Vane, Deputy Commanding General, Futures & Director of the Army Capability Integration Center
- 2) Brigadier General Harold J. Greene, Deputy Commanding General, RDECOM and Senior Commander of the Soldiers Systems Center
- 3) David A. Smith, Chief Innovation Officer for Global Training & Logistics, Lockheed Martin
- 4) Mark Long, game and movie producer and graphic novelist, CEO, Zombie Studios

DISTINGUISHED GUEST SPEAKERS:

- 1) Frank DiGiovanni, Director of Training, Readiness & Strategy, Office of the Deputy Assistant Secretary of Defense (Readiness).
- 2) Mr Greg Knapp, is Director, J7/Joint Warfighting Center, U.S. Joint Forces Command

FEATURING:

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.

REGISTER NOW:

www.teamorlando.org/gametech Early registration ends March 15th.

MEDIA MUST BE PRE-REGISTERED:

Please send your request to: media@teamorlando.org

Progressive Navy ROTC Electronic Classroom Grabs National Attention



The Maritime Skills Simulator (MSS) Electronic Classroom shown at left is representative of those planned for installation in various NROTC Units across the nation .

Maritime Skills Simulator Advanced Electronic Classrooms were launched almost four years ago when Naval Service Training Command (NSTC) began to provide funding to support naval science classrooms at NROTC colleges and universities across the nation. The software - which creates experiential opportunities for students to focus on navigation, ship handling, engineering, weapons systems, and naval operations - is already being used at NROTC units across the nation, according to Captain David Grimland, Naval Air Warfare Training Systems Division, (NAWCTSD). Since June 2007, eighteen Naval ROTC units across the county have trained via MSS, which facilitates real-time computer enhanced modeling and simulation.

The MSS classrooms allow NROTC midshipmen to train with the same tools they will be using when they arrive in the fleet. They will be prepared to immediately function in the modern shipboard environment once they receive their commissions as Navy ensigns. These electronic classrooms are key to meeting that goal. "Navy ships and submarines now navigate electronically," stated CAPT Grimland. "In the past, training was done on paper charts for students to learn direction, speed estimations, fuel burn, arrival times and distance from one port to another. Ships are now electronically based and our students are better prepared for the Navy and Marine Corps by training this way. These classrooms, with electronic white boards and interactive podiums, represent the incorporation of technology to enhance the learning experience of future Navy and Marine Corps officers."

In 2007 NTSC commissioned NAWCTSD to outfit the Maritime Skills Simulator Classroom at each school with electronic capabilities. Site surveys were conducted at selected schools by sending advance teams to look at space, ensuring there is adequate power, proper lighting conditions, and if the equipment and furniture will fit. Every aspect is an essential key part of the students' learning environment. All is closely coordinated with the respective University/College administration. Those findings are then reviewed, approved and then the advance team makes the required site preparation upgrades for each classroom to ensure compliance for the proper installation of the MSS equipment. When the classroom is ready, it hosts from 12-24 work stations. Each configured work area is a tall student desk (capable of laying out charts, if required) where you can stand or sit (on stool) with two arm mounted monitors at each station. The software, specifically designed and developed by NAWCTSD for the MSS classroom, leverages time and cost saving efficiencies and is supported by a help desk.

In a short amount of time, MSS word has reached many about this state-of-the-art training and cost effective program. Schools that don't have it are requesting it. Of the eighteen selected NROTC schools, samplings that have benefited include: Texas A&M University, Jacksonville University, Auburn University, Savannah State University, University of San Diego, and Vanderbilt. There are currently a minimum of five new University and College programs scheduled to benefit in FY 11. The MSS is used in two semesters of a four year degree. NAWCTSD plans on staying involved in the program through completion of the 59 identified NROTC sites across the country.

VCSAF Emphasizes Modeling, Simulation Integration During AFAMS visit

By Noel Getlin
Air Force Agency for Modeling and Simulation



PHOTO CAPTION: Air Force Agency for Modeling and Simulation Commander Col. Marcus Boyd (from left) welcomed Gen. Philip Breedlove and Brig. Gen. John R. "Bob" Ranck Jr. to the AFAMS office in Orlando, Fla., on Feb. 18. General Breedlove is vice chief of staff of the Air Force, and General Ranck is director of Warfighter Systems Integration in the Office of Information Dominance and chief information officer in the Office of the Secretary of the Air Force. Both generals are stationed at the Pentagon. (U.S. Air Force photo/Jim Stachowicz)

Air Force Vice Chief of Staff Gen. Philip Breedlove emphasized the need to standardize Live, Virtual and Constructive Modeling and Simulation across the Air Force and joint team during a recent visit to the Air Force Agency for Modeling and Simulation here.

