

**Research and Technology Organisation
NATO Modelling & Simulation Group (NMSG)**

MSG-114 Workshop

**Exploiting Commercial Games and Technology
For Use in NATO**

CALL FOR PRESENTATIONS

To be held at Kjeller, about 25 km outside of Oslo, Norway, 13-15 November 2012

Background

The commercial sector is developing many of the key technologies and applications that have the potential for cost-effective adaptation for defence exploitation and use in modelling and simulation (M&S) applications such as defence planning, training, operations and capabilities development. The exploitation of commercial technologies and appropriate use of open standards can provide efficiencies and increased benefits for defence applications. There is a need to identify those technologies having the greatest near term potential and understand the future trends and developments in those technologies that have potential to meet future defence requirements.

”Facebook” and “World of Warcraft,” are now household titles. You don’t need to be a teenager to understand these technologies, or to exploit them in the defence domain. Market research data indicates that many normal, middle-aged adults use these technologies with frequency. One can begin to see that these technologies are more than just entertainment. These technologies are already demonstrating how they impact the way we think, learn, and interact—and they are also demonstrating the tremendous potential they have in these areas as well. The emergence of social networking technologies and the evolution of digital games have helped shape the way in which people are communicating, collaborating, operating, and forming social constructs.

The newest generation of students is demonstrating the impact of having developed under the digital wave. Young people have been completely normalized by digital technologies—it is a fully integrated aspect of their lives. Many in this group are using new media and technologies to create new things in new ways, learn new things in new ways, and communicate in new ways with new people— behaviors that have become hardwired in their ways of thinking and operating in the world.

Simulations, digital gaming, and social networking technologies have all definitely suffered the same public relations problems that all new technologies do. However, there are countless examples of these technologies demonstrating their educational value to other industries, confirming the powerful learning opportunities and advantages they afford. These technologies

are safe, valuable tools that our learning institutions must take seriously.

Of course, changing instructional approaches is no easy task, particularly when technology is involved. Adopting and integrating technology-based instructional strategies has a long history of challenges, but with it has come a great understanding of how to achieve success with them.

It is expected that all participants will develop a shared understanding of the issues and opportunities.

Aim

As with past workshops, this workshop is being planned to share national experiences, explore commercial and games technologies, understand best practices, and to identify barriers to further exploitation and ways these might be overcome. As well, this workshop will attempt to articulate a technology road map for the possible future of commercial technologies and games.

Workshop Objectives

This workshop is a follow-on activity of previous commercial technologies workshops.

The objective of this workshop is to share national experiences, explore commercial and games technologies, understand best practices, and to identify barriers to further exploitation and ways these might be overcome. In particular, this workshop will deal with digital gaming, and social networking technologies and the realities of their usage as well as the challenges of interoperability.

Possible Topics to be Covered

Areas to be addressed include:

- the background and affordances of simulations, digital games, and social networking;
- the cognitive implications of these technologies;
- specific challenges with using these tools for education and training, as well as strategies for overcoming these challenges in order to achieve successful learning experiences;
- the practical impact of these technologies in preparing warfighters;
- the practical impact of these technologies in educating support trades such as medical, supply, transportation, and police; and
- the future of these technologies and their impact and learning and teaching.

Scope

Through discussion and debate, attendees will acquire knowledge and experience in the possible topic areas. Technical and application briefings and demonstrations on selected commercial technology areas will help the attendees better understand the issues so that they may more properly aid in the development of the strategy for the NATO and the Nations to exploit these technologies.

It is expected that all participants will develop a shared understanding of the issues and opportunities.

Meeting proceedings will be produced including recommendations for NATO and the Nations.

Dates

- 12 September 2012 – Administrative Instruction issued
- 24 October 2012 – presentation proposals are due to workshop chairman
- 26 October 2012 – presentations confirmed and agenda issued
- The workshop will be conducted from 1300 hrs 13 November until 1200 hrs 15 November 2012.

Location

The workshop will take place at Kjeller, Norway.

Registration

Please visit www.cso.nato.int and look for registration details for MSG-114.

Call for Presentations

Relevant topics and ideas from military users, research community and industry that fit within the aim, objectives and scope of the workshop are now invited. Please send your presentation proposal to the co-chairs Wayne Buck at buck@act.nato.int and Stuart Armstrong at saarmstrong@QinetiQ by 24 October 2012.

Workshop Co-Chairs

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