

What's Up MÄK

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MÄK CST Fills the Command and Staff Training Capability Gap



Get more MÄK CST.

Read our [MÄK CST Whitepaper](#) to learn about the challenges, the requirements, and the current landscape of military training and how the MÄK CST has emerged as a proven solution to fill the training capability gap.

Simulation has become an accepted, routine, and critical method of training militaries worldwide. Many nations have invested heavily in large simulations for wargaming, however there is no “one size fits all” training simulation. Software that may be appropriate for one nation may be too cumbersome, resource intensive, and unmanageable for others. A low-overhead simulation system will address a nation’s wargaming and constructive simulation requirements, while also being much more economical in terms of procurement, training, and sustainment.

MÄK CST fills the Command & Staff training capability gap. It combines the user-friendly features of a game with capabilities of the larger, more complex simulations to help trainees learn how to make stronger battlefield decisions. Because of its flexibility and ease-of-use, MÄK CST can be used in the classroom, in the simulation center, on deployment, and at home stations.

The Cost-Effective Solution

MÄK’s CST models the situations that make experiential learning come alive. It works in live, constructive, or virtual simulation environments and can scale from a single computer to distributed networked simulation systems with sites across the world. Our software architecture takes advantage of the latest technology and techniques, like HTML5 and cloud computing, enabling you to deploy your training scenarios wherever your exercise happens.

With MÄK CST, you can provide tactical displays for situational awareness, or build simple control interfaces to allow instructors to quickly and easily manipulate what’s going on in the simulation. Create scenarios that challenge and inform, that provide mission commanders with decision-making opportunities. MÄK CST provides an environment where the entire command staff can learn to visualize the battlespace and make tactical decisions in a time-constrained and information-rich environment.

Why MÄK CST?

What differentiates MÄK CST from other Command & Staff Training simulation software? [Keep reading on page 2 to find out...](#)

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MÄK CST continued...

Aside from its ease-of-use, scalability, and realism, MÄK CST offers you the ability to:

- simulate a full spectrum of operations training at all levels, from squad leader through division commander
- deploy it for use in a classroom, simulation center, or at home station
- load your own terrain and maps and rapidly create scenarios through the intuitive GUI
- view the exercise in 2D and 3D
- run an After Action Review (AAR) to analyze what happened, why it happened, and how to improve
- add an ISR feed for realistic situational awareness
- customize the simulation to represent your force structure and localize the GUI to your language
- train on your operational C2 System

Whether training for regular or irregular warfare, border and force protection, or civil emergency response, MÄK CST provides realistic scenarios to challenge the trainees and hone their decision-making and communication skills.

Want to know more about MÄK CST? Get in touch with us at info@mak.com. 🌸

Tips and Techniques by Dan Brockway

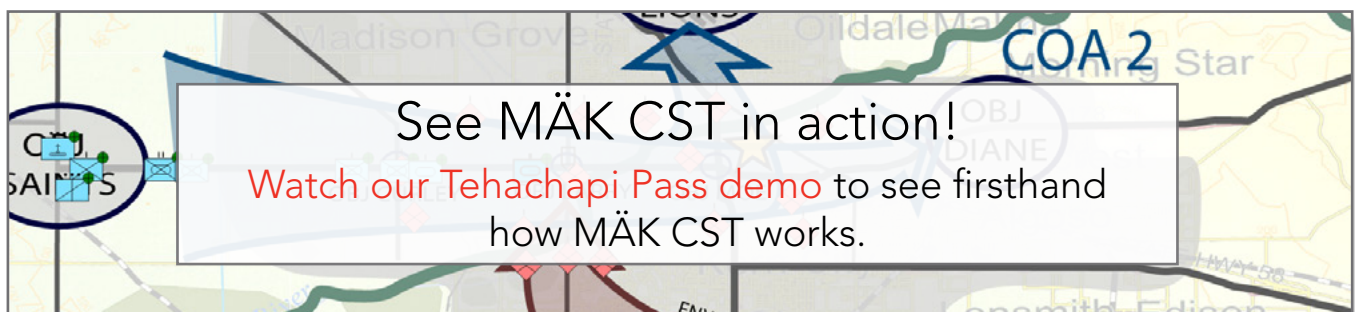
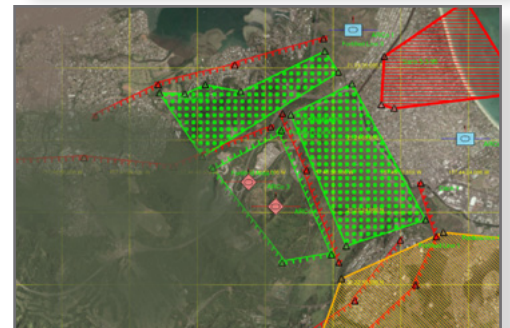
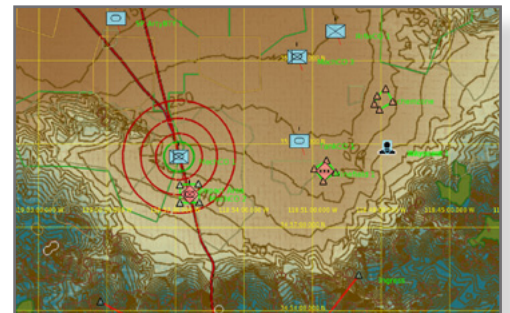
What is Aggregate-Level Simulation Anyway?

