

Field Experience with the use of Distributed Interactive Simulation for Weapons and Doctrine Development

Panelists:

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Abstract

There is no dearth of opinion about the use of simulation in support of training, analysis, acquisition, and doctrine development in general. Similarly, there is abundant discourse - including technical contributions - about the use of distributed interactive simulation (DIS), in particular, in support of these three enterprises. It is arguable that there is no single opinion about the efficacy of simulation in this regard. This panel will discuss technical and programmatic issues associated with the employment of DIS to weapons concept development based on actual experience. The case studies to be addressed include the Counter Target Acquisition System, Joint Countermine Operational Simulation, and WARCON Simulation, among others. Positive and negative evaluations will be discussed.