

VTT Virtual Table Top

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The Virtual Table Top (VTT) is a means of rapid, systematic, and potentially distributed, collaboration—enabling users to characterize and prioritize enterprise risk.

A tabletop is only as effective as the communication between participants. Context is key, access to information is everything.

HOW IT WORKS

By bringing tabletop elements into a single interface, we help tabletop participants see all the major components of a test card row in one place, in context.

We make it easier for participants to reach shared understanding, to see dependencies, and to spot gaps before we go to event execution.

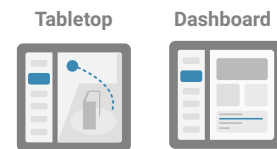
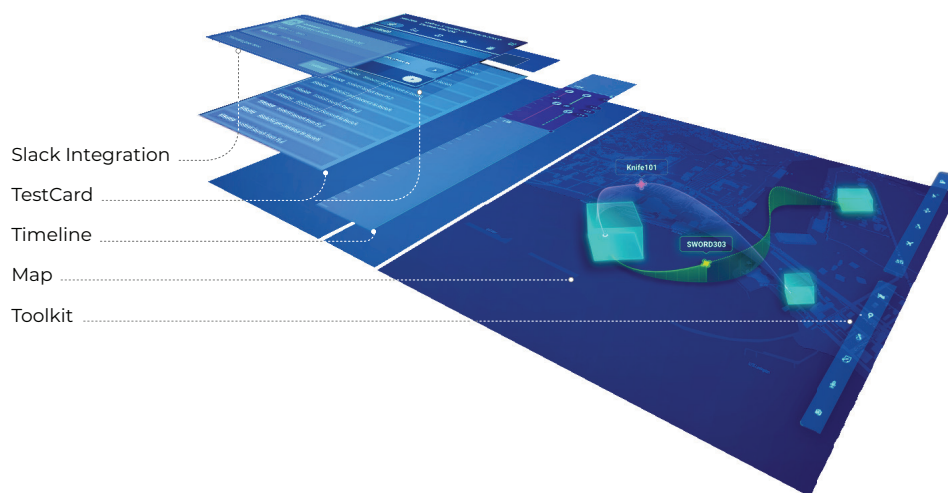
Advanced Tabletop Experience

VTT is a tabletop scenario simulation product for any leader utilizing the Operation Order (OPORD) process seeking the next-generation tabletop experience.

VTT uniquely combines map-based scenario animation with planning, execution and evaluation capabilities. Entities, actions, reactions, and test requirements in each line of the test card are clear and easy to understand, and gaps in communication or technologies are more easily identified – enabling faster and more comprehensive planning for each LVC event.

VTT integrates test requirements into the tabletop scenario while displaying requirements in relationship to associated segments and entities.

Anatomy of the VTT



The **Tabletop Execution view** enables users to facilitate tabletop sessions using integrated test cards, timelines, maps, and other critical information.

The **Dashboard view** offers a concise tool from which users can track which test requirements the scenario fulfills, view the personnel participating in an event, track scenario gaps, and keep tabs on necessary future iterations to the scenario.

Instead of people, systems, requirements, test card rows, and the scenario map visuals scattered across disparate applications, now we can synthesize them together into a single interface.



Integrated Assessment Tool

The tabletop assessment tool will enable users to plan, facilitate, and conduct after-action reviews for tabletop sessions.

- **Planning:** Enables the tabletop creators to create and integrate all the collateral needed to conduct the tabletop, including building test cards, creating map-based scenarios, creating requirements, and the other interdependent elements of a tabletop
- **Tabletop Execution:** Enables tabletop participants to step through test cards row-by-row while communicating about the people, places, technologies, and other related elements needed to meet the assessment's target requirements.
- **After Action Report:** The place where users can review collaborative notes, track gaps that were discovered during the tabletop assessment, and monitor the status of prescribed scenario iterations that are needed to fill the existing gaps.

KEY CONTACTS

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