In version 4.3, VR-Forces introduces the notion of aggregate-level simulation. Okay. What exactly is the difference between aggregate-level simulation (ALS) and entity-level simulation (ELS)?

At the core, aggregate-level simulation is a more abstract level of modeling and therefore is more suitable for representing higher echelons of a force structure — units like companies, battalions, and brigades. Entity-level modeling has the fidelity appropriate for individual entities, like vehicles and human characters.

Lets look at maneuver modeling as an example. In ALS, units have to slow down to move through a forested area, whereas entities in ELS have to maneuver around individual trees. This higher level of abstraction happens for all the types of models. Combat in ELS happens when an entity has line of sight with another entity. When one entity fires, a hit/miss calculation is performed between the detonated ordinance and the nearby entities. Damage is assessed only for the entities that are actually hit. In ALS, units, which cover an area, must have line of sight to the 'area' of the other unit. Combat then proceeds as rates of change in the resources and status of the units. For example, a large, well-equipped unit will more quickly deplete the resources and status of a smaller less equipped unit.

VR-Forces users now have the choice of both simulation levels: entity and aggregate. 🌸



ITEC 2015 and Beyond

We've taken ITEC 2015 by storm. Let us bring that perfect storm to you.

The last few hours of ITEC are winding down right about now and the show is coming to a close. Alongside our Czech reseller [ReveaCZ](#) in booth 3A-309, we wowed audiences with the advances we've made in our simulation technology; visitors to our booth saw a huge leap forward in [performance and visual quality with VR-Vantage IG 2.0](#), they experienced our new [aggregate-level simulation model in VR-Forces 4.3](#) with MÄK CST, and they learned how MÄK's web technologies can support training exercises.

While it's always rewarding to go to shows like ITEC where we can meet current and potential customers to show them our unmatched solutions, we understand the financial burden travel can be. Sometimes going to a tradeshow just isn't feasible. MÄK is dedicated to bringing ITEC-quality demos wherever you are – whether that's down the street from our headquarters in Cambridge, MA, on the other side of the world, or even via teleconference – MÄK can come to you.

If you're scratching your head at your next simulation challenge, call MÄK. We'll bring a personalized demo to show how we can help solve your simulation challenges. [Get in touch with us to learn more!](#) 🌟



MÄKer Spotlight: Melinda Minear

Senior Solutions Engineer



This month, we'd like to introduce you to a MÄKer whose goal it is to climb to the highest point of every state in the United States. If that doesn't tell you a little bit about the personality and adventurous spirit of our own Melinda Minear, well, then keep reading because there's more to tell.

Melinda is a senior software developer who works on all the MÄK products and implements solutions for contracts. She's also the head trainer for all of our products, so if you've taken a training course with MÄK, chances are you've met Melinda!

Before MÄK, Melinda was a seismic surveyor in the Gulf of Mexico and Northern Atlantic with Geco-Prakla. She got her Bachelor of Science in Applied Engineering Physics from Cornell University, where she completed undergraduate research with the [CLEO III detector](#). She's also completed undergrad research on "[Magnetic Confinement Fusion](#)" at Oak Ridge National Labs. If you don't know what those are, it's ok. Click the links above to get educated.

In case you still aren't convinced that Melinda is insanely smart and adventurous, she holds a fourth degree black belt in Tae Kwon Do, which she says was useful for her job as a seismic surveyor, where she was the only woman on the boat. Melinda is an avid hiker, rockclimber, and snowboarder; she also loves to cook and garden. Nowadays however, she spends a lot of time navigating the most adventurous job of all – motherhood.

We hope this piques your interest in our community here at VT MÄK. Stay tuned to the [MÄK blog](#) and [Twitter](#) for more updates from us! 🌟