"We must build to a modeling and simulation standard that allows us to take an enterprise approach without continually having to reach back for more funding," General Breedlove said during his first visit to AFAMS as vice chief of staff. "We should be writing our requirements to achieve this level of standardization."

General Breedlove joined Brig. Gen. John R. "Bob" Ranck Jr., director of Warfighter Systems Integration in the Office of Information Dominance and chief information officer in the Office of the Secretary of the Air Force at the Pentagon, in visiting AFAMS Feb. 18 to learn what the Air Force field operating agency is doing to accomplish this goal.

During the briefing, AFAMS Commander Col. Marcus A. Boyd outlined AFAMS' capabilities, including efforts to work together with Team Orlando to form a Live, Virtual and Constructive Integrating Architecture that integrates sustainable LVC capabilities.

Team Orlando is a community of more than 200 M&S organizations from the other services, industry and academia working together with the common goal of improving human performance through simulation.

Colonel Boyd said that AFAMS' mission has shifted from just advancing Air Force M&S to maximizing warfighter performance and decision-making via a persistent, scalable and integrated LVC environment "where our Airmen can plug and play, plug and work, and plug and fight" from the day they enter initial training to the day they retire.

General Breedlove noted the importance of aggregate M&S capabilities, especially as they relate to joint initiatives such as Air-Sea Battle and the fielding of the Joint Strike Fighter.

"We should be able to walk across the street and work with the Navy's Joint Strike Fighter simulations, for example," General Breedlove said. "We don't want to lose any opportunity to coordinate with our fellow services."

AFAMS is the Air Force's execution arm for exploiting, integrating and implementing Air Force simulation capabilities, resources, and policy and guidance. AFAMS consolidates emerging warfighter requirements, prioritizes them for development, and advocates for funding. Once new capabilities are developed, AFAMS ensures their integration into existing and future distributed Joint LVC environments. Additionally, AFAMS manages the execution of select Air Force-level simulation programs.



**EDC HIRES PRESIDENT & CEO
Rick Weddle, head of North Carolina’s Research
Triangle Park, to lead Metro Orlando Economic
Development Commission**

The Metro Orlando EDC is pleased to announce that Rick Weddle, President and CEO of the Research Triangle Foundation of North Carolina, the entity that owns and develops the renowned Research Triangle Park, has been hired as President and CEO. Mr. Weddle is one of the most recognized and accomplished economic development professionals in the nation, according to Metro Orlando EDC Chairman of the Board, David Pace.

Weddle’s extensive career in economic development will bring unique strengths to the Metro Orlando market, which is working to diversify its industry base and build-out ambitious projects, such as ‘Medical City’ at Lake Nona. As CEO of the Research Triangle Foundation, Weddle has been responsible for marketing and operation of the leading and largest high-technology park development in North America. Since 2004, under his leadership, the Research Triangle Park has surpassed historic gains, generating development projects with projected capital investment of over \$800 million and the projected creation of over 5,500 new, high quality jobs.

Prior to his arrival in the Research Triangle, Weddle served as President and CEO of the Greater Phoenix Economic Council (GPEC) in Phoenix, Arizona. Throughout his career, which spans from the 1980s, he also led economic development organizations in Toledo, Ohio, where he served as President and CEO of the Regional Growth Partnership (RGP); in Stockton, California, as President and CEO of the San Joaquin Partnership & Business Council; and in Winston-Salem, North Carolina where he was President and CEO of Winston-Salem Business Inc.

Weddle is well known in international economic development circles. He currently serves as Vice President of the International Association of Science Parks (IASP) and was elected President of IASP-North American Division in December 2007. He also has been active in the International Economic Development Council (IEDC) since its inception. In 2002, Mr. Weddle was elected as the first Chairman of the Board of the IEDC; in 2007 he was awarded the designation of Honorary Life Member; and in 2009 he received the 2009 Lifetime Achievement Award for Excellence in Economic Development in honor of Edward deLuca.

Team Orlando sends a warm congratulations to Mr. Weddle and the EDC team.



