

2013 – A Sequestration-Friendly Connections

Theme: Enhancing Wargame Support to Planning, Programing and Budgeting

Agenda

Day 1, Monday, 22 July

- 1200 *Wargaming 101*, Mr. Matt Caffrey, Col USAF (ret), AFMC
- 1600 *Wargaming 201*, CDR Phil Pournelle, OSD
- 1200 *Self-Guided Tour of the Museum of the United States Air Force*
- 1730 *Ice Breaker*

Day 2, Tuesday, 23 July

- 0830 *Welcome*
- 0840 *Keynote 1* Col Chris Froehlich, Chief Strategic Planning Division, AFMC
- 0905 *Keynote 2* Dr Peter Perla, Author *The Art of Wargaming*, Lead wargaming, CNA
- 0930 *Break*
- 0950 *Keynote 3* Dr Thomas Allen, Dep Director, Studies & Analysis, Joint Staff (via VTC)
- 1040 *Intro to Demos & the Mini-Workshops*
- 1100 *Demos & Lunch*
- 1120 *Optional Talk: Most of DOD's Past Assumptions About The Future Were Entirely Wrong*, CDR Phil Pournelle, OSD
- 1250 *Mini-Workshop - Preparing participants for wargames*
Facilitator: Mr. Matt Caffrey
- 1330 *Mini-Workshop - Preparing material concepts for wargaming*
Facilitator: Lt Col Havlicek
- 1420 *Break*
- 1440 *Intro to Game Lab & first wargame*: Col Heilmann
- 1500 *Begin first wargames*
- 1700 *Conclude first wargame*
- 1900 *Evening Wargames*

Day 3, Wednesday, 24 July

- 0800 *Panel: Toward Wargaming the Deep Future*
 - Co-chairs
 - Dr. Steven Downes-Martin
 - Dr Peter Perla
 - Speakers
 - Albert Nofi, Historian: "Lessons from the past: Historical efforts at gaming the far future"
 - Paul Vebber, Professional Gamer: "Launch from the present: Yellow Star Rising - 50 year DIME strategic gaming"
 - Alfred Elkins, Applied Strategist: "Back-plan from the future: Reverse evolution strategy game"
- 0930 *Break*
- 0950 *Panel: Wargaming in Support of Planning, Programing and Budgeting*

- Co-chairs
 - Gordon Bliss
 - Tim Smith
- Speakers
 - CDR Phil Pournelle, What Net Assessment does/how to do one
 - CDR Paul Vebber, Gamming the Navy's long-range Shipbuilding plan
 - Christopher Kona, Wargaming & the CNO's Rapid Innovation Cell

1120 *Intro to Game Lab Part 2, wargame 2: Col Heilmann*

1130 *Working lunch - learn and mod budget wargame*

1230 *Begin second wargame*

1440 *Hot wash of second wargame*

1500 *Break*

1520 *Working Groups*

- Group #1: Enhancing Wargames Support to Planning, Programing & Budgeting
 - Co-chairs: Gordon Bliss & Merle Robinson
- Group #2: Creating an Online Resource for Wargamers
 - Co-chairs: Chris Weuve & Paul Vebber
- Group #3: Building a Wargame Profession
 - Co-chairs: Mike Garrambone & Tim Wilkie

1700 *Optional Dinner by Working Group*

Day 4, Thursday, 25 July

0800 *Out brief Introductions*

0810 *Report on Mini-workshops*

0830 *Game Lab groups presentations*

0910 *Group #1: Enhancing Wargames Support to Planning, Programing & Budgeting*

0940 *Break*

1000 *Group #2: Facilitating Wargaming Through Online*

1030 *Group #3: Forming a Wargaming Profession*

1100 *Connections "Hot Wash"*

1130 *Connections 13 ends*