



**W**ELCOME TO THE JANUARY / FEBRUARY 2012 EDITION of the MSIAC M&S Newsletter. The Newsletter presents a variety of M&S articles and events from communities enabled by M&S within the Department of Defense and beyond.

**T**his issue introduces a new feature: “A Focus On.” In each issue the focus will shift to an area of M&S that is particularly noteworthy and timely. Please note that although the wording in the excerpts may not always correspond to official DoD usage, the full articles available through the links provide valuable insights into significant ways that modeling and simulation helps foster innovation. We hope you enjoy this issue and welcome your comments.

## FOCUS ON TRAINING

### Camp Atterbury Opens New IED Simulator



Provincial Reconstruction Team Kapisa, currently training to deploy to Afghanistan at Camp Atterbury Joint Maneuver Training Center, Ind., was the first PRT to train on a new virtual reality combat simulator designed specifically to help soldiers better deal with the number one killer in the contemporary operating environment: improvised explosive devices.

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## FOCUS ON TRAINING

### New IED Simulator

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On December 16th, 2011, Provincial Reconstruction Team Kapisa, which is currently training at Camp Atterbury Joint Maneuver Training Center for an upcoming deployment to Afghanistan, became the first PRT to train on a new virtual reality combat simulator.

The simulator was designed specifically to help soldiers better deal with the number one killer in the contemporary operating environment in Afghanistan: improvised explosive devices, known as IEDs.

The Counter-IED Collective and Individual Mounted Training Program puts soldiers in a simulated armored vehicle, then projects high definition video onto a giant screen surrounding the vehicle. Sound and percussion elements add realism to the simulation.

The system also simulates realistic conditions of mounted combat such as smoke, noise, poor visibility, confusion and physically jarring explosions, all within the confines of safety. The system puts soldiers through realistic scenarios and physiological challenges to fully engage all the senses that affect their performance and decision-making skills on the battlefield.

“It was designed because there was nothing out there to safely simulate an IED blast for Soldiers,” said Michael Laughead, observer/controller with R.L. Leaders, the company responsible for building the simulator.

However, the simulator trains soldiers on much more than just reacting to an IED threat. Soldiers also practice troop-leading procedures, night training, mobility kills, reporting unexploded ordinance, and medical evacuation reporting among other tasks.

“There’s a lot being trained here, and the training device itself is really awe-inspiring to soldiers, because they’ve never seen anything like it,” said Laughead. “It gets them excited to train, and that makes it so much easier to get

them the information they need so they can be successful in combat.”

In addition to providing a realistic training environment, the new simulator also gives a digital recording of the entire training scenario to units, which can be reviewed on any computer so soldiers can look at what they did right, what they did wrong, and how they can improve.

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*This article originally appeared on the U.S. Army website. For complete Article, [click here](#).*



### Avatars Invade Military Training Systems

**A lot of virtual training happens in video game-like environments**, where soldiers see combat through the eyes of a superhero character.

However, if the Army is going to train soldiers through gaming, officials say the characters in the virtual world should perform more like actual soldiers.

That is part of the reasoning behind a new idea the Army has to create avatars for every soldier. These digital representations would accompany service members throughout their training and allow them to see, through simulation, how their skills, or lack thereof, would play in life and death situations.

The influence of video games on military training has been substantial, and the military’s interest in avatars — for soldiers and other actors in simulations — is growing. This growth was evident in the many products on display at the world’s largest military training and simulation conference in Orlando — in the graphics, the props and the apparent ease with which younger soldiers adapt to a virtual setting. And at the entrance to the showroom floor, an avatar greeted attendees to the Interservice/Industry Training, Simulation and Education Conference.

A pixilated character named “Information Jason” bantered

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## FOCUS ON TRAINING

### Training Avatars are Coming!

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with service members and industry executives by engaging in small talk and telling them jokes. The avatar performed the motions and spoke the words of a man behind a curtain several yards away. It was the creation of Organic Motion, a company that also supplied technology for a Lockheed Martin Corp. system demonstrated at the conference.

The Avatar Target Insertion System had onlookers gathering around to watch a service member talking to a suspicious computerized character in a simulated Afghanistan village. The avatar on the screen was able to hold a conversation in real-time and respond to specific questions and commands. An actor in New York City controlled it.

