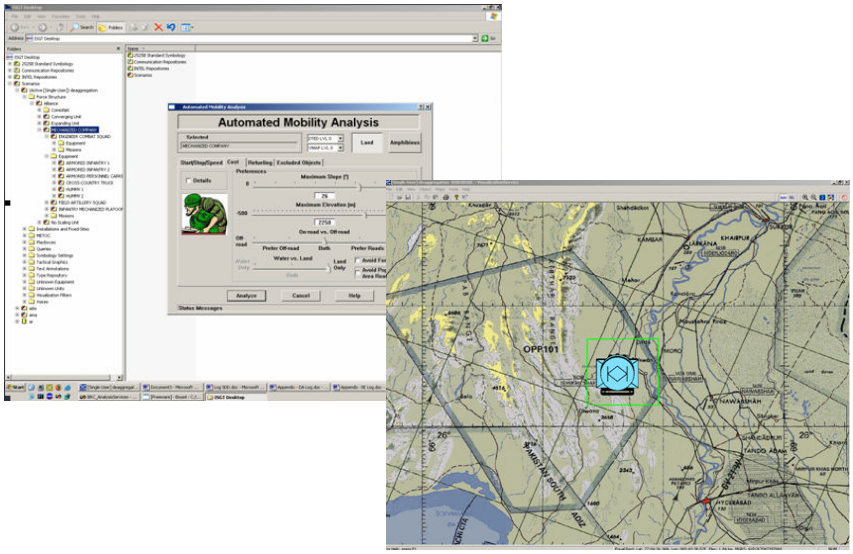
Intelligence Modeling And Simulation Environment (IMASE) Scenario Generation Tool (ISGT) Saves Valuable Time and Money for the Operational Test Community.

Operational testing of electronic warfare devices can be extremely costly. Just how do you do an operational test on a system that is designed to collect intelligence against the entire theater of war? Obviously you can't afford to deploy several enemy divisions on an extended test range. The answer is to make use of modeling & simulation to deploy most of those assets in a constructive environment. This is exactly the problem faced by the Information and Electronic Warfare Test Directorate (IEWTD) at Ft. Huachuca, Arizona. Tasked with developing operational test scenarios for testing systems like Prophet, ASAS and Guardrail, they were spending years developing the complex scenarios needed to run these critical 72 hour tests. Grease Pencils and plastic sheeting were still in use to map unit marches across the battlefield in one minute increments before they were finally formatted to be replayed during testing. In 2000 the Army Threat Systems Management office (TSMO) began supporting the development of an advanced scenario generation tool for Operational testing under the Intelligence Modeling And Simulation Environment (IMASE) program called the IMASE Scenario Generation Tool (ISGT). The goal of the ISGT program was to develop the tools necessary to allow wargamers to develop fully working scenarios for Operational testing within six months of the time a scenario plan is received from TRADOC.



The major participants on the contractor team for this program are Bevilacqua Research Corporation (BRC) of Huntsville, Alabama and General Dynamics Information Systems (GDIS) of Tempe, Arizona. GDIS is responsible for developing the ISGT architecture and accomplishing overall integration and BRC, who is well known for their work in advanced cognitive reasoning for M&S is responsible for developing all the analysis modules that the wargamers use to speed up the scenario generation process such as terrain mobility, de-aggregation of units, attrition and reconstitution, battle damage assessment, etc. The program is in its last year and has already been used successfully by wargamers to develop full-scale scenarios in record time. The result has been a significant savings in time, resources and money for the US Government and a huge success for the Modeling & Simulation Community. Point of contact at BRC is Bill Wise, Program Manager (256) 882-6229, ext 131.