NATIONAL TRAINING AND SIMULATION ASSOCIATION

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OCTOBER 2015

I/ITSEC Preview Issue
A Special Edition of the ntsa Newsletter

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The World's Largest Modeling, Simulation & Training Conference

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I/ITSEC 2015
November 30 - December 4, 2015
Orange County Convention Center
Orlando, FL

2016 M&S Leadership Summit
February/March 2016
Chesapeake, VA

2016 NMSC National Meeting
February/March 2016 - Day After Summit
Chesapeake, VA

MODSIM World 2016
April 26-28, 2016
Virginia Beach, VA

Simulation & Training Community Forum (STCF) - TENTATIVE
May 10, 2016
Dayton, OH

ITEC 2016
May 17-19, 2016
ExCel
London, UK

All past issues of the **NTSA & I/ITSEC E-Newsletter** are available here: http://trainingsystems.org/publications

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Headlines from the Interservice/Industry Training, Simulation & Education Conference (I/ITSEC)

Chief of Naval Operations and Commandant of the Marine Corps to speak at I/ITSEC 2015

The following individuals have confirmed to speak at I/ITSEC 2015:

- Admiral John M. Richardson, USN, Chief of Naval Operations
- General Robert B. Neller, USMC, 37th Commandant of the Marine Corps
- Vice Admiral Bill Moran, USN, Chief of Naval Personnel

For more information on these and other speakers, view the detailed program agenda at here

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New Special Events at I/ITSEC 2015

Black Swan

A Black Swan is a low-probability/high impact event, being difficult

to predict but extremely disruptive. Throughout history, such events have had a significant impact, both good and bad, on individual organizations, entire industries, nations or populations on a global scale.

But are such events truly unpredictable and inherently impossible to plan for in advance? Only through virtual reality can you in fact plan for such events and predict their consequences, which is why this year's I/ITSEC is breaking new ground in exploring this phenomenon via a signature special event.

Operation Blended Warrior

Operation Blended Warrior will provide I/ITSEC 2015 attendees with a view of the state of live/virtual/constructive capabilities within the confines of the Orange County Convention Center. So far, over 30 government and industry partners will bring LVC capabilities into a common environment in support of challenges presented in war game-like scenarios.

The event is tied to a multi-year research project to study the limitations and requirements associated with the goal of providing persistent and scalable plug-and play training environments for use today and in the future. At I/ITSEC, 30 companies will attack this problem as a team rather than as competitors. This year, the event will use a Black Swan (humanitarian assistance) scenario as a backdrop. In future years, additional complexities and concentrations will be added to the event construct--both to showcase additional capabilities and to tease out additional challenges that need to be addressed.

Cyber

Although cyber remains a high priority within DoD and the U.S. government in general, not to mention industry, our training capability for cyber is nascent and our methods and tools to train cyber security forces are still emerging. A world-class panel of cyber learning experts will share lessons from their cyber training experiences and assess the current cyber training landscape. Together, they will address critical cyber readiness issues: how can we train cyber in the right way, and what role can DoD play in taking cyber training to the next level, in partnerships with academia and industry?

For complete details on these and other special events, please visit [here.](#)

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I/ITSEC 2015 Fellow – Dr. Duncan "Duke" Miller

Distributed Simulation: SIMNET and Beyond

The I/ITSEC Fellows Program is designed to recognize and honor the technical leaders responsible for the seminal contributions that have fundamentally shaped the simulation and training capabilities being delivered today. Each year, the I/ITSEC Fellows Committee evaluates a list of nominees and identifies a single worthy individual to share their experiences, historical perspectives, and vision for future developments. This year, the Fellows Committee is proud to announce that Dr. Duncan "Duke" Miller, a key figure in the development of distributed simulation technology for over 30 years, has accepted the Committee's invitation to address the I/ITSEC community at the 2015 Fellows Event.

Dr. Miller is one of the earliest pioneers in distributed simulation technology, having led the team that developed the original SIMNET system and protocols. He later chaired the Distributed Interactive Simulation (DIS) Technical Committee that developed the DIS Standards, and served on the government/FFRDC team that developed the High Level Architecture (HLA).   In support of the DIS and HLA standards, Dr. Miller was a founding member of the Simulation Interoperability Standards Organization (SISO), where he served as Chair of SISO's Board of Directors, Chair of SISO's Conference Committee, as a member of SISO's Executive Committee, and later as Executive Director.

