Command User Event

COMMAND
PROFESSIONAL EDITION

EVENT SCHEDULE

USEFUL INFORMATION

PHONE
William Burnett-Boothroyd
+44 7414287398

LOCATION
Casa dell'Aviatore,
Viale dell'Università 20
Rome, IT 00185

DAY 1 — MONDAY SEPTEMBER 18TH

	TRACK 1 *Sala Baracca*	Presenter	TRACK 2 *Sala Balbo*	Presenter
08:00	Registration & Coffee			
08:45	Administrative Remarks	Iain McNeil Matrix Pro Sims		
09:00	Welcome ITA Air Force	Lt. Gen. Aurelio Colagrande ITA Air Force	<- Merge with Track 1.	
09:15	Wargaming and the NATO M&S COE	Col. Francesco Pacillo ITA Army		
09:30	Slitherine / Matrix Intro	Iain McNeil Matrix Pro Sims		
09:45	**Command 101 -** A demo of Command and its capabilities. Aimed at beginners, but all welcome.	Dimitris Dranidis Matrix Pro Sims		
10:30	**Command 101 -** A demo of Command and its capabilities. Aimed at beginners, but all welcome.	Brandon Johnson Matrix Pro Sims	Command PE's new multiplayer: RealTime MultiPlayer (RTMP) Demo - Rory Anderson & Steve McClaire	
11:15	**Command 101 -** A demo of Command and its capabilities. Aimed at beginners, but all welcome.	Paul Kellman Matrix Pro Sims		
12:00	Solving the Problem of Data in Defence	Nathan Smith Principal Engineer - Combat Systems, BAE Systems Submarines	<- Merge with Track 1	
12:30	Lunch			
14:00	**Session 1 Beginner -** Command: Overview, Basics & Introduction/Demos	Dimitris Dranidis Matrix Pro Sims	**Session 2 Advanced -** CPE v2.2.x - The New Features	Paul Kellman - Brandon Johnson Matrix Pro Sims
15:15	Command PE in support of AFRL wargaming activities	Matt Stonecipher Defense Simulation Controller Specialist at University of Dayton Research Institute	<- Merge with Track 1	
16:00	Command PE (Real Time Multi-Player) as a wargaming tool for tactical Maritime Staffs	Commander Oliver Kohls - (DEU Navy) - NATO COE CSW		
16:45	**Session 3 Beginner -** CPE walkthrough	Paul Kellman	**Session 4 Advanced -** CPE v2.3 Preview	Ethan Hermanson & Brandon Johnson Matrix Pro Sims
18:00	Close		<- Merge with Track 1	

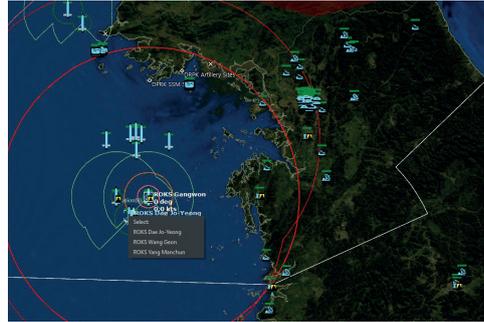Sessions will end with a Q&A and brief break to change presenters or take a coffee.

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DAY 2   TUESDAY SEPTEMBER 19TH

Time	TRACK 1 — Sala Baracca	Presenter	TRACK 2 — Sala Balbo	Presenter
08:00	Registration & Coffee		<- Merge with Track 1	
09:00	**Session 5 Beginner -** Overview: Database Editor & structure	Jacob Keyes	**Session 6 Advanced -** Recent DB additions - Schema, data & migration/merge tools (+ RAMDB)	Ethan Hermanson Matrix Pro Sims
10:15	**Session 7 Beginner -** Walkthrough: Clone & modify platform	Jacob Keyes Matrix Pro Sims	**Session 8 Advanced -** Walkthrough. Validate, compare, merge and migrate - RAMDB in action	Ethan Hermanson Matrix Pro Sims
11:30	Applications of Command PE in Professional Military Education	Col USMC (Ret) Tim Barrick - Director Wargaming at the Krulak Center for Innovation & Future Warfare	<- Merge with Track 1	
12:30	Lunch			
14:00	**Session 9 Beginner -** Overview: Scenario & Mission Editor	Brandon Johnson	**Session 10 Advanced -** New in 2.2 Part 1: MDSP - 3D splat - Intermittent EMCON - Double-Flame Mode - Palletized Weapons	Andrea Granata - Steve McClaire Matrix Pro Sims
15:15	CPE use in Maritime Operational Analysis	Jaime Etherton, Analyst, Dstl	<- Merge with Track 1	
16:00	**Session 11 Beginner -** Overview: Scenario & Mission Editor - PART 2	Brandon Johnson	**Session 12 Advanced -** New in 2.2 Part 2: CEZs - Amphibious & Operations Planner - Cargo 2.0	Steve McClaire & Geoffroy Pirard Matrix Pro Sims
17:00	Command Certified Training System	Mr. Pete Szabo/ Sr Operations Research Analyst and Mr. Pat McLeod/Mobility Portfolio Lead, Linquest	<- Merge with Track 1	
17:45	Close			

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DAY 3 — WEDNESDAY SEPTEMBER 20TH

	TRACK 1 *Sala Baracca*	*Presenter*	TRACK 2 *Sala Balbo*	*Presenter*
08:00	Registration & Coffee		<- Merge with Track 1	
09:00	**Session 13 Beginner -** Overview: Lua scripting	Paul Kellman Matrix Pro Sims	**Session 14 Advanced -** New in 2.2 Part 3: Custom Unit Icons - Target Priority List - Culture/Skyline Height & per-sensor mast height	Steve McClaire Matrix Pro Sims
09:45	INDSR's use of COMMAND for wargaming and military analysis	Dr. Pei-Shiue Hsieh, Associate Research Fellow, Institute for National Defense and Security Research (Taiwan)	<- Merge with Track 1	
10.45	**Session 24 -** Overview: Artificial Intelligence / RL / LLMs and Command	Rory Anderson and Kevin Williamson, Matrix Pro Sims	**Session 14 Advanced -** Lua Workshop	Paul Kellman Matrix Pro Sims
11:45	Command Professional and the Air Mobility Command Virtual Warfare Center	Mr. Dave Cutter, Assistant Director for Modeling and Simulation - AMC/A9 (Air Mobility Command, Directorate of Analysis, Assessments, and Lessons Learned	<- Merge with Track 1	
12:30	Lunch			
14:00	**Cultural Event – Biglietteria Foro Romano, Largo della Salara Vecchia, at 2.00 p.m. Please, see maps & details on page 6**			

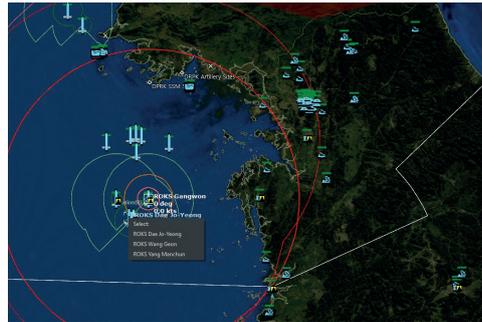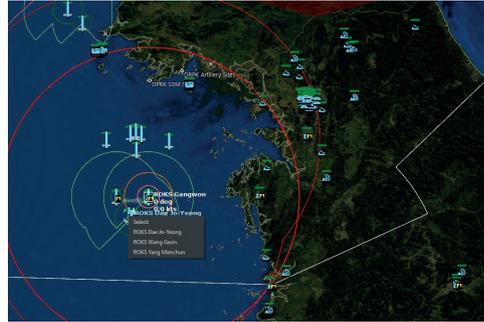Sessions will end with a Q&A and brief break to change presenters or take a coffee.

Command User Event

SEPT. 18-22, 2023 - CASA DELL'AVIATORE, ROME, ITALY

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DAY 4 — THURSDAY SEPTEMBER 21ST

Time	TRACK 1 — Sala Baracca	Presenter	TRACK 2 — Sala Balbo	Presenter
08:00	Registration & Coffee		<- Merge with Track 1	
09:00	Fight Club and Gaming in NATO	Col Arnel David, US Army, SHAPE Strategist		
09:30	**Session 17 Beginner -** Overview: Data/event export & analysis, interactive & Monte Carlo	Brandon Johnson Matrix Pro Sims	**Session 18 Advanced -** Go big or go home: Massive-scale analysis with CLI + FLM	Rory Anderson Matrix Pro Sims
10:15	**Session 21 Beginner -** Interoperability options - DIS hookup demo + Mechanics Overrides intro	Paul Kellman & Andrea Granata Matrix Pro Sims	**Session 22 Advanced -** Mechanics Overrides in practice + demo of built-in overrides + Lua event hooks	Dimitris Dranidis & Rory Anderson Matrix Pro Sims
11:30	Using CPE for Rapid Concept Analysis	Calum McBain, Rotorcraft Analyst, Dstl	<- Merge with Track 1	
12:30	Lunch			
14:00	**Session 23 -** The near future: v2.3 & RTMP	Dimitris Dranidis Matrix Pro Sims		
15:15	Command PE in a Training Environment	Lt Col Thomas Silier, Instructor for Air Power Studies at the German Air Force Officer School, Luftwaffe		
16:30	**Session 25 -** Mid/Long-term Future directions - Part 1	Dimitris Dranidis Matrix Pro Sims		
	Break			
19:00	**Cocktails & Gala Dinner – La Terrazza dei Papi, inside Mecenate Palace Hotel – Via Carlo Alberto 3**			

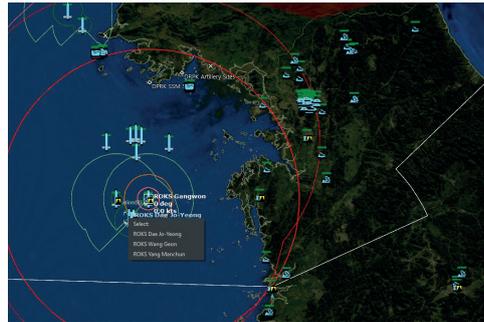Sessions will end with a Q&A and brief break to change presenters or take a coffee.

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DAY 5 — FRIDAY SEPTEMBER 22ND

	TRACK 1 *Sala Baracca*	Presenter	TRACK 2 *Sala Balbo*	Presenter
08:00	Registration & Coffee			
09:00	**Session 25 -** Mid/Long-term Future directions - Part 2	Dimitris Dranidis Matrix Pro Sims		
10:15	**Session 26 -** Mid/Long-term Future directions - Part 3	Dimitris Dranidis Matrix Pro Sims	<- Merge with Track 1	
11:30	**Free-for-all Q&A**	Matrix Pro Sims		
12:30	Thank you and Close	Iain McNeil Matrix Pro Sims		

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CULTURAL VISIT –
WEDNESDAY, SEPTEMBER 20TH

Appointment with our tour guide is at 2:00 p.m. at Biglietteria Foro Romano (address: Largo della della Salara Vecchia). The guided tour will last around 1 hour, afterwards everyone will be free to visit the palatine hill.

GALA DINNER –
THURSDAY, SEPTEMBER 21ST

Appointment for dinner is at 7:55 p.m. at the entrance of Mecenate Palace Hotel. Dinner is scheduled for 8:00 p.m. at La Terrazza dei Papi Rooftop Restaurant located inside the hotel.