<http://www.orlandoedc.com>



National Center for Simulation Membership Night

**Thursday, April 7, 2011, 5:00-8:00 p.m.
Stoneybrook East Golf Club
2900 Northampton Ave.
Orlando, FL 32828**

Calling all NCS Members—come join your colleagues for an update on what NCS is doing in support of you and take advantage of the opportunity to network and meet new Members. The event is free and will include heavy hors d'oeuvres and an open bar.

Thank you to the following NCS Members who have agreed to sponsor the event: AVT Simulation, Lockheed Martin, IVIR, Inc., Accenture, Morrison Commercial Real Estate, MT3 (via Capital Communications), Productivity Apex, Inc.

Note we are still in need of additional Member sponsorship—if your company is interested, please give NCS a call. To ensure we have an accurate headcount, please register at the attached "no cost" link or give Carla Novak (407-882-0692) or Ron Stiles (407-882-0691) a call.

("Virtual Worlds" continued from Page 1)

Team Orlando Island has become a secure playground, a kind of test area, to highlight – in a virtual way – some of the members' activities. A visitor can go to the STTC virtual building and see some of the products that are in the lab, and use their avatar to interact with them virtually. There are medical mannequins, hologram projections and even a virtual robot to drive around. As a public space, anyone can go to SecondLife.com, create an avatar in a few easy steps and visit the Island.

Primarily, Team Orlando Island has been used to host the Defense GameTech Users' Conference event virtually and broadcast it via digital real-time. There's an amphitheater on the Island where avatars can attend the presentations. Visitors participate via their computers and watch through their avatars' eyes. GameTech, which takes place March 22-25, 2011, is being held in conjunction with the Army Games for Training Conference (AFGT), March 21-23. GameTech was created in 2006 as an outreach to the military gaming user community with a purpose of sharing information and gathering feedback from the community.

This year, GameTech will be streaming simultaneously; STTC island VADER and an additional island where terrain testing is done. Multiple cameras will be used to include the panel session room, keynote speaker area, and the general session. For those unable to participate in the virtual space, they will also be able to access the same feed on a 2D website where the streamed event can be watched via an Adobe Flash® plug-in.

Although Second Life has public access, there are still areas that cannot be accessed without the proper credentials and log-in information. Firewalls have been installed to protect sensitive information and keep that which is not public information, separate, secured and safe. Additionally, region owners have the ability to make decisions on who may or may not enter their areas, as well as make real time adjustments when necessary. Once a region is purchased, the owner is given complete control over that region. Second Life provides the hosting server and grid space. However, the intellectual property in the region – ideas, buildings, any and all content – is owned by the purchaser. This is an attribute that makes it especially intriguing for government and military use.

Virtual World technology has been commercially viable for a short time and is in its infancy when compared to its expected potential. For many, the thought of virtual worlds seems unnatural and removed. But for the members of Team Orlando, it's very real. Their presence in Second Life has strengthened their commitment to each other, and ultimately, their mission to improving human performance through simulation.

SPOTLIGHT PERSON OF THE MONTH: Mike Robbs, FLETC



MIKE ROBBS, Training Specialist in the Training Innovation Division assigned to the Orlando Technology Integration and Simulation Team, Federal Law Enforcement Training Center (FLETC)

Michael Robbs is a training specialist in the Training Innovation Division assigned to the Orlando Technology Integration and Simulation Team for the Federal Law Enforcement Training Center (FLETC). His job is to collaborate directly with the Department of Defense's (DoD) simulation community, industry and academia, to investigate and prototype the latest technologies, which have potential application for law enforcement training to meet FLETC's ever changing and growing training requirement.

He also is the point of contact for Team Orlando Board of Directors for FLETC. "The most important benefit of the partnership FLETC has with Team Orlando is the opportunity to have a FLETC staff member sit on the Board of Directors and attend the monthly meetings," said Robbs. "The one-on-one professional relationships, as well as briefings on the latest DoD and other Team Orlando Modeling, Simulation and Training Initiatives, allows opportunities for collaboration and leveraging that are very difficult to get with a long-distance professional relationship."

Robbs has been in the training division/areas for the majority of his career. About six or seven years ago, he had the opportunity to visit Fort Leonard Wood in Missouri and Fort Rucker in Alabama to tour their training simulation centers. When he witnessed the method by which the curriculum was being delivered, including classroom instruction, followed by hands on simulator practice and then again practice on real tools, like military trucks, tanks and helicopters, he felt this blended approach was a method of course delivery which was most natural for learning.