For the upcoming Fellows Event, Dr. Miller will provide his perspective on how SIMNET, the first "shared virtual reality" distributed simulation, was conceived and developed, including major milestones, tests, demonstrations, and lessons learned. SIMNET (1983-1993) has been listed as one of the DARPA programs that has had the most profound and lasting effects on the Department of Defense.

Early uses of SIMNET included practice runs for NATO's 1987 Canadian Army Trophy Competition, the first time a US tank platoon had won this prestigious event.   SIMNET was also used in the development of the Forward Area Air Defense System (FAADS), both for Force Development Testing and Evaluation (FDT&E) and Initial Operational Test and Evaluation (FDT&E). Problems discovered and resolved during these tests saved many millions of dollars of expensive time on test ranges. As another example, the Army's Combat Vehicle Command and Control (CVCC) System controls and displays were extensively tested and refined in SIMNET before the system was procured and deployed. SIMNET was also where the concepts for Semi-Automated Forces (SAF), now universally employed in training, development, and mission rehearsal, were first conceived, developed, and

demonstrated. These and other innovations pioneered in SIMNET formed the foundation for the industry standards that support today's distributed simulation applications.

Conference attendees with an interest in the history of distributed simulation are highly encouraged to attend this important event to hear a first-hand account from one of the principal innovators in this field. Several historic video clips will be shown of key events from the early 1990's, including the live demonstration in the Senate Armed Services Committee hearing room and the DIS demonstration on the exhibit floor at the 14th I/ITSEC Conference in San Antonio in 1992, which involved 28 exhibitors.

International Outreach Special Event

Monday 30 November • 1430 - 1600 • Room S310A

Wednesday, 2 December • 0830 - 1000 • Room S310A

Discover Teaming Opportunities for International Industry and International Government/Military organizations to solve needs common with the U.S. Department of Defense.
Both the Monday and Wednesday sessions will discuss the following topics:

- *International Industry Opportunities with the Foreign Comparative Testing (FCT) Program* will be presented by Col Scott Wallace, USAF OSD Director for the Comparative Technology Office.
- Government-to-Government Opportunities in Cooperative Research and Development Programs will be presented by Col Mike Malley, USAF OSD Director, Coalition Warfare Program.

International Partners: Please sign up for One-on-One meetings with Program Principals to discuss your technology interests and/or potential cooperative programs here.

I/ITSEC 2015 Walk/Run/Roll 5K – Wednesday, December 2

Starting Gate

Winners

As we all gear up for I/ITSEC 2015 there is a group of us kicking into high gear for the return of the IITSEC 5K! Last year saw the

Inaugural I/ITSEC 5K (version 2.0) return to the event line-up after a multi-year hiatus. Our first year back saw over 200 runners come together to raise more than $20,000 for the IITSEC STEM Initiative and Operation Giveback for Wounded Warriors.

This year we are continuing our support for the IITSEC STEM Initiative and joining up with the Camaraderie Foundation which provides healing for invisible wounds of war through counseling, emotional, and spiritual support for all branches of military service members, veterans and their families.

Want to participate? Visit us on the IITSEC 5K FaceBook page here or register online here.

Not a runner, walker, or someone who believes in beating the sun in rising? We added a "Snooze Button" option this year just for you. Early bird registration goes through October 31 so get your spot now!

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Virtual World PlugFest at I/ITSEC 2015

This year, ADL is excited to host the **Virtual World (VW) Sandbox PlugFest Activity** at I/ITSEC on **Wednesday, December 2.** The VW Sandbox is a FREE, open source game development tool that enables users to collaboratively author and deploy 2D/3D simulations and games via any internet connection—with absolutely no software installation required.

The Sandbox comes with a large library of 3D models, embedded physics, and extendable behavior scripts. Plus, Sandbox simulations support robust human performance assessment and integrate seamlessly with Experience API (xAPI).

