



TUESDAY, DECEMBER 1, 2009

## Australia First to Acquire USAF C-17 Trainer

Every minute of every day Boeing C-17A Globemaster III strategic transport aircraft of the US Air Force Air Mobility Command (AMC) are in the air supporting the Global War on Terrorism (GWOT). The aircraft's unique ability to deliver outsize cargoes to austere locations in theater is particularly valued. "The C-17 has proven itself a critical asset, offering the flexibility to fill key tactical requirements in addition to fulfilling its primary strategic airlift role," USAF General Duncan J. McNabb, Commander, United States Transportation Command, told the Senate Armed Services Committee earlier this year.

Maximizing the use of simulation frees aircraft for actual operational missions, a fact recognized by Congress in the 2007 Appropriations Act which stipulated that the Department of Defense increase simulation training to reduce operational training flights. The Boeing Company's C-17 Aircrew Training System (ATS) provides instruction to more than 1,500 new pilot, co-pilot and loadmaster students each year while maintaining continuation training for more than 5,000 USAF, USAF Reserve and Air National Guard aircrew as well as allied aircrew.

"The goal of USAF is to be able to do all of our training in the simulator," USAF Colonel John H. Franz, Commander Training Systems Product Group, told the *Show Daily*. According to Franz 96% of training requirements can be done in the C-17 ATS and each crew spends an average of 30 hours annually in the simulator. The use of the ATS saves the USAF more than \$100 million in fuel costs each year as well as allowing crews to practice procedures, such as

emergency drills, which could not be done on actual aircraft.

"Probably the weakest area is the fidelity of aerial refueling," said Franz. "We are looking at distributed training between a 'boomer' and a C-17. The big question is the latencies. If you get two virtual platforms close together and I make a stick movement on the east coast and the virtual tanker is on the west coast is it to going to react quick enough. We are looking at it with a KC-10 simulator at Travis (AFB, California) across the base to the C-17 simulator. We think we can do it across the United States. We are establishing a distributed training center at Scott AFB, that will look at all heavy mobility distributed training." The Mobility Air Force—Distributed Mission Operations project is expected to link more than 115 training devices.

The C-17 is the only strategic airlifter operated by three of America's key allies in the GWOT: Australia (4 aircraft), Canada (4) and the UK (6). The first Boeing C-17A Weapons System Trainer (WST), outside of the USA was formally commissioned at Royal Australian Air Force (RAAF) Base Amberley, Queensland on 18 November. It will provide conversion and currency training for the C-17A crews of 36 Squadron from next January.

The WST is the centerpiece of the C-17 ATS and was transported to Amberley using two C-17 aircraft. A Maintenance Trainer will be delivered in 2010 and a Cargo Compartment Trainer in 2013.

Boeing's Training Systems & Services provided the software development and integration as well as program management.

*(See Australia First to Acquire, p4)*

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TODAY'S CONFERENCE

# HIGHLIGHTS

**Tuesday December 1**

## **SPECIAL EVENTS**

- 0830-1000 Opening Ceremonies (Auditorium W320)
- 1030-1200 General/Flag Officer Panel (Auditorium W320)
- 1400-1530 Training the Next Generation Force (Room 203)
- 1430-1530 Warfighters' Corner (Booth 1088)
- 1600-1730 Irregular Warfare from the Ground Up (Room 203)

## **EXHIBIT HALL HOURS**

1200-1800

## **REGISTRATION HOURS**

0700-1800

## **INNOVATION SHOWCASE (Booth 2887)**

- 1000 What to Look for in a Quality Language Training Vendor, Auralog
- 1045 Everything on Demand – Cloud Simulation Concepts, HP
- 1130 Technology Solutions for Filling Critical Needs in Medical Training and Decision Support, CHI Systems
- 1230 ASM III – The Tool for Planning, Building and Managing Skilled People and Successful Organizations, Paladin Data Systems
- 1315 LM Virtual World Labs – “The Art of the Possible”, Lockheed Martin
- 1400 Providing You With the Power to Create Your M&S Applications Through Integrated COTS Software, Presagis
- 1445 Streamline Training Analysis with ADVISOR Enterprise, BNH Expert Software
- 1500 Mixed Reality Immersive Training Systems, Laser Shot
- 1530 Transforming Maintenance Training, NGRain
- 1615 Dense, Synchronized Multi-Display Systems for Visual Simulation, AMD

# SHOWDAILY

The I/ITSEC *Show Daily* is published by the National Training and Simulation Association.