“Some things we have the capability to do very easily,” said Chester Kennedy, vice president of engineering, global training and logistics at Lockheed. “Some things we’re not quite there with. The step in between is what I’m calling a manned avatar. There is a person driving the characteristics of that avatar, they just don’t have to be in the same physical space.”

Avatars can be controlled by people in theater to imbue training with the most up-to-date information and scenarios on the ground. “War is not static,” Kennedy said. “Threats are constantly changing. A trainee does not need to physically be in Afghanistan to benefit from a role-playing experience with someone who is.”

*This article originally appeared on the National Defense Magazine website. For the complete article, [click here](#).*



### Despite Economic Headwinds, I/ITSEC 2011 Breaks All Records

As has now become traditional, I/ITSEC 2011 broke all previous records for attendance, exhibitor participation, and quality and quantity of events, further entrenching it as the world’s premiere modeling and simulation event. This growth has occurred despite obvious forthcoming

reductions in defense spending and possible reductions in other national security areas.

Attendance at I/ITSEC 2011 was at an all time high, with well over 20,000 registrants, 2,000 of these hailing from 56 foreign countries. More than half of attendees represented government agencies at home and abroad. Not only did attendance break records, but the number of exhibiting corporations, state and national government organizations, and universities and research organizations also exceeded previous levels, numbering almost 600 and occupying just under a quarter million net square feet of exhibition space.

The real value of I/ITSEC, however, lies not in sheer numbers of participants, but in the quality of its components-- special events, technical presentations, and, above all, the opportunity to interact face to face in a business environment with anyone and everyone involved in modeling and simulation. This quality is the uniquely valuable contribution I/ITSEC makes to our industry and community of practice.

For the second year, I/ITSEC 2011 featured a Healthcare Pavilion in coordination with the Society for Simulation in Healthcare. Modeling and simulation is rapidly becoming indispensable to all aspects of healthcare and medical practice, in both training and application realms. In recognition of this need, the ever-more numerous healthcare exhibitors at I/ITSEC are largely grouped in the Pavilion, thereby providing a focal point for this growing segment. We expect this component to continue its vigorous expansion.

We are also witnessing a merger of serious games applications into the larger sphere of modeling and simulation, to the benefit of both disciplines. I/ITSEC 2011 saw a dramatic expansion in the number and variety of games entered into the Serious Games Competition and Challenge. Again, we expect this trend to continue and even accelerate as training methodologies continue to recognize the value of incorporating gaming into the overall training environment.

Other components of I/ITSEC, such as the Warfighters’ Corner, where Service representatives share their training

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## FOCUS ON TRAINING

### New I/ITSEC 2011 Breaks Records

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experiences with the wider community, and the America's Teachers program, which exposes K-12 classroom teachers, school administrators and technology personnel to the world of M&S, also continued to expand both in participation and relevance at I/ITSEC 2011.

An event as large and complex as I/ITSEC demands constant and intricate planning, and we are already well underway with I/ITSEC 2012. Preliminary indications are that I/ITSEC 2012 may surpass even the remarkable success of I/ITSEC 2011. If this growth is the case, it will be testimony not only to the value our community places on the opportunity to gather once a year at a defining event, but also to the inherent advantages modeling and simulation enjoys in times of fiscal constraint. The ability of modeling and simulation training to save time and money are only enhanced where both are in shorter supply. Mark your calendars now for I/ITSEC 2012, 3-6 December 2012 - the one indispensable modeling and simulation event of the year.

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*This article was contributed by RADM Fred Lewis USN (Ret), President, National Training and Simulation Association.*



### Nursing Capital of the Pacific

**A cutting edge, \$8 million teaching facility** that opened in Webster Hall, provides University of Hawaii (UH) nursing students with robotic patients that simulate medical procedures, from childbirth to emergency surgery, redefining what world-class means and making Manoa the Nursing Capital of The Pacific. UH-Manoa debuts the most modern nursing simulation center in the U.S., and the beneficiaries will be the people of Hawaii.

You think you had a rough day. Consider what we encounter at Webster Hall on the UH-Manoa campus.

As the elevator doors open on the third floor, we are thrust into a matrix of emergencies. “Noelle” is in distress and

hemorrhaging from the complications of childbirth. Baby “Pat,” just a few minutes old, is lying in an incubator with respiratory problems.