What can attendees expect from VW Sandbox PlugFest?

- Exploration of the Sandbox from a multi-user perspective.
- The ability to design, publish, and play your own simulation.
- The chance to leave with a new tool to enhance your organization's training and education.

The PlugFest activity is intended for anyone -- from decision-makers to seasoned software developers. The first 45 minutes will provide an overview of the purpose, value, and use of the VW Sandbox and include a demonstration of a simulation in action (decision-makers are encouraged to attend this portion).

The next portion of the day will begin with an introduction to the editor and continue with hands-on work developing and playing your own simulation. If you know the basics of JavaScript, you can become an expert game developer with this open-license tool. Register today, bring your laptop and start building!

How to Register?

Please note if you have already registered for the full week of I/ITSEC, registration for the PlugFest Activity is included.

1. Go [here](#) to complete the registration information.
2. On the bottom of the "Registration Step 2," you will see "If you have a promotional code, please enter it here:"
3. Enter "PLGFST" in the box.
4. In "Registration Step 3," under Registration Type select the Wednesday Only option and continue with the registration process.

Registration is only $95 and includes access to the exhibit floor and all of the day's events and papers - and lunch!
Along with the VW Sandbox PlugFest, ADL will be involved in a number of events and activities throughout the week. Visit ADL in booth #2619.

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Full Articles
HEADLINES FROM THE MODELING, SIMULATION & TRAINING INDUSTRY

MODSIM World 2016 – Call for Abstracts – 30 October Deadline

MODSIM World 2016
April 26-28 , 2016 - Virginia Beach, Virginia

This year's theme is "**Empowering User Communities with Modeling and Simulation**," reflecting the importance of users and partners in the business model and the ability for M&S to shape and influence each community. MODSIM World 2016 is a venue enabling the shaping of these communities. Four Presentation and Paper Tracks, focusing on M&S communities of practice are interconnected with six industry-focused Conference Themes. Theme-related papers will be highlighted in each track. Each Conference Theme will culminate in an Industry Workshop on the final day of the conference.
We welcome your abstract to MODSIM World 2016. Contributors of selected papers and posters will be invited to lead and participate in panel discussions and presentations during plenary and scheduled breakout sessions. Please submit to the following MODSIM World conference tracks:

- Date Analytics and Decision-Making
- Science and Engineering
- Training and Education
- Visualization and Gamification

Abstracts are due 30 October 2015. Please visit www.modsimworld.org for additional details.

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Call for Nominations

Workshop on Research Challenges in Modeling & Simulation for Engineering Complex Systems

January 13-14, 2016, Arlington, VA

Nominations will be processed as they are received, and space is limited, so act soon.

Computer-based models and simulations are vital technologies that are essential to guide the design of complex systems in areas such as smart cities, sustainable urban growth, aerospace, manufacturing, healthcare, security and defense. However, the development and use of reliable computer models and simulations is time consuming and expensive. Engineered systems are continually increasing in complexity and scale necessitating increased sophistication of modeling approaches and methodologies. Further, advances such as cloud computing, big data, the Internet of Things, and massively parallel supercomputing platforms are creating new challenges and opportunities in the M&S discipline.

The goal of this workshop is to define and articulate critical M&S research challenges in the design of engineered complex systems. The workshop will focus on five key topical areas in order to help inform future research investments and ultimately enable the creation of more effective and less costly systems. These areas are:

(1) conceptual modeling, e.g., to determine how teams of individuals from different disciplines can best create sophisticated, reliable models of complex systems,
(2) advanced computational methods including topics such as exploitation of emerging computing capabilities and technologies for simulation, model checking and inference,
(3) approaches to manage uncertainty and address model fidelity concerns,
(4) approaches to enable and facilitate model reuse in order to accelerate and reduce the cost of creating effective computational models, and
(5) determination of needs and assessment of the impact of advances in M&S in the aforementioned application domains.