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Print production managed  
by Tradeshow Publications, LLC

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Cover photo: US Air Force



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# Games Are Serious Business

**Celebrating innovations in game design** and instructional technology, I/ITSEC's Serious Games Showcase and Challenge (Booth 331) provides I/ITSEC visitors with a unique appreciation for the serious side of games.

According to Kent Gritton, Director for the Joint Training Integration and Evaluation Center (JTIEC), who serves as the National Training and Simulation Association (NTSA) representative for the Serious Games Showcase and Challenge, NTSA assembled the program under an I/ITSEC-based integrated project team (IPT) with an industry lead—this year Peter Schrider (Alelo), and government deputy lead (determined by I/ITSEC service lead), this year US Navy Lieutenant Amelia Dudley (NAWCTSD).

"About four or five years ago serious games were just starting to come up and people were all trying to look at them, wondering what

***"We recognize that a lot of the government entities are developing their own games... as a result we developed the government category as well."***

was the purpose of serious games and to determine if there was a niche market where they could make investments to give them something worthwhile," Gritton explains. "The government was looking at it to see if it was a viable training medium. And students were looking at it and wondering if it was a market where they could actually make a living. Because most of the students understood the entertainment side of games but they don't understand *this* side of games. They don't even know that it exists", says Gritton.

"I don't have exact figures but off the cuff I would say that 15-20% percent of students in the gaming arena will go to the entertainment side. But what does the other 80% do? Well, this is a great avenue for them. And it was the culmination of those different pieces that drove this great venue in order to showcase the capability but also have a challenge to determine who is the best in the different categories," he adds.

Gritton notes that the categories have grown and been modified over time to the current structure of business, students, and government.

"With the government category, we recognize that a lot of the government entities are developing their own games," he says. "Granted, they are contracting out, but they are in charge of the development of that game. As a result we developed the government category as well."

He continues, "Now we have a great venue and this year we have been receiving several inquiries from the international side, asking how they can get involved. They recognize that we are doing this right by bringing together games, showing the potential of training with those games, demonstrating how the media works, and doing it across a wide range of capabilities. So the skill sets can be anywhere from medical to language to math to history. If you can imagine a skill you want to train there is a way to adapt a game in order to make it a viable training medium."

Gritton cautions, "I say that with the stipulation that instructional system design tells you that: you need to understand what the tar-

get audience is; you need to understand the actual training objective; and then find the right medium for that. Games *could* be the right medium but they don't *have* to be the right medium. But under this program we are exploring the games medium to make people understand the strengths and the capabilities that exist here. I'm not saying that this is the only thing you can do. I know better than that and so does everybody else in the business. They would know that I was blowing smoke if I tried to say that."

Selection of finalists is performed by the IPT, which reviews all entrants and applies very strict criteria.

"We have a very extensive grading sheet to determine what games we believe are correct for consideration," Gritton says. "But then our IPT will evaluate all of them and select those that they feel are the strongest in each category. And those are the ones that become the finalists. There will be six business, three students, and three government. That's the formula that seems to work the best."

"Then, from those, we have in excess of 60 evaluators worldwide. We send them those games and then they do the actual evaluation of these finalists. So the IPT selects what comes on the floor but our evaluators will select which one is the best in each category," he adds. "Importantly, in addition to that, because the folks who show up here at I/ITSEC are experts as well, they have the ability to interact with all the developers out there on the floor, understand the games, and then vote with a ticket that is inside your attendee badge packet. It doesn't matter which category. It's just which one they like the best."

The three category winners plus the "people's choice" attendee selection will be announced at the Serious Games exhibit area at 1000 on Thursday morning.

