

# DRAFT Connections 2019 Agenda

**Enduring Mission:** Advance and Preserve the Art, Science and Application of Wargaming

**2019 Theme/Goal:** Futures of Wargaming

## Day 1, Tuesday, 13 August 2019

Time	Activity	Location
0740	Registration Opens	
0830 - 0840	Welcome <i>Matt Caffrey and Tim Wilkie</i>	
0840 - 0910	Admin and Host Welcome and First Timer's Brief	
0910 - 0930	Break	
0930 - 1030	Seminar Session I (See Box on Page 2)	
1030 - 1050	Break	
1050 - 1150	Seminar Session II (See Box on Page 2)	
1150 -1250	Lunch	
1250 - 1350	Game Lab Session I	
1350 - 1410	Break	
1410 - 1510	Seminar Session III (See Box on Page 2)	
1510 - 1530	Break	
1530 - 1700	Gaming Showcase <i>Merle Robinson and Gordon Bliss</i>	
1530 - 1700	Demos and Posters Session <i>Sean Brady</i>	
1700 - 2000	Wargames Testing and Interactive Demonstrations/No Host Social <i>Mike Dunn</i>	

	<b>Room 1</b>	<b>Room 2</b>	<b>Room 3</b>
<b>Seminar Session I</b> (Tuesday AM)	Topics on the theory of games and play <