A few doors down the hall, “Mr. Kahui” is in the trauma room bleeding from his face and chest after a near-fatal accident. In another room is a disaster scene with folks waiting for help while health care workers cope with a chaotic situation.

Yet faculty, nursing students and administrators are walking around calmly, even smiling, as the whole scene unfolds. For them, it's just another day at the UH Translational Health Science Simulation Center (THSSC).

(And you thought the biggest drama at UH involved the new head football coach.)

What appears as actual hospital or emergency room scenarios are part of a cutting edge center of learning that places Hawaii at the forefront of simulated health care education. As a new year begins, the University of Hawaii gives birth to an \$8 million world-class facility for nursing students and health care providers.

The bottom line is saving lives.

Life is not a dress rehearsal. That is why the university invests in programs that best prepare students for life in the real world. Teachers and employers alike are constantly seeking solutions to the fundamental problem of the limits of classroom education.

“Simulation education may hold the answer,” according to Mary G. Boland, dean and professor of the UH School of Nursing and Dentistry.

If simulators work for pilots, why not nurses?

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*This article originally appeared on the MidWeek website. For complete article, [click here](#). For more information about the UH-Manoa Nursing Center, [click here](#).*





## FOCUS ON TRAINING



### Virtual Reality Helps Troops Confront Pain

**The Pentagon wants to discover different ways to treat** post-traumatic stress disorder. One such treatment will take patients back to war via a video game-like simulation.

Researchers from the University of Southern California Institute for Creative Technologies, New York-Presbyterian Hospital/Weill Cornell Medical Center and the Emory University School of Medicine will study 300 military and civilian personnel diagnosed with PTSD after deployments to Iraq and Afghanistan. They are working under a four-year, \$11 million grant to test different therapies.

During virtual reality treatment, a patient wears goggles and earphones as a therapist controls 3D digital scenes made to resemble locations where a traumatic experience occurred. Sensory triggers such as chairs that vibrate to simulate an explosion further piqued patient's memories during the sessions.

According to researchers, virtual reality may work better for patients already familiar with similar technology or who are hesitant to take part in traditional exposure treatments, which essentially require them to repeatedly recount their traumatic experiences to a doctor. Their goal is to determine which kind of therapy works best for which patients. Researchers also plan to look at genetic and other factors that could impact someone's chances of developing PTSD.

Researchers on the project have created virtual reality systems to treat PTSD in veterans from Vietnam, Iraq, Afghanistan and 9/11 survivors. They have used a modified version of a video game developed at USC to bring to the treatments the sights, sounds, smells and sensations of war.

More than 50 Veterans Affairs and university clinics already are using two of the virtual reality systems.

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*This article originally appeared on the National Defense Magazine website. For original article, [click here](#).*



### Save the Sims

**The war on terror has been tough on defense** modeling and simulation. Thrust from the certainties of the Cold War into the blazing new world of irregular warfare, the M&S community discovered that what the military needed after 9/11 wasn't better simulations of how to blow up Iraqi tanks, but rather how to keep the Iraqi people from blowing up when their electricity failed.

It's hard to mathematically predict how a country's population will respond to American policy when not even the social scientists completely understand human behavior. It's daunting to design a simulation of the Afghan economy when Wall Street's best and brightest failed to understand the American one. But the true test of proficiency is adaptability, and defense M&S has responded to the challenge. The community has slowly begun to feel its way

through the twilight world of irregular warfare and nation-building, where like quantum physics, things happen but no one quite understands why.

Institutions like the Army's Training & Doctrine Command Analysis Center, Naval Postgraduate School and National Defense University have made strides in understanding the bewildering interplay of military, political, economic and social factors that comprise this new, anything-but-conventional warfare.

There are no breathtaking insights here — just smaller, practical solutions. These solutions include developing the best wargames to organize combat brigades for irregular warfare, devising crowd behavior models to predict how a mob will react when confronted by American soldiers, and understanding the social networking dynamics behind insurgent cells.

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## Save the Sims

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Perhaps most important, researchers are getting a handle on second- and third-order consequences. At the least, they're beginning to realize what they don't know, and what they need in terms of new theory and data collection. It's not a breakthrough, but it is progress.