"Serious Games is a viable training medium," Gritton says. "And to truly understand their effectiveness I/ITSEC attendees need to get into one and see it. I see too many times when people equate the word 'game' with not being serious or not being effective—just being entertainment. But that is not the case."

"Games are viable," he concludes. "Get away from the notion that games are bad or that your student is goofing off. They're learning!"

Gritton notes that the year-round IPT is already soliciting candidate games for 2010.

## 2009 FINALISTS

### Business

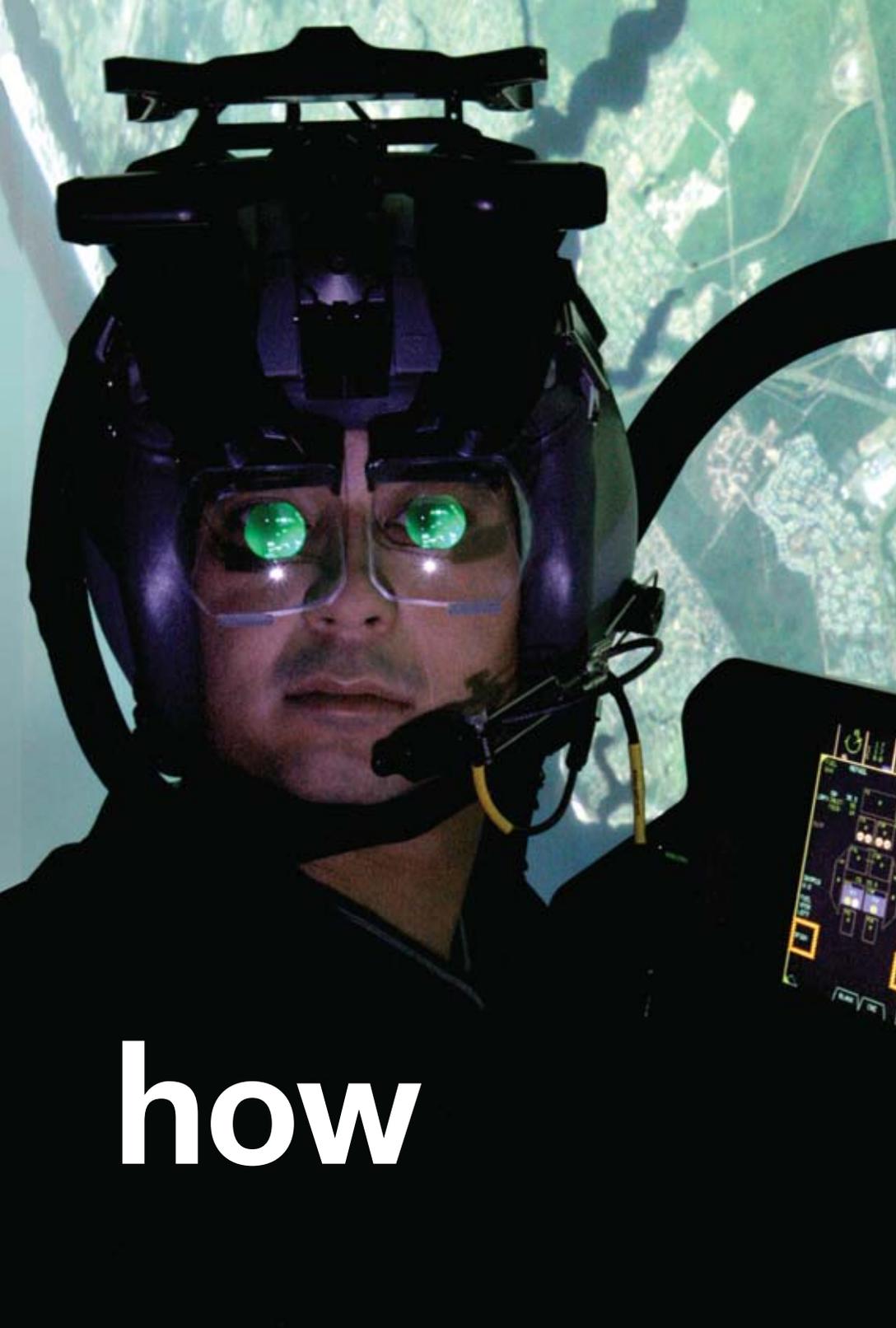
- "Conspiracy Code" (360Ed)
- "Ship Simulator Professional v2.0" (VSTEP)
- "DimensionM 2009" (Tabula Digita)
- "VESSEL Damage Control Trainer" (BBN Technologies)
- "Agent Surefire-Infosec" (Mavi Interactive)
- "Checkpoint Recon" (Camber Corporation)