The workshop will take place on January 13-14, 2016 at the National Science Foundation in Arlington, Virginia. Participation is by invitation only. We are seeking nominations of leading researchers in the five areas listed above to participate. To nominate an individual, please send the following information to Richard Fujimoto (fujimoto@cc.gatech.edu):

(1) name of nominator (self-nominations accepted),
(2) name, affiliation, and email address of nominee,
(3) workshop area(s) of nominee's expertise,
(4) brief, one paragraph bio-sketch highlighting qualifications of the

individual (a CV is also acceptable),
(5) brief, one paragraph rationale for the nomination.

Nominations will be processed as they are received. All nominations will be considered until the 40-50 workshop seats are filled, but to receive maximal consideration, we recommend nominations be submitted no later than October 23, 2015.

Sponsors:

- National Science Foundation
- National Aeronautics and Space Administration
- Air Force Office of Scientific Research
- National Modeling & Simulation Coalition / National Training & Simulation Association

Steering Committee:

- Richard Fujimoto (Georgia Tech)
- Steven Cornford (NASA)
- Chris Paredis (NSF)
- William Vesely (NASA)
- Philomena Zimmerman (OSD)

Please direct any questions about the workshop to Richard Fujimoto at fujimoto@cc.gatech.edu.

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iTSaNEWS

NATO M&S Standardization Workshop (MSG-144) - Rome, 17 November 2015

The NATO Modelling & Simulation Centre of Excellence (NATO M&S COE) and the NATO M&S Group (NMSG), Delegated Tasking Authority for M&S Standardization, in collaboration with the Italian Modelling & Simulation Association (MIMOS) and the Italian Industry representing by Selex ES, have organized the NATO M&S Standardization Workshop (MSG-144), on 17 November 2015.

The Workshop objective is to provide to the audience a description of the most important M&S Standards by Subject Matter Experts coming from NATO. It will be an excellent opportunity for you to be updated on the latest NATO M&S standards efforts and to become familiar with important M&S standards and best practices in NATO.

For further information, please refer to the NATO M&S COE web site.

There you will find the admin instructions, the agenda and personnel administration form (PAF). To enroll, please send PAF to the POC, CWO Felice D'Aiello (mail to: mscoe.det03@smd.difesa.it; Tel: +390646914352) by 3rd November.

NTSA Member News

Kentucky Trailer announces acquisition of Smit Mobile Equipment

Kentucky Trailer, a leading manufacturer of custom trailers and truck bodies, announced today that they have acquired Smit Mobile Equipment B.V. ("Smit BV") and Smit Mobile Equipment (UK) Ltd. ("Smit UK" and, together with Smit BV, "Smit"). Based in the Netherlands, Smit BV is an established, global provider of specialty trailers and mobile solutions to the medical sector, including mobile and relocatable magnetic resonance imaging (MRI), computed tomography (CT), and positron emission tomography–computed tomography (PET/CT) products. Smit UK is a service organization located in the United Kingdom.

"By leveraging the combined capabilities of Smit and Kentucky Trailer, we are strengthening our commitment to the mobile medical market and advancing our goal of delivering exceptional custom design, build and service solutions for the specialty trailer, custom transport and mobilized business markets," commented Gary A. Smith, Sr., President and Chief Executive Officer of Kentucky Trailer. "Together, we will be able to offer more comprehensive global solutions to our original equipment manufacturer (OEM) and mobile medical imaging service provider partners worldwide."

Gerben Smit, President and Chief Executive Officer of Smit, stated, "As a company that traces its roots back to 1750, it is very exciting for Smit to become part of a company that has its own long and accomplished history and that shares our dedication to excellence in all aspects of product design, manufacturing and customer service. We are excited to combine the strengths of our businesses and capitalize on the significant opportunities resulting from this transaction."

Last year, Kentucky Trailer also acquired Advanced Mobility & Shelter Technologies, LLC. and it has been a key component of the Kentucky Trailer growth strategy. With both acquisitions, Kentucky Trailer's global presence, leadership position and capabilities will expand within the mobile medical market.

Cubic to Deliver EST 3000 to US Army Reserve
(Reprinted with permission of MS&T magazine)

Cubic Global Defense (CGD) has won a $1.3 million contract from the US Army Reserve to deliver an additional Engagement Skills Training (EST) 3000 virtual training system, simulated weapons and services.