M&S however, now faces a new threat: an imploding defense budget that will trigger a Darwinian struggle for scarce dollars. A computer simulation is not very expensive compared to a \$120 million-plus F-35 jet. A Senator will fight to protect a job-rich fighter jet, but what politician is going to filibuster to save a half-dozen geeks slaving away in a basement to predict political change in East Africa? What General would rather buy a new spreadsheet simulation than a new armored vehicle? The FY 2012 National Defense Authorization Act contains one of those pseudo-meaningful "sense of Congress" declarations that the Department of Defense should expand modeling and simulation. Let's see if that "sense" translates into cents.

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*This article originally appeared in the Training & Simulation Journal (TSJ). For the complete article, [click here](#).*



## New Tool Clears the Air on Cloud Simulations

**Climate models have a hard time representing clouds** accurately because they lack the spatial resolution necessary to simulate the billowy air masses accurately. But, Livermore scientists and international collaborators have developed a new tool that will help scientists better represent clouds in climate models.

Traditionally, observations from satellites infer properties of clouds from the radiation field (reflection of sunlight back into space, or thermal emission of the planet). However, to utilize satellite data in climate model assessment accurately, a tool is required that allows an apples-to-apples comparison between clouds simulated in a climate model and cloud properties retrieved from satellites.

"The models are becoming more interactive and are taking into account the radiation data from the satellite observations and is an important part of the process of making better climate models," said the Lab's Stephen Klein. He along with LLNL's Yuying Zhang and other collaborators, have developed the Cloud-Feedback-Model Intercomparison Project Observation Simulator Package (COSP).

"The models have been improving and refining their representations of clouds and COSP will play an important role in furthering this improvement," Klein said.

Climate models struggle to represent clouds accurately because models lack the spatial resolution to represent clouds fully. Global climate models typically have a 100-kilometer resolution while meteorological models have a 20-kilometer range. However, to accurately represent clouds as seen in satellite measurements, the scale would need to be from the 500-meter resolution to 1-kilometer range.

"But those small scales are not practical for weather or global climate models," Klein said. "Our tool will better connect with what the satellites observe - how many clouds, their levels and their reflectivity."

According to Klein, the COSP is now used worldwide by most of the major models for climate and weather prediction, and it will play an important role in the evaluation of models that will be reviewed by the next report of the Intergovernmental Panel on Climate Change.

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*This article originally appeared on the Lawrence Livermore National Laboratory website. For the complete article, [click here](#).*



## First Realistic 3-D Reconstruction of a Brain Circuit

**Researchers from the lab of Nobel laureate Bert Sakmann, MD, PhD**, at the Max Planck Florida Institute (MPFI) are reporting that using a conceptually new approach and state-of-the-art research tools, they have created the first realistic three-dimensional diagram of a thalamocortical column in the rodent brain.

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## Modeling, Sharing Keys to Success

### Where some see just data and numbers,

Matthew Zellmer sees the opportunity to create capabilities where none existed before. His talent prompted the Air Force to recognize him as one of two Journeyman Civilian Analysts of the Year for 2011.

Zellmer and his team developed the main software, data sources and scenarios that provided for the first ever integration of space effects into the Air Force's premiere campaign model. The Synthetic Theater Operations Research Model, or STORM, is a computer simulation of air, space, land and maritime military operations, which provides campaign analysts with the ability to examine topics involving the utility and effectiveness of combat power in a theater-level, joint warfighting context.

"The team and I were able to model space systems in a war campaign then extract the benefits they provided to the warfighter," Zellmer said of his Air Force Space Command force structure analysis team's achievements.



*Col. Donald Kimminau, Air Force Lessons Learned Director, Col. Scott Long, Air Force A9Z Chief Analyst and Dr. Jacqueline Henningsen, Air Force Director for Studies & Analyses, Assessments and Lessons Learned, present Matthew Zellmer, Air Force Space Command Program Analyst, with the 2011 Air Force Journeyman Civilian Analyst of the Year Award recently at the Air Force's Analyst Assessment and Lessons Learned Conference in Dayton, Ohio. Mr. Zellmer was honored for his contributions in creating a modeling system that showed how space capabilities impact the warfighter.*

In 2009, the team was asked to show how Air Force space assets assist in warfighting, which was a challenge because no one had previously quantified that information. Zellmer explained space plays a supporting role in war campaigns, but contributions made by that domain are hard to measure.

Zellmer's team therefore, devised a means to demonstrate the warfighting impacts of space and cyber capabilities. Not only did the team demonstrate impacts, they linked these missions into campaign simulations as well as tested the effects for validity.

