



CA2X2 Forum 2022 Agenda

“DRAFT”

The [NATO CA²X² Forum](#) is now in preparatory phase. All agenda information provided is without warranty.

This is the pdf version 3.3 (July 27) of the CA2X2 Forum 2022 Agenda - “DRAFT”.

The planned forum schedule will be regularly updated. The final detailed NATO CA²X² Forum Agenda will be issued in due time.

Please be aware that our sessions are broken down into 30 minutes blocks. If your presentation requires more than 30 minutes (to include Q&A) please inform us so we can allocate you sufficient time.

2022		Monday 26 SEP				Tuesday 27 SEP				Wednesday 28 SEP				Thursday 29 SEP							
		Rooms				PR	R1	R2	R3	PR	R1	R2	R3	PR	R1	R2	R3				
		08.00	Registration																		
		09.30	Plenary Welcome Messages				09.00	CX1	OD6	CT1	CY1	09.00	SP1	CD1	CT5	IN1					
						09.30	CX2	OD7	CT2	CY2	09.30	SA1	CD2	ET1	SN1						
						10.00			CT3	CY3	10.00	WG1	CD3	ET2	SN2						
		10.00	Group picture Coffee break				10.30	Coffee break				10.30	Coffee break								
		11.30	Plenary Keynote / Roundtable				11.00	WF1	CC1		CY4	11.00	WG2	CD4	ET3	SN3					
						11.30	WF2	CC2	CT4	CY5	11.30	WG3	CD5	SA1	SN4						
						12.00	WF3	CC3			12.00	WG4	CD6	DR1							
		12.30	Lunch				12.30	Lunch				12.30	Lunch								
		14.00		ST1	OD1	LL1	14.00	WF4	CC4		AI1	14.00		CD7	ED1						
		14.30		ST2	OD2	LL2	14.30		CC5	CT4	AI2	14.30	WG5	CD8	ED2						
		15.00		ST3	OD3	LL3	15.00	WF5	CC6		AI3	15.00			ED3						
14.00	Registration	15.30	Industry coffee break									15.30	Coffee break								
		16.30		ST4	OD4	LL4		Cultural Event (optional)					Final Plenary								
		17.00		ST5	OD5	LL5	16.00														
		17.30				LL6															
18.30	Icebreaker (no host)																				

LEGEND:
 PR- Plenary room
 R- Room
 ST5, CX2, WG4, WF5 - Roundtable discussions

Keynote Speakers:
 BG (R) Turi
 Prof. Bruzzone
 Dr. Cayirci
 Dr. Siegfried
 Mr. Loze
 Round Table Discussion
 Mr. Mursia (Moderator)

Table of topics

TRACKS	SYMBOLS
Artificial Intelligence	AI
Commercial Technologies	CT
Computer Assisted eXercise	CX
Cyber M&S	CY
Disaster Response and Resilience	DR
Distributed synthetic training environment	ST
Emerging & Disruptive Technologies	ED
Lessons&Learned in M&S	LL
M&S for Capability Development	CD
M&S for Capability Development CBRN	CC
M&S for Operational & Decision Support	OD
M&S for Education, Training, Exercises & Mission Rehearsal	ET
M&S Innovations	IN
Re-Train Warfighting functions	WF
Simulation Advances for Defense and Security	SA
Simulation Networking	SN
Space M&S	SP
Wargaming	WG