The EST 3000 is a small arms training device that is portable, multipurpose, multilane and can be used indoors to train marksmanship, offensive and defensive collective and "shoot-don't

shoot" judgmental firing skills. The system uses high-fidelity, game-based graphics that provide realism to marksmanship and collective scenarios.

The Army Reserve is combining Cubic's EST 3000 system and Virtual Battlespace 3 (VBS3) laptop trainers into a Mission Leader Trainer (MLT) containerized configuration, and will leverage the modified MLT containers to support three core training functions: EST 3000 for marksmanship; VBS3 laptop trainers; and tactical operations or leadership training.

EST 3000 will provide the Army Reserve with enhanced fundamentals of firing capabilities through immediate feedback from indicators (trigger pressure, pitch, cant) and 3-D targets. By leveraging the EST 3000, soldiers will be able to learn at Army Reserve Centers before firing at a weapons range, which decreases costs and time on ranges and increases overall weapons qualification proficiency.

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U.S. Army to Enlist Robots to Pull Soldiers Off Battlefield
(Reprinted with permission of MS&T magazine)

New technology could have the same robotic vehicles the U.S. Army uses to examine and to detonate IEDs [improvised explosive devices], be tweaked to retrieve wounded soldiers on the battlefield – and save the lives of Army medics.

Maj. Gen. Steve Jones, commander of the Army Medical Department Center and School and chief of the Medical Corps says unmanned vehicles used to recover injured Soldiers could be armored to protect those soldiers on their way home. But the vehicles could do more than just recover soldiers – with units operating forward, sometimes behind enemy lines, the medical community could use unmanned aerial vehicle systems, or UAVs, to support them.

For example, when a team member gets sick, the Army uses telemedicine to tele-mentor the team on the diagnosis and treatment, Jones says, adding that UAVs could be used for delivering antibiotics or blood to those units to keep them in the fight. That way, they don't have to be evacuated and the team can continue its mission.

Jones says other technology exists that could monitor a soldier's vital signs. "Army Medical Research and Materiel Command is actually developing physiological sensors that soldiers can wear," and in a few years, they will be able to field it with sensors soldiers will wear all the time that can be monitored remotely. The general likened the sensors to something like a "Fit Bit," which Soldiers might wear now to monitor their heart rate and steps taken.

The same sensors could be used to triage casualties automatically, so that those injured Soldiers whose vital signs are

the worst are the ones who get rescued first. The same sensors can also be installed on unmanned aerial vehicles that might one day rescue soldiers when they go down.

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U.S. Air Force Receives ATWorld™ Interactive Air Traffic Environment on T-1A Operational Flight Trainers

UFA, Inc. announced on September 25 that it has enhanced U.S. Air Force T-1A Operational Flight Trainers (OFTs) with the company's ATWorld Interactive Air Traffic Environment solution. Working with L-3 Link Simulation & Training, the T-1A Ground-Based Training System prime contractor, UFA integrated ATWorld on T-1A Ground-Based Training System simulators and the program's Pilot Instructor Training (PIT) syllabus.

During crew training sessions, ATWorld dynamically and autonomously simulates an Air Traffic Control (ATC) environment, including background air and ground traffic, contextually correct multi-frequency radio communications and a virtual air traffic controller. The crew interacts with the virtual air traffic controller using UFA's ATVoice® voice recognition and response product. T-1A crew training sessions can now focus on increasing situational awareness, standard and effective communications with ATC, and operating in a congested ATC environment.

ATWorld supports ground, Visual Flight Rules (VFR) and Instrument Flight Rules (IFR) operations for the simulated background traffic and T-1A OFTs. ATWorld replicates the real-world environment for specific locations so that crews are able to train on and around airports with IFR approaches, including Instrument Landing System (ILS), localizer component of the ILS, area navigation, VHF Omnidirectional Radio Range, tactical air navigation system, and other navigation systems based on their current charts and flight management system. With user-friendly tools provided by ATWorld, any level of congestion and background traffic mix appropriate for the airport and airspace can be created, including local procedures and airline operators.