Thanks to the team establishing a series of modeling and simulation best practices, they provided unprecedented visibility

into assumptions, while allowing for efficient transfer of data and reuse of that data by other organizations.

*This article originally appeared on the U.S. Air Force website. For complete article, [click here](#).*





## Modeling and Simulation Award Presented to ARL's Simulation and Training Technology Center

### Each year, the National Training and Simulation Association (NTSA)

presents awards for outstanding achievement in Modeling and Simulation at its annual NTSA leadership reception and executive dinner. This year's event was held Tuesday, Nov. 29, 2011, in conjunction with the Interservice/Industry Training, Simulation and Education Conference 2011. The most outstanding nominee, selected from the pool of NTSA Modeling and Simulation Award winners, received the 2011 Governor's Award.

Awards are given in the following categories: Training, Analysis, Acquisition, Cross-Function (multiple uses), and Individual/Lifetime Achievement. This year's overall award winner was the U.S. Army Research Laboratory's Simulation and Training Technology Center (STTC) Multiple Amputation Trauma Trainer (MATT) headed by Dr. Teresita Sotomayor, S&T Manager, Medical Simulation Technologies, STTC, which is based in Orlando, Fla.

Sotomayor and her team conceived and designed an innovative training solution that provides exceptional engineering, testing and program management leadership. This training significantly contributes to the preparedness of soldiers during pre-deployment training by improving the realism and clinical accuracy of severe trauma simulations.



*Left to right: Mr. Jack Norfleet, Chief Engineer, Medical Simulation Research, Dr. Teresita Sotomayor, Science and Technology Manager, Medical Simulation Research, RADM Frederick Lewis, USN (Ret.), President, National Training and Simulation Association*

More than 4,000 American Warfighters have been trained using the MATT simulations located worldwide throughout the joint medical and combat communities.

“Hemorrhage control is the most important life saving skill in battlefield trauma medicine,” said Sotomayor.

According to Sotomayor, the MATT program introduces animatronics technology into Army medical simulations for the first time. The program

incorporates movement and special effects technologies to significantly increase realism and Soldier immersion during combat scenario-based training which addresses a current gap in hemorrhage control training.

“The system has improved the effectiveness of both military and civilian trauma training. The system also improves treatment performance, which saves lives and limbs. Additional benefits are realized by desensitizing medics to the emotional effects of experiencing the sight, feel, and movement of severe casualties,” said Sotomayor.

*This article originally appeared on the U.S. Army Research Laboratory website. For original article, [click here](#).*





## 3-D Reconstruction of a Brain Circuit

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The cortical column is a vertically organized series of connected neurons that form a brain circuit. It is considered the elementary building block of the cortex, the part of the brain responsible for many of its higher functions.

This achievement is the first step toward creating a complete computer model of the brain, and may ultimately lead to an understanding of how the brain computes and how it goes awry in neurological, neurodevelopmental and psychiatric disorders. The study is published online in the journal *Cerebral Cortex*.

“This is the first complete 3D reconstruction of a realistic model of a cortical column,” said Marcel Oberlaender, PhD, first author on the paper. “This is the first time that we have been able to relate the structure and function of individual neurons in a live, awake animal, using complete 3D reconstructions of axons and dendrites. By creating this model, we hope to begin understanding how the brain processes sensory information and how this leads to specific behaviors.”

The electrically excitable axon extends from the body of the neuron (brain cell) and often gives rise to many smaller branches before ending at nerve terminals. Dendrites extend from the neuron cell body and receive messages from other neurons.

In addition to recreating the structure of the cortical column, the study also sheds significant light on the function of its constituent neurons, and the relationship between their functionality and structure. In looking at neurons’ response to sensory stimulation, the researchers discovered that sensory-evoked activity in some of the cells can be directly correlated with their structure and connectivity, which marks a first step toward understanding basic organizational principles of the brain.

Working with both awake and anesthetized rats, and also examining stained brain slices, the neuroscientists used sophisticated new light microscopy as well as custom designed tools to examine 15,000 neurons of nine identified cell types. Using a painstaking, six-step process, the researchers identified and reconstructed the column’s constituent parts using sophisticated software and a range of other new state-of-the-art tools and processes.