List of abstracts

#	Session	Title
1	WG1	Simulation support to wargame for multi-domain operations in urban environment concept validation
2	CC1	A GAP ANALYSIS OF CBRN M&S: TOWARDS NEXT GEN M&S
3	CX2	The use of NATO M&S Standards and Services in the VIKING 22 Exercise
4	CD2	Building an Enduring Innovation Capability
5	SN1	M&S Standards in NATO Federated Mission Networking
6	CT1	Enhancing Wargames and Training Simulations with Accurate Logistics
7	CD3	Development, Programmatic Transition, and Sustainment of VR Medical Simulation Training for TCCC Responders: The Virtual Advancement of Learning for Operational Readiness (VALOR) Program
8	CD4	Simulating the Whole Picture with Distributed Mixed LVC
9	WG3	The US Army Wargaming Continuum of Education
10	ET2	An Opportunity to Evolve Army Aviation Learning and Performance with Future Vertical Lift
11	OD1	VALORENS, predictive analysis : capturing the enemy's mind
12	SA1	Moving CAST into a secure cloud environment: Lessons learnt
13	LL1	Imperfect Storm – Lessons Learned From A Difficult Exercise
14	ET3	DESIGN, IMPLEMENTATION AND PRELIMINARY TESTING OF A VIRTUAL REALITY SYSTEM USED TO TRAIN MILITARY PERSONNEL ON A SIMULATED BATTLEFIELD
15	CT2	The Case for Defence Use of Commercial Gaming Solutions
16	CY1	“QUANTUM” EVOLUTION IN THE FUTURE OF TELECOMMUNICATIONS & CYBERSECURITY: A DUAL USE APPROACH
17	WG5	Computer Assisted Wargaming
18	CT3	MANAGEMENT OF MODELLING AND SIMULATIONS SYSTEMS FOR TRAINING AND EXERCISE MANAGEMENT
19	AI1	APPLICATION OF TRANSFORMER MODELS ON UNSTRUCTURED MILITARY ASSESSMENTS
20	WF1	Training for Modern War – Incorporating Trends From Recent Conflicts into Training
21	OD7	MODELLING AND SIMULATION SUPPORT TO GEOSTRATEGIC ANALYSIS AND DEFENCE PLANNING
22	ED1	ELMO (Electromagnetic Layer for Multi-domain Operations)
23	OD3	Automated terrain assessment to accelerate the military decision-making process
24	SN2	Modeling, Simulation & Training (MS&T) and Operational Technology (OT) Interoperability
25	CT4	Introduction to the DDS databus for multi-domain simulations
26	CD5	Wargaming-Simulation Synthetic Environment SWORDOM (RAS use case)
27	CD6	From tactical to operational simulation
28	WG2	Wargaming
29	OD2	The Military Metaverse. Decision Support, Planning and Operations using XR at a recent NATO event.
30	DR1	Enhancing Resilience: Model-based Simulations
31	OD5	Force Comparison to Support Decision
32	AI2	Artificial Intelligence in AirC2 Planning & ETEE
33	CD7	The role of M&S to support introduction into service, V&V and training of modern EW systems
34	CD8	Battlespace Visualization & Interaction as a Service
35	OD6	Intelligent operational decision support for the military engineer

36	CX1	Scalable Simulation-Based Training with JCATS and JLOD
37	OD4	M&S in Operational Decision Support
38	CC2	NUMERICAL SIMULATIONS TO PREDICT THE DIFFUSION OF CHEMICAL-BIOLOGICAL-RADIOLOGICAL AGENTS IN CASE OF INTENTIONAL OR UNINTENTIONAL RELEASES: THE USE OF FREE LICENSE CODES
39	CC3	UAV measurements to detect CR agents in case of intentional or unintentional releases and to predict their diffusion
40	CC4	VERTIgO project – A PUBLIC-PRIVATE INITIATIVE FOR THE IMPLEMENTATION OF VIRTUAL ENHANCED REALITY FOR THE INTEROPERABLE TRAINING OF CBRN MILITARY AND CIVILIAN OPERATORS
41	LL2	Unmanned Aircraft System, Command and Staff Training via Modeling and Simulation in Support of Military Exercises
42	SP1	Global stability and security pass through space SDA, SSA and SST to safeguard people and resources
43	IN1	Rapid Development of Terrain Databases for Use in Synthetic Scene Generation
44	SN3	Should we be fully committed to Multi-Domain Integration?
45	AI3	How Model-Based Engineering is Enabling Digital Engineering
46	WG4	Distributed Wargaming for a COVID 19 World – A best practises guidebook for NATO (SAS-170)
47	CC5	Refinement of risk assessment models: toward a more sustainable management of contaminated sites
48	CD1	Technology, gameplay and human streams; a framework to support the development of simulation-based wargames
49	ED2	Combat Model Experimentation on US DoD HPCs
50	CT5	Game-Like Terrain, On-Demand: Solving Terrain Challenges Through Enterprise Terrain Management
51	CC6	CBRN decision making
52	ET1	Extended Reality, Cloud Connectivity and Simulation for Digital Trasformation of (Remote) Training
53	SN4	Msaas supporting interoperability and experimentation activities
54	ED3	VR/AR/XR and Metaverse Technologies for Defense and Aerospace
55	CX4	Training Simulation for JOINT FIRES EXERCISE at Brigade Level
56-n	LLn STn WFn CYn	Planned – In preparation



NATO Modelling & Simulation Centre of Excellence

CA2X2 Forum 2022 – Organizing Committee

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