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ASTi Upgrades Communications for GR4 Sims in Northern Italy
(Reprinted with permission of MS&T magazine)

Advanced Simulation Technology, inc. (ASTi) has delivered significant communications upgrades for Tornado GR4 simulators in Northern Italy.

The software upgrade includes the replacement of a first generation Digital Audio Communications System (DACS) model, built and integrated in 2002, with the fourth generation ASTi-built Telestra 4 (T4) model. Although the DACS model was built 13 years ago, it was still in excellent working order, allowing for ASTi

engineers to quickly convert it directly to the latest-generation ACE Studio software. Additionally, an updated communications package incorporated new SATCOM and high-frequency radios to an existing ASTi radio library.

The hardware update boasts the replacement of DACS hardware with the latest T4 servers. This update proved to be cost and eergy efficient, as each simulator required two DACS servers, but only requires one T4 server for premium comms and aural cues capabilities.

This update is currently ongoing as ASTi provides online support throughout the integration process. The Tornado GR4 simulator is just one of 11 installations that ASTi has fielded in Italy.

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Next-Generation Training Systems for Ukrainian Army

Cubic Global Defense (CGD) has delivered its specialized training systems to the Ukrainian Army worth $1.7 million. The equipment is interoperable with their existing Multiple Integrated Laser Engagement Simulation (MILES) and Joint Multinational Readiness Center (JMRC) training systems allowing the Ukranian Army to train at the brigade level.

The delivery includes the US Army's versions of Instrumented-Multiple Integrated Laser Engagement System Individual Weapon Systems (I-MILES IWS) and Combat Vehicle Adapter Kits, which integrate with their current Tactical Vehicle System (I-MILES TVS) to enable simulation of combat vehicles and crew-served weapon simulators. The US Army's Program Executive Office for Simulation, Training and Instrumentation (PEO STRI) awarded the contract to Cubic for the delivery, training and sustainment of the I-MILES equipment in support of the Ukrainian Army.

Cubic currently provides on-site training and management for the Ukraine Land Forces to help develop and facilitate training exercises for previously delivered MILES system.

I-MILES replicates the actual firing capabilities and effects of weapons during training, detects hits from laser "bullets," and performs damage or casualty assessments on targets. Cubic's I-MILES TVS is the latest generation of I-MILES training systems for tracked and multi-wheeled vehicles and includes advanced features such as touch screens, graphics and Wi-Fi communications.

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Raytheon Wins Prestigious Brandon Hall Award

Virtual training technology developed by Raytheon has received the prestigious Brandon Hall silver award for "Best Use of Games or Simulations for Learning".

The Brandon Hall Group Excellence Awards recognized Raytheon for innovative virtual training developed to train US Army soldiers for the Patriot Missile Battery.

Raytheon's 3D avatar training uses motion capture to generate digital likenesses of individual soldiers, who control these avatars in a realistic virtual environment. The result is a compelling, cost-effective and video game-like training approach that trains teams of up to five members on Patriot missile batteries.

"This award recognizes not only the innovative approach delivered by Raytheon, but its effectiveness in training to meet real-world threats," said Todd Probert, vice president of Mission Support and Modernization at Raytheon Intelligence, Information and Services (IIS). "Our very successful Patriot sustainment program has delivered exemplary results for customers across the globe, thanks to our advanced technology for improved capabilities and training."

Raytheon's Global Patriot Solutions provide 13 countries, including five NATO allies around the globe, with a combat-proven missile defense architecture that is continuously upgraded to keep ahead of evolving threats.

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STEM Connector News

Support From AT&T Helps Teach For America Expand New Computer Science Initiative

AT&T $250K Contribution Helps Expand CS@TFA in Five Regions; Hiring of Initiative Director

Teach For America announced in September that it will increase the infrastructure of its new computer science initiative, CS@TFA, in five regions with support from AT&T. Through its participation in the national 100Kin10 STEM education effort, AT&T will contribute $250,000 toward recruiting additional computer science (CS) teachers in the Bay Area, Kansas City, New York, South Carolina, and Washington, D.C. The funds will also support the work of these teachers to expand and strengthen CS education in their local communities. Support from the technology company, through its signature education initiative AT&T Aspire, has also helped Teach For America appoint alumnus Cullen White (D.C. Region Corps '09), former head of the IT Academy Programs at Prince George's County Public Schools, to lead the initiative.