Described in a related paper co-authored by Drs. Sakmann and Oberlaender, these new methods, which were developed in part at the Max Planck Florida Institute, allow researchers, for the first time, to simulate electrical signaling in a computer model at subcellular and millisecond resolution.

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*This article originally appeared on the ScienceDaily website. For the complete article, [click here](#).*

## M&S WHAT & WHEN

MODELING & SIMULATION CALENDAR OF EVENTS



### DTIC 2012: “Connecting Lab Research with the Warfighter”

**DTIC's annual conference** is slated for 26-30 March 2012 at the McNamara Headquarters Complex, Ft. Belvoir, VA.

There is no charge for the conference. Both on-site and virtual attendance, via Defense Connect Online (DCO), will be available.

Proposed topics include: DTIC's outreach to defense communities, embedded librarian/reference support, suite of services, information collection and document processing and Web hosting services for DoD. Training will be offered before and after the conference.

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For more information on DTIC 2012, [click here](#).





## OTHER UPCOMING EVENTS IN M&S

For a complete list of upcoming events, please visit the MSIAC website at [www.dod-msiac.org/calendar.html](http://www.dod-msiac.org/calendar.html).

### 2012 Joint CBRN Conference and Exhibition

March 12 – 14, 2012  
Baltimore, MD  
Beyond BRAC...What's next in CBRN Defense?

### 28th Annual National Test and Evaluation Conference

March 12 – 15, 2012  
Hilton Head, SC  
Focusing on the proper role(s) of T&E in our Defense System Requirements Process

### Airborne Networks Conference

March 13 – 15, 2012  
Las Vegas, NV  
Opportunities, needs, initiatives, and challenges

### Unmanned Aircraft Systems Conference

March 13 – 15, 2012  
San Diego, CA  
Examine the developments, capability gaps, and future direction for unmanned aircraft systems

### Joint Undersea Warfare Technology Spring Conference

March 19 – 22, 2012  
San Diego, CA  
Meeting the Challenges of Delivering Access and Exerting Influence in the Execution of the Nation's Maritime Strategy

### Pacific Operational Science & Technology Conference

March 19 – 23, 2012  
Honolulu, HI  
Theater Shaping with Allies and Partners

### SIMUTools 2012

March 19 – 23, 2012  
Desenzano, Italy  
Fifth International Conference on Simulation Tools and Techniques

### 2012 Defense GameTech User's Conference

March 26 – 30, 2012  
Orlando, FL  
Promoting the exchange of knowledge, research, and ideas about the use of gaming technology for education and training purposes

### 2012 DTIC Conference

March 26 – 29, 2012  
Ft. Belvoir, VA  
Both virtual and on-site attendance available

### 28th Annual National Logistics Conference & Exhibition

March 26 – 29, 2012  
Miami, FL  
Ensuring Operational Logistics Effectiveness" Balancing Affordability and Risk in a Resource Constrained World

### 2012 Joint Undersea Warfare Technology Spring Conference

March 26 – 29, 2012  
San Diego, CA  
Meeting the Challenges of Delivering Access and Exerting Influence in the Execution of the Nation's Maritime Strategy

### Smackdown 2012

March 26 – 30, 2012  
Orlando, FL  
Students build and participate in a simulated lunar resupply mission

### 2012 Spring Simulation Interoperability Workshop (SIW)

March 26 – 30, 2012  
Orlando, FL

### 13th Annual Science & Engineering Technology Conference / Defense Tech Exposition

April 17 – 19, 2012  
Charleston, SC





## THE MSIAC M&S NEWSLETTER

**The MSIAC M&S Newsletter** is available as an automatic service. The Newsletter is a bi-monthly publication, sponsored by DTIC, that provides the most recent information and events from within the M&S community.

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### Submit an Article

If you would like to submit an article to be highlighted in the MSIAC M&S Newsletter, please forward the article (along with its source data and URL, if available) to the MSIAC Help Desk no later than 15 workdays prior to the publication of the next Newsletter. Potential articles as well as questions or comments on the Newsletter can be emailed to: [MsiacHelpDesk@dod-msiac.org](mailto:MsiacHelpDesk@dod-msiac.org).

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**Promote an Event:** If you would like to promote an M&S event on the MSIAC Calendar, please email the event information to [MsiacHelpDesk@dod-msiac.org](mailto:MsiacHelpDesk@dod-msiac.org).

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