

Day 1 23 September

Orange Plenary Room

From Simulation to Action: Wargaming, Exercising, and Experimenting for Multi-Domain Advantage

08:00	Registration
09:00	Opening & welcome remarks Maj Gen Alessandro Grassano, Italian Army COL Francesco Pacillo, M&S Centre of Excellence Director
09:10	HQ SACT opening remarks COL Stephen Banks, HQ SACT - Branch Head - Modelling and Simulations and Learning Technologies
09:25	Forum/COE overview LTC Douglas Ross, NATO M&S COE – Deputy Director
9:40	Plenary panel: Achieving Multi-Domain Advantage - The Role of Modeling and Simulation, Wargaming, and Experimentation in Decision-Making Chairperson: Tess Butler – Ruddy Nice Speakers: Col Nicholas Waldron, HQ SACT – Branch Head – Experimentation and Wargaming COL Olaf Werner, JFTC - Division Head - Training and Exercise Enabling Division Dr Jean-Francois Belanger, NDC - Senior Non-Resident Associate Fellow
10:55	Group picture
11:10	Coffee Break & Exhibition

	Room Orange I Commercial Technology	Room Orange II Interoperability, Standards, Integration and Development in Synthetic Environments	Room Pola III Wargaming, Experimentation and Decision Support in Multi-Domain Operations
11:40	Interoperability frameworks – Advancing military innovation through the cross-fertilisation of proven technology and capabilities that support Multi-Domain Training and Operations Jason Bone and Daniel Turcotte <i>Calian</i>	Evolving Digital Battlespace - The Fusion of Virtual And Constructive Simulations Peter Morrison <i>Bohemia Interactive Simulations</i>	Scaling up wargaming capabilities through innovative digital environments Francesca de Rosa <i>Center for Advanced Preparedness and Threat Response Simulation</i>
12:10	Lunch Break & Exhibition		
13:40	Women in Wargaming Project Tess Butler <i>Ruddy nice</i>	Scalable Geospatial Simulations for Modern Defence Operations Giovanni Fumia <i>HEXAGON LEICA Geosystems</i>	Support Modelling as an important adjunct/complement to Operational modelling and Wargaming Fergus Hawkins <i>TFD Europe Limited</i>

<p>14:10</p>	<p>HLA 4 - The Best HLA version ever</p> <p>Fredrik Antelius <i>Pitch Technologies</i></p>	<p>Building Trust in M&S for Multi-Domain Operations</p> <p>Jan Hodický <i>NATO.ACT</i></p>	<p>CACTUS: Enhancing Strategic Decision-Making for Urban CBRNe and TIC/TIM Events through Simulation and AI</p> <p>Marina Massei, Antonio Giovannetti, Marco Gotelli, Filippo Ghisi, Luca Cirillo, Xhulia Sina, Massimo Pedemonte <i>SIM4Future/Simulationteam</i></p>
<p>14:40</p>	<p>Wargaming for Education & Analysis</p> <p>Georgios Floros <i>Matrix Pro Sims</i></p>	<p>Shaping the Future of Multi-Domain Operations through Digital Technologies</p> <p>Daniela Ghezzi, Agatino Mursia and Pierpaolo Rosin <i>Leonardo</i></p>	<p>SAGA Project: Scenario Automated Generation using AI.</p> <p>Piergiorgio Ventura, Davide Stirparo, Alessia Borghini and Fabio Valerio Ferrari <i>NATO MSCOE</i></p>
<p>15:10 Coffee Break & Exhibition</p>			
<p>15:40</p>	<p>Interoperability Testing with NETN-FOM: Entity Tasking and Observation Reporting</p> <p>Björn Löfstrand, Zeynep Cakir, Sébastien Lozé and Oscar Bergman <i>Bohemia Int. Sim. + Pitch Technologies</i></p>	<p>A Perspective on Reassessing Validation & Verification in AI-Driven Modeling and Simulation</p> <p>Dominic Weller <i>Bundeswehr</i></p>	<p>The Trans Atlantic Large-scale Operational Experimentation Strategy (TALOS)</p> <p>Waldron Nicholas <i>NATO ACT</i></p>
<p>16:10</p>	<p>Procedural Terrain Generation in an Image Generator: Meet Vir3x 9</p> <p>Enrico Gianni <i>Leonardo</i></p>	<p>A Centralised, Sanitised, and Interoperable Simulation Data Repository for Enhanced Multinational CAX and Training Data Management</p> <p>Ioannis Papanikolaou <i>NATO</i></p>	<p>Intelligent Agents in Wargaming Simulations</p> <p>Matthias Sommer, Jonas Fontana and Giacomo Del Rio <i>Armasuisse</i></p>
<p>16:40</p>	<p>Measuring and Verifying Electronic Warfare Mission Data Effectiveness using Synthetics</p> <p>Romolo Gordini, Riccardo Dal Borgo, Miriam Chisari, Alessandro Moro, Matteo Ferfaglia, Alun Riley, Simon Capp, Tony Chandler, Henry Wong and David French <i>Leonardo</i></p>	<p>Continuous modernization of the JTLS-GO wargaming platform</p> <p>Mugur Georgescu, Eric McDonald and Ty Cook <i>Valkyrie Enterprises</i></p>	<p>Shaping the Battlefield: Mathematical Modelling of Cyber Warfare</p> <p>Bernd Weissenberger <i>NATO MSCOE</i></p>
<p>17:10</p>	<p>EDF FEDERATES – Demo 1 Results and Lesson Learned</p> <p>Agatino Mursia, Michael Froehlich <i>Leonardo, Rheinmetall</i></p>	<p>Enhancing Simulation Through Artificial Intelligence</p> <p>Ross Uhler <i>MAK Technologies</i></p>	<p>Combining Wargaming and M&S to support Operational Research Campaigns</p> <p>Errico De Gaetano and Stefano Izzo <i>NATO SHAPE</i></p>