### Student

- "Polyglot Cubed" (University of Illinois, Chicago, University of Miami, Ohio)
- "Energy Wars—Rise of the Chimera" (Queen's University)
- "NihongoUp" (Lycee Francais de Prague)

### Government

- "Procurement Fraud Indicator Mini Game" (Defense Acquisition University)
- "Computer Based Corpsman Training System" (RDECOM-STTC)
- "Virtual Cultural Awareness Trainer" (USJFCOM-JKDDC)



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# Wyndcrest Hollywood Military Simulation

Wyndcrest Tactical, a subsidiary of the new Wyndcrest DD Florida production studio, will use leading edge Hollywood technology to develop simulation for the military training and simulation industry.

At Booth 849 Wyndcrest Tactical presents examples of award-winning digital imagery and procedurally-generated virtual worlds developed by Digital Domain (DD), a subsidiary of Wyndcrest Holdings. During the 15 year history of DD the studio has created visual effects for more than 75 films, with combined box office sales exceeding \$12 billion, and received eight Academy Awards, numerous British BAFTA awards and multiple awards from other organizations. During the Innovation Showcase (Booth 2887), at 1345 on Thursday 3 December, DD staff will demonstrate the process that it developed to create a believable computer-generated 'live' character for *The Curious Case of Benjamin Button*. DD's efforts earned the company an Academy Award for Special Effects.

"Our partner at Digital Domain, director Michael Bay, has a long relationship with the military through his movies—Pearl Harbor, Armageddon, The Rock and Transformers—in which the military is prominently featured," John Textor, CEO, Wyndcrest Tactical told the *Show Daily*. "He likes to use real soldiers as actors because they look better with guns and driving tanks. The idea originally came from Michael, he was the first one within the company who started focusing on the neat things that we can do with the military. He spent a lot of time in the military simulation environment and he



came back with reports about the quality he saw and what we could do to improve that quality."

"We have spent 16 years focusing on the perfection of the visual image; it is all about photo realism, making something look as realistic as possible to get past the eye of even the most discerning of moviegoers," says Textor. "I think we can help. Our soldiers don't get the same quality. More than anything that bothered Michael."

"We are not set up to be a defense contractor. It is easier for us to work with vendors who are here who require better simulation in dynamic environments," says Textor.

Wyndcrest Holdings will invest more than \$100 million in the new studio in Port St Lucie. Florida's Office of Tourism, Trade and Economic Development will contribute a \$20 million grant to the project while local developers will contribute a \$10 million cash grant and a 15-acre land grant, valued at \$10 million. The incentive package requires Wyndcrest DD Florida to recruit at least 500 employees within four years. Florida State University's film school has signed a letter of intent with Wyndcrest on the new facility.

Special effects for movies will continue to be done at DD's Venice, California studio, and at a new facility to be opened in Vancouver, British Columbia within the next few months. DD's corporate headquarters will remain in Venice to support the film industry.

Wyndcrest DD Florida's new 150,000 square foot studio will focus on animation, feature films and videogames and includes Wyndcrest Tactical which will create high quality graphics for military simulation and training.

Earlier this month Wyndcrest Holdings named Raymond DuBois Chairman of Wyndcrest's Senior Advisory Group on Military Training and Simulation. DuBois served as the Deputy Under Secretary of Defense from April 2001 through November 2004 and as Acting Undersecretary of the Army from 2005-06. John Pepler, a former US Air Force major and F-16 pilot, has been appointed Director of Military Affairs to supervise the daily operations of Wyndcrest Tactical.

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