

Leveraging Gaming Technology in Defense M&S Architectures

Overview:

The U.S. DoD's Defense Modeling and Simulation Coordination Office, the NATO Modelling and Simulation Group, and the Simulation Interoperability Standards Organization are pleased to invite your organization to participate in a joint working group on M&S architectures and commercial gaming technology, on September 15, 2017 at the Florida Hotel in Orlando, FL. The group will focus on identifying best practices for leveraging commercial gaming technologies for Defense M&S in a modular architecture and for integration with LVC capabilities. Invitations have been extended to a mix of attendees from the services, academia and industry.

Objectives:

- Hear from industry and government how commercial gaming technologies are enabling defense training, experimentation, and acquisition.
- Hear from government the benefits and risks of adopting commercial gaming technologies, and best practices for integrating commercial products.
- Share the challenges and best practices and lessons learned for acquisition, integration, and tailoring of internationally owned or proprietary software and technology.

Who Should Attend:

- Defense program managers, simulation engineers, and LVC/Gaming stakeholders
- Industry chief technology officers, commercial gaming engineers and project managers

Details:

- Meeting will be held following the Simulation Innovation Workshop, attendance to the workshop is encouraged but not required.

RSVP:

- For planning and logistics purposes, please RSVP to michael.a.heaphy.ctr@mail.mil by 31 July.