

What's Up **MAK**

MARCH 2026



EDITOR'S NOTE

Morgan here with the March edition of our quarterly What's Up MAK newsletter! In this issue, we explore why open Common Synthetic Environments (CSE) are a must as training systems grow bigger, more connected, and more realistic. We also look at how CSE-forward thinking shows up in day-to-day simulation applications, and ***drumroll please*** the MAKer Spotlight is back. (Guess who: OG MAKer, I/ITSEC karaoke superstar, Monopoly state champ, Grand Canyon runner...) Enjoy!

Designing for an Open Common Synthetic Environment



BLOG

An Open Path Forward for Collective Training

Traditional, network-only interoperability struggles to keep pace with today's collective training demands. This article outlines what has to change to support open Common Synthetic Environments, and why that shift is essential as collective training grows more complex.

[READ THE ARTICLE →](#)



WEBINAR

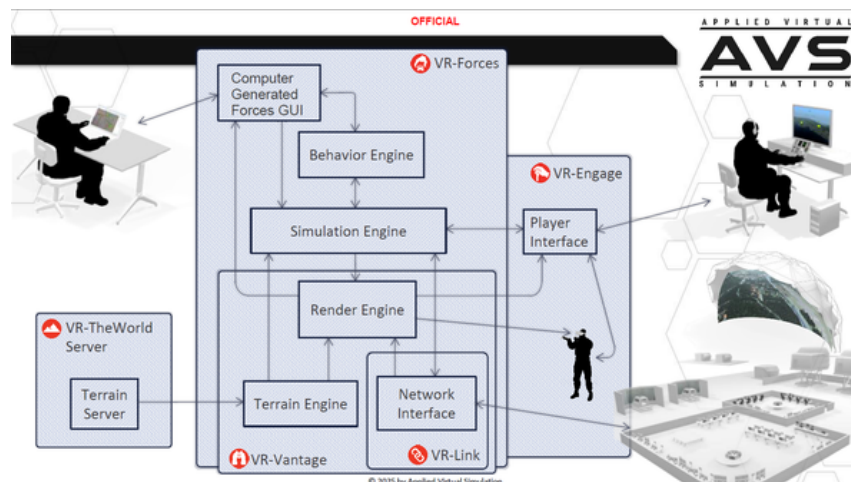
Why an Open CSE is Needed Now (and How to Get There)

In this follow-on webinar, Deb Fullford builds on the previous Collective Training article, digging into the technical realities and program-level priorities required to move toward an open Common Synthetic Environment, complete with successful program examples.

[WATCH THE RECORDING →](#)

CASE STUDY

In Practice: Building a Common Foundation at Scale (LS Core 2.0)

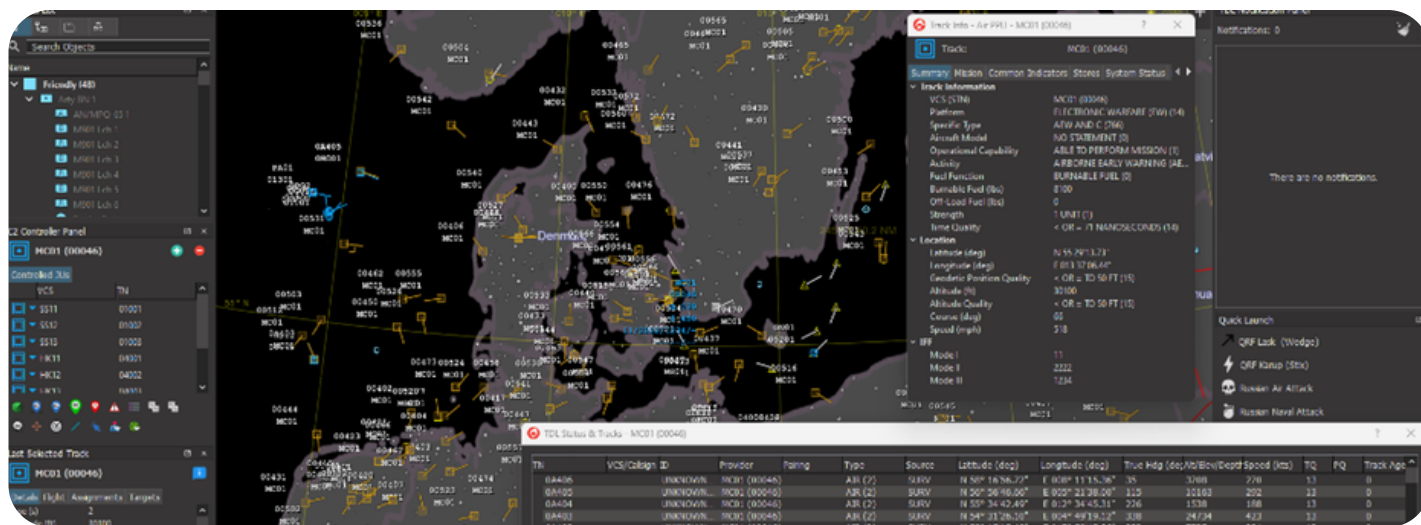


Presented by the Australian Defence Force and AVS at the MAK ONE User Group at I/ITSEC 2025, this keynote shows how the Australian Army's LS Core 2.0 program uses MAK ONE as a shared foundation across multiple simulators, keeping environments, data, and behaviors aligned as the system scales and evolves.

GET THE DETAILS →

ECOSYSTEM

NEW! MAK ONE-Compliant, High-fidelity Application (MOCHA) Flavor of the Quarter



Grab your coffee and meet MAK's MOCHA, a collection of **MAK ONE** Compliant, **High-fidelity Applications** that show what's possible when open standards, open systems, and open APIs are part of the foundation. Each quarter of this year's What's Up MAK newsletter will feature a different MOCHA "flavor": a MAK partner whose high-fidelity applications extend MAK ONE in powerful ways.

Our inaugural MOCHA flavor is **CogSim Technologies**. A longtime and well-loved MAK ONE partner, CogSim brings high-fidelity Tactical Data Link interoperability and operational realism into MAK ONE synthetic environments. Keep reading for a closer look at all CogSim brings to MAK ONE.

READ MORE ABOUT COGSIM →

EYE CANDY

Fly through MAK ONE!

Experience **MAK ONE**, a synthetic environment with procedurally generated terrain, dynamic weather, civilian activity, and battlefield effects, all part of the same virtual world.

TIME TO SOAR →

MAK ONE

MEET THE TEAM

The MAKer Spotlight is Back.



After a multi-year hiatus, the MAKer Spotlight is back, and we're starting with Len Granowetter, MAK's CTO, and one of the visionaries behind the MAK ONE suite.

An OG MAKer since 1993, Len brings a long-game view to the industry, a sharp technical instinct, and a sense of humor that shows up in places you might not expect.

READ LEN'S SPOTLIGHT →

Hey, thanks for reading.

If you've got a minute, let me know what you liked, didn't like, or want to see more of in this newsletter, will ya?
[Send me an email](#) with your thoughts (or to say hello)!

-Morgan

MAK TECHNOLOGIES