

# VIRTUAL AIRSPACE MODELING AND SIMULATION PROJECT

## Workshops 1 & 2 Goals, Objectives and Accomplishments



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February 10-11, 2004

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## Why have a Workshop?

The purpose of the workshop is to create the necessary relationships and level of communication between the concept development element (SLIC), the modeling and simulation element (VAST) and the Systems Evaluation and Assessment element (SEA) to ensure project success.

## Goals and Objectives:

### To educate concept developers on ACES capabilities

- Development cycle
- Current/near-term capabilities (input and output variables)
- Future development capabilities (and how they can interact – propose requirements and/or co-develop)
- Walk-through (messaging, simple case city pair)
- Distribution cycle of ACES

### To assist concept developers in framing their experiment plans for self-assessment and VAST assessment

- Presentation by System, Evaluation and Assessment (SEA), MS 5
- Common scenarios, baselines and datasets
- Assist linkage of self-assessment and Phase 3 plans
- Expectations for Phase 2
- How does a concept developer succeed
- Exercise in small groups, practical cases (real-time feedback and assistance) the Advance Airspace Concept (AAC) is a good example of cooperation, but will use the tool differently than most. Raytheon has also thought this through.

### To educate ACES developers on the concepts' experimental needs

- Concept developers present their self-assessment plan
- Present intentions for using ACES in Phase 3
- Present experiment, notion and metrics
- Sensitive needs (IP, contract issues, relationship concerns)
- How does a concept developer succeed

# Workshop #1, May 14-16, 2003

## Accomplishments:

- Developed process for requirements input for future builds of the ACES toolset.
- Concept developers left workshop #1 with experiment plans using Build #2.

# Workshop #2

## September 9-12, 2003

### Goals and Objectives:

**Provide a forum for the concept developers to interact with the ACES tool and aid in the definition of future enhancements (builds).**

- Educate and Inform the concept developers on what will be delivered/developed for Build 2 & 3 requirements
- Discuss Build 3 plans which includes “concept needs” and draft of Task Implementation Plan (TIP).

**Concept developers will present their self-evaluation plans to the VAMS Project Office for review and feedback.**

- Interim results
- Roadmap guidelines

**To continue effective technical interaction and communication between the working elements of the VAMS Team**

- Refine experiment plans
- Run Aces Build 1x with concept developers’ homework and perform concept assessment.

# Workshop #2

## September 9-12, 2003

### Accomplishments:

Workshop #2 allowed the concept developers their first opportunity to interact with the emerging VAMS simulation technologies ACES tool and to aid in defining future enhancement of ACES.

- Concept developers presented their mid-phase self-evaluation plans to the VAMS Project Office for review in order to obtain feedback and guidance.
- The VAMS team also continued the effort started in the prior workshop to educate and inform the concept developers on what will be delivered and developed for Build #2 and discuss with the concept developers Build #3 plans and concept needs.
- VAMS presented it's PCA ( Preliminary Concept Analysis) findings to the concept developers which was conducted at Ames for NASA Headquarters.
- Most importantly this workshop continues to reinforce the effective technical interaction and communication between the concept developers and the VAMS team.

## Tool Interaction and Concept Assessments

Virtual Airspace Modeling & Simulation - TIM 4, Feb. 10-11, 2004