"As part of our commitment to 100Kin10, AT&T Aspire is working with best-in-class programs like Teach For America to equip students with the skills they'll need in the future workforce," said Nicole Anderson, executive director of philanthropy at AT&T. "Teach For America's CS@TFA initiative will expand STEM and computer science opportunities for young people who need them most and help these students succeed in school and beyond."

CS@TFA was launched in 2014, through a partnership between Teach For America and the National Science Foundation, to increase access to high-quality CS education and experiences in

underserved communities. Teach For America has seen a growing desire from its network of educators to teach CS; of those accepted to the organization's incoming 2015 corps, nearly 850 individuals (63 percent female, 54 percent Pell Grant recipients, and 51 percent people of color) expressed interest in teaching CS. Teachers in CS@TFA's first year received professional development in the Exploring Computer Science program, which aims to broaden the participation of students of color and female students in CS and encourage them to become CS teachers and advocates in their schools and communities.

"Access to computer science programming has opened doors of opportunity to corps members and students alike here in South Carolina," said Josh Bell, executive director of Teach For America–South Carolina. "Last school year, 18 South Carolina corps members led 24 computer science clubs and equipped 500 students with the essential skills necessary to pursue computing in a post-secondary setting. We're grateful to supporters like AT&T for making this important work possible."

AT&T's continued support of CS education has also made it possible for Teach For America to welcome Cullen White as director of CS@TFA. White previously served as supervisor of IT Academy Programs at Prince George's County Public Schools in Maryland. Prior to this role, White founded and led the four-year IT Academy at Fairmont Heights High School—where over 50 percent of students he recruited as eighth-graders were female. During his time as an instructor, White led students to over 220 professional certifications and taught Web Development (HTML5, CSS, and JavaScript), Java, Microsoft Systems Engineering, Cisco Certified Network Associate (CCNA): Introduction to Networks, and CCNA: Routing and Switching Essentials. Prior to making the switch to teaching IT courses, he taught Spanish and social studies as a Teach For America corps member in Prince George's County Public Schools.

"I'm thrilled to lead Teach For America's computer science work and help expand access to students historically under-represented in the computing and STEM fields," White said. "The skills learned through computer science, such as computational thinking and problem solving, are critical for success in the 21st century. All students deserve the chance to benefit from the amazing opportunities computer science can provide."

Only 1 in 10 schools nationwide offer computer science classes, leaving many students—particularly students of color and those from low-income communities—without the foundational skills and experience to pursue CS in college and career. With 98 percent of all undergraduate CS majors reporting exposure to CS prior to college, the disparity of early CS experiences cuts promising students off from the many benefits the field has to offer. Five of the fastest-growing occupations in the country are computing occupations, and computing-related jobs provide among the highest entry-level salaries available to those holding a bachelor's degree. Efforts to reverse this disparity must begin with bolstering pK-12 CS education and expanding access to all students.

About Teach For America
Teach For America works in partnership with communities to expand educational opportunity for children facing the challenges of poverty. Founded in 1990, Teach For America recruits and develops a diverse corps of outstanding college graduates and professionals to make an initial two-year commitment to teach in high-need schools and become lifelong leaders in the effort to end educational inequity. This fall, 8,800 corps members will be teaching in 52 urban and rural regions across the country while more than 42,000 alumni work across sectors to ensure that all children have access to an excellent education. Teach For America is a proud member of the AmeriCorps national service network. For more information, visit www.teachforamerica.org and follow us on Facebook and Twitter.

About Philanthropy & Social Innovation at AT&T
AT&T Inc. is committed to advancing education, strengthening communities and improving lives. Through its community initiatives, AT&T has a long history of investing in projects that create learning opportunities; promote academic and economic achievement; or address community needs. In 2014, nearly $127 million was contributed or directed through corporate-, employee-, social investment- and AT&T Foundation-giving programs. AT&T Aspire is AT&T's signature education initiative that drives innovation in education by bringing diverse resources to bear on the issue including funding, technology, employee volunteerism, and mentoring.

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