

2006 – Conducted Jointly with the Defense Modeling and Simulation Conference (DM&SC)

Theme – Anticipating the Evolution of War

Dates – 1-5 May 2006

Location – Wyndham Baltimore
612 Cathedral St
Baltimore, Maryland 21201

Participation – Attendance not broken down by relevant conference. Combined total was 259.

Innovation – First Connections funded by Air Force Research Laboratory Plans Directorate and held in conjunction with the Defense Modeling & Simulation Conference.

Agenda

Monday, 1 May

- 1200 *Common Introduction to Modeling, Simulations, and Wargaming*
- 1205 *History of Wargaming*, Matt Caffrey
- 1315 *Break*
- 1330 *Intro to Modeling and Simulations*, Larry Harris
- 1430 *Break*
- 1445 *Intro to Wargaming*, Matt Caffrey
- 1545 *Break*
- 1600 *Optional talk – Intro to Joint Airpower*, John Gresham
- 1700 *End Intro Program*
- 1630 *Common Welcome Reception*

Tuesday, 2 May

All Day Common Program

Wednesday, 3 May

- 0830 *Connections welcome*
- 0840 *Government Keynote*, Barney Rubel
- 0910 *Industry Keynote*, Mark Herman
- 0940 *Break*
- 1000 *Government year in review*, Bud Hay
- 1030 *Industry year in review*, Michael Peck
- 1100 *Demo event and Lunch*
- 1330 *Noteworthy innovations of 2005*, Chair Walter Cheek
 - Computer Games and Education*, Marc Prensky
 - Wargaming in Emergency Preparedness & Civil Disturbance sim*, Roger Mason
 - MOSBY, a light Development Platform by BreakAway Game*, Walter Cheek
 - US Navy & US Joint Forces Command Innovations*, Chris Dubuc & Curtiss Murphy
 - MG-Fusion: A Wging Platform for Advanced C2 Exp.*, Dr. Leigh A. Flagg
- 1520 *Break*

- 1540** *Working Groups begin:*
Enhancing wargaming utility in forecasting future, James Dunnigan & Peter Perla
Toward a Wargaming professional society, Barney Rubel & Mike Garrambone
Increasing Connections effectiveness, Walter Cheek & Matt Caffrey
- 1730** *Working Groups conclude for day*

Thursday, 4 May

- 0830** *Talks on theme, Enhancing wargaming utility in forecasting future needs*
- 0830** *Applying Wargaming to anticipate future needs*, Chair Barney Rubel
- 0830** *Discovery Game*, Matt Caffrey
- 0850** *Unified Engagement*, Maj William Power
- 0910** *Futures Wargame: A Strategic Vision*, Ivan Moore
- 0930** *Q&A*
- 0950** *Break*
- 1010** *Improving Wargaming's ability to anticipate future needs*, Chair Matt Caffrey
- 1010** *4th Generation Wargaming*, Michael Markowitz
- 1030** *Commanders Predictive Environment*, Duane Gilmour
- 1050** *The Halsey Project, playing to wargaming's strengths*, Christopher Weuve
- 1110** *Q&A*
- 1130** *Lunch and optional talk, Joint Airpower – year in review*, John Gresham
- 1300** *Game event first period*
Squadron Officers College – Air Gap – contemporary theater air operations
BreakAway Games - MOSBY – a Lit Simulation Development Platform
Stottler Henke – the SAASS application of the WARCON wargame authoring tool
- 1500** *Game event second period*
See above
- 1700** *Connections concludes for the day*

Friday, 5 May

- 0830** *Opening remarks*
- 0840** *Enhancing wargaming utility in forecasting future needs group out briefs*
- 0910** *Break*
- 0930** *Toward a Wargaming professional society group out briefs*
- 1000** *Increasing Connections effectiveness group out briefs*
- 1030** *Concluding remarks*