"So much of learning is visual and hands-on, especially when teaching psycho-motor skills and the use of law enforcement equipment," Robbs noted. "When I began seeing all the simulation tools available to teach and to demonstrate a particular tool, technique or procedure within a blended training environment, I was convinced of the important role that simulation can have for law enforcement training."

Early in his career, Robbs was a local police officer in Tennessee and involved in a shootout. It was there he learned firsthand the importance and great need for law enforcement officers and critical training. "What would our communities and nation be like without them?" Robbs asked. "I know training makes a difference, and this is where I am meant to be. To have served on the training side of law enforcement is especially dear to my heart."

Robbs enjoys spending time with his family and loves reading Christian books and literature. He also likes riding road and mountain bikes for fun and exercise, enjoys wood-working, yard work, home projects and other tasks working with his hands.

About that, he added, "In my current training specialist/program management position, where it often takes months and years to see a project come to fruition, I get great satisfaction in looking back at the end of a day working with my hands, and seeing the immediate fruits of my labor."

PROTOCOL APPRECIATION

In Greek Terms Protocol Means: "the first glue"

There are few jobs more challenging and more demanding on a day-to-day-basis than that of a protocol officer. Protocol is the necessary glue that holds together official life in society. Whether on the local, state, national or international level, proper protocol is vital in assuring that relations between officials of organizations and government agencies are conducted within the minimum friction and maximum efficiency. A protocol officer must possess organization skills, humility, cooperation, flexibility, communication skills and accountability while demonstrating exemplary conduct at all times. Appropriate planning must be taken from the distinguished guests' pre-arrival, to luggage handling, dinner arrangements, through departure plans. A protocol officer never gets a chance to make second first impression. A typical protocol officer will handle up to 3,000 visitors yearly and be prepared to brief the principals involved while being ready at any given time. Quincy Adams once said, "Common sense and consideration should be the basis of protocol. Violation of it can result in small embarrassment or lead to unnecessary war."

Did You Know?



Fundraising Event
NCS Golf Tournament
Thursday, May 26th
Stoneybrook East Golf Club
1300 Shotgun Start
Contests....Prizes....Food...Competition....Fun
(All Proceeds Benefit the Vince Amico and Hank Okraski Scholarship Programs)
www.simulationinformation.com



AFAMS Contractor Mentors Civil Air Patrol Cadets Into National Cyber Defense Championship

By Noel Getlin

With a little help from an Air Force Agency for Modeling and Simulation contractor, a team of local Civil Air Patrol cadets have bested hundreds of teams to advance to the finals of the Air Force Association's national Cyber Patriot competition. From more than 650 national high school and service teams, the five local cadets and one alternate were named one of 12 teams to make it to the final round of the cyber defense competition.

Mitre's Gary Palmer, a cyber defense contractor for the Air Force Agency for Modeling and Simulation, volunteered to

mentor the cadets in October. Since then, he's spent 12 to 20 hours week meeting with the team to prepare them for the competition. He began with about 12 hours a week and now is working with them 16-20 hours each week.

Not only has Mr. Palmer served as an irreplaceable mentor, but when he learned the team didn't have enough computers for practicing, he approached Mitre, and they in turn donated three laptop computers to the team. When the shipping bill came, again Mr. Palmer stepped up to pay the bill -- out of his own pocket.

The local cadets will enjoy an all expense-paid trip to Washington D.C. to take part in the championships at AFA's CyberFutures Symposium and Technology Exposition on April 1-2.

The Cyber Patriot Competition is a national high school cyber defense competition. It is designed to motivate students to consider STEM (Science, Technology, Engineering and Mathematics) academic disciplines - and raise a generation of cyber defenders.

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, Contributing 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:

Wounded Warrior Lone Sailor 5k/run/walk/roll
March 19, 2011
Blue Jacket Park
www.orlandowoundedwarrior5k@gmail.com

Defense GameTech Users' Conference
March 21-25, 2011
Caribe Royale Orlando
www.teamorlando.org/gametech

Air Force M&S Conference
April 11-14, 2011
Partnership III
www.afams.af.mil

ITEC 2011
May 10-12, 2011
Koelnmesse
Cologne, Germany

MT3 Conference
June 2-4, 2011
Renaissance Sea World Orlando
www.mt3.bz

TSIS
June 15-16
Renaissance Sea World Orlando

Army Ball
June 18, 2011
Renaissance Orlando Resort
www.ausa-sunshine.org

Navy Ball
October 15, 2011

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



Get the news first!

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