U.S. ARMY

DEVCOM SOLDIER CENTER

	Day 1 – 10 May 2023; Partnership III – Room 321 A/B			
Time (Eastern)	**Title**	**Paper**	**Theme**	**Author(s)**
09:00 – 09:15	Welcome and Opening Remarks	n/a	n/a	**Anne Sinatra**
09:15 – 09:45	GIFT Architectural and Feature Updates: 2022-1 Baseline	1	New GIFT Features and Future Learning Concepts	**Nicholas Roberts**, Thomas Lenz, and Benjamin Goldberg
09:45 – 10:15	Supporting Future Learning Concepts: GIFT in the Year 2040	2	New GIFT Features and Future Learning Concepts	**Benjamin Goldberg** and Randall Spain
Break (10:15 – 10:30)				
10:30 – 11:00	Investigating the Effect of Realistic Agents on Team Learning in Adaptive Simulation-Based Training Environments Using GIFT	3	Measurement and Assessment	**Robert Sottilare**, Christopher McGroarty, Christopher Ballinger, and Timothy Aris
11:00 – 11:30	Using GIFT to Develop an Adaptive Distributed Learning Environment Supporting Data Science Competencies	4	Measurement and Assessment	Fadjimata Anaroua, **Hong Liu**, and Naomi Malone
11:30 – 12:00	Cloud Technology Evolutions and their Influences to GIFT and STEEL-R Cloud	5	AIS Architecture and Ontology	**Ruth Feliz**, Michael Kalaf, **Christopher Meyer**, Nicholas Roberts, and Benjamin Goldberg
LUNCH BREAK (12:00 – 13:30)				
13:30 - 14:00	Defining and Measuring Competencies Under Varying Conditions Part 1	6	AIS Architecture and Ontology	**Fritz Ray**, Robby Robson, Kevin Owens, Shelly Blake-Plock, Cliff Casey, Sazzad Nasir, and Benjamin Goldberg
14:00 – 14:30	Defining and Measuring Competencies Under Varying Conditions Part 2 (Demonstration)	6	AIS Architecture and Ontology	**Fritz Ray**, Robby Robson, Kevin Owens, Shelly Blake-Plock, Cliff Casey, Sazzad Nasir, and Benjamin Goldberg
Break (14:30 – 14:45)				
14:45 – 15:15	The Evolution of an Experience Design Tool: From Live Exercises to Synthetic Experiential Learning with the Experience Design Tool and Integration with GIFT	7	AIS Architecture and Ontology	**Sanjay Mishra**, Kevin Owens, and Benjamin Goldberg
15:15– 15:45	The Value Proposition of GIFT for the Field of Learning Engineering	8	AIS Architecture and Ontology	**Shelly Blake-Plock**, Kevin Owens, and Jim Goodell
15:45 – 16:00	Discussion and Day 1 Wrap-up	n/a	Open	GIFT Team
Wrap-up Day 1				

In-Person Event Location: Partnership III, Room 321 A/B; 3039 Technology Parkway, Orlando, FL 32826

DAY 1 Virtual Microsoft Teams Link: https://dod.teams.microsoft.us/l/meetup-join/19%3adod%3ameeting_498b7043fda844a48ce9a78f0e0345fa%40thread.v2/0?context=%7b%22Tid%22%3a%22fae6d70f-954b-4811-92b6-0530d6f84c43%22%2c%22Oid%22%3a%222c58c790-f754-4a95-b481-c181852500d5%22%7d   (NOTE: There are different Microsoft Teams links for each day)

As GIFTSym11 includes in-person events, by attending GIFTSym11 in-person, you voluntarily assume all risks related to possible exposure to COVID-19.

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Day 2 – 11 May 2023; Partnership III – Room 321 A/B				
Time (Eastern)	**Title**	**Paper**	**Theme**	**Author(s)**
09:00 – 09:15	Welcome and Opening Remarks	n/a	n/a	**Anne Sinatra**
09:15 – 09:45	A Comparative Analysis Interface to Streamline After-Action Review in Experiential Learning Environments	9	Authoring Tools and Interfaces	**Caleb Vatral**, Naveeduddin Mohammed, Gautam Biswas, Nicholas Roberts, and Benjamin Goldberg
09:45 – 10:15	Chat GPT in the Generalized Intelligent Framework for Tutoring	10	Authoring Tools and Interfaces	**Faruk Ahmed**, Keith Shubeck, and Xiangen Hu
Break (10:15 – 10:30)				
10:30-11:00	Flexible and Live Adaptive Training Tools (FLATT) – Updates and Improvements	11	Authoring Tools and Interfaces	**Michael Cambata**, **Mitchell Gorsd**, Thomas Lenz, and Nicholas Roberts
11:00-11:30	Improving Dialogue Classification Models to Support Generalizable Team Communication Analytics in GIFT	12	Collective/Team-Based Methods	Jay Pande, Stephen Paul, **Wookhee Min**, **Randall Spain**, and James Lester
11:30 – 12:00	Measurement Error and the Generalizability of Competency Assessments	13	Collective/Team-Based Methods	**Grace Teo**, Eric Sikorski, Michael King, Gregory Goodwin, and Jennifer Solberg
LUNCH BREAK (12:00 – 13:30)				
13:30 – 14:00	Refining a Team Training Approach to Prepare Command Staff for Wargaming	14	Collective/Team-Based Methods	**Randy Jensen**, Evan Finnigan, Grace Teo, and Lisa Townsend
14:00 – 14:30	Supporting Data-Driven Team Feedback and Scenario Adaptations in GIFT	15	Collective/Team-Based Methods	**Andy Smith**, Randall Spain, Nicholas Roberts, Benjamin Goldberg, Jonathan Rowe, Bradford Mott, and James Lester
14:30 – 14:45	Final Discussion and Event Closeout	n/a	Open	GIFT Team
Wrap-up Day 2/Adjourn				

In-Person Event Location: Partnership III, Room 321 A/B; 3039 Technology Parkway, Orlando, FL 32826

DAY 2 Virtual Microsoft Teams Link: https://dod.teams.microsoft.us/l/meetup-join/19%3adod%3ameeting_829c2938a5314fa29f2e145f849f628b%40thread.v2/0?context=%7b%22Tid%22%3a%22fae6d70f-954b-4811-92b6-0530d6f84c43%22%2c%22Oid%22%3a%222c58c790-f754-4a95-b481-c181852500d5%22%7d (Note: There are different Microsoft Teams links for each day)