SciTech FUTURES

Was H.G. Wells a visionary ahead of his time? Is Electronic Warfare an old idea from 1917 that just needed technology to catch up? Can you help us see what's next? Then the **U.S. Army science and technology community** needs your help to envision the role of robotics and artificial intelligence in the Future Operating Environment (FOE).

From 6-19 March 2017 we'll be running our latest futures game, sponsored by the Office of the Deputy Assistant Secretary of the Army (Research & Technology) in partnership with the U.S. Army Training and Doctrine Command's (TRADOC) Mad Scientist Initiative.

Through this game, you can join fellow thought leaders in exploring how advances in robotics, artificial intelligence, autonomous systems, and related technologies might transform the world and what that means for the Army. You will be able to share your ideas about the future, collaborate with (and challenge) other players, and bid on the most compelling concepts in an online marketplace.

At the end of the game, we'll evaluate your ideas to identify the most thought-provoking, challenging, and inspiring submissions. From this foundation, our team of analysts, concept artists, and authors will do further exploration that will be used to inform Army leaders, guide wargames examining future capabilities, and help shape over $2 billion a year in S&T investments. Success depends on having a talented, diverse group of players who are eager to think differently about thorny issues at the intersection of science, technology, and defense. That's why your involvement is so important.

What's in it for you? Well, apart from the opportunity to challenge conventional thinking and influence how the Army thinks about the future, all players will receive access to a digital library of concept art inspired by the ideas generated during the game. Top players will be recognized through our online leaderboards and recaps. Those players will also receive a high-quality print piece that brings their best submissions to life through full-color graphics. How do you become a top player, you ask? By getting inspired by someone else's thoughts, sharing your own ideas, and working collaboratively to inject your expertise!

You can learn more and register for the game at any time by visiting http://futures.armyscitech.com.

We hope to see you in-game starting on 6 March, and look forward to your contributions! Feel free to share this invitation with fellow creatives, technologists, and futurists who might be interested in playing.

Thank you,
-The SciTech Futures Team
http://futures.armyscitech.com
http://ict.usc.edu

SciTech Futures is a partnership between the Deputy Assistant Secretary of the Army (Research & Technology) and the USC Institute for Creative Technologies

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