**Submissions Due: July 26, 2019**

*Please save this completed form as*

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All sessions will be unclassified and open to the general T&E community. Abstracts will be reviewed for a presentation during a session or as a poster paper. Presentations will be published in proceedings and made available to all attendees. Abstracts should be noncommercial in scope, pertinent to technical topic, no longer than 500 words and releasable to the general public.

Please check the following box if applicable:

[ ]   ***DO NOT include my presentation as part of the Workshop online proceedings.***

If you would like to also submit a paper for consideration for publication in *The ITEA Journal* you will need to prepare a full manuscript that adheres to the Journal guidelines. Visit this ITEA website for all the details on ITEA Journal submission guidelines:

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***Abstracts will only be accepted if the following information is completed***

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| Title of Presentation: |  |
| Requested Track:*(Check all TOPICS**that your presentation would address)* | **TOPICS FOR CONSIDERATION**[ ]  **ACCELERATING PRODUCT AVAILABILITY -** Placing fully capable weapon systems in the hands of warfighters sooner.[ ]  **ACCELERATING T&E** - Feedback on the success of T&E integration to accelerate T&E.[ ]  **AGILE SOFTWARE PROCESSES** - Agile software processes that combine acquisition events with developmental and operational testing.[ ]  **AI TECHNOLOGIES** - Use of artificial intelligence technologies to improve test events and reporting.[ ]  **COMBINING O/T AND D/T** - Sharing developmental and operational test events to reduce redundancy and accelerate test completion time.[ ]  **CYBER SIDECARS** - Use of “Cyber Sidecars” to increase security for COTS-based systems.[ ]  **DATA MANAGEMENT AND ANALYTICS** - Data management and analytics that automatically produce analyses and portions of required test reports.[ ]  **EVOLUTIONARY DELIVERY** - Evolutionary delivery of hardware, software, and the mission/weapon systems for evaluation by testers and warfighters.[ ]  **LVC GAMING ENVIRONMENTS** - Use of distributed Live-Virtual-Constructive (LVC) and gaming environments to support virtual prototyping by warfighters and facilitating testing of critical, sensitive system attributes.[ ]  **METHODS IMPROVING T&E CYBER** - Examples of methods to improve T&E of cyber systems or cyber security of systems.[ ]  **MIXING LIVE AND LVC** - Mixing live tests with virtual-constructive elements to achieve validated results.[ ]  **MODEL-BASED T&E** - Model-based T&E and modeling to manage complexity.[ ]  **MODEL-BASED VS MODEL-DRIVEN** - Model-based vs. model-driven engineering of networks, sensors, weapon systems, and architectures.[ ]  **SecDevOps** - combining built-in information technology security and assured hardware platforms (Sec) with software development (Dev) and information technology operations (Ops) to produce multiple, capable software releases that build in cybersecurity.[ ]  **T&E PARTNERSHIPS** - Government, industry, and academia partnerships to support T&E improvement.[ ]  **TESTING AUTONOMOUS SYSTEMS** - Role of LVC and Agile processes in testing autonomous systems.[ ]  **TESTING/TRAINING AS A SERVICE** - Testing/Training as a Service for collaborative improvement in both areas.[ ]  **THREAT REPRESENTATIONS** - Roles of threat representations for LVC testing.[ ]  **TOOLS** - Tools to support testing of complex systems.[ ]  Other: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
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| Abstract (max 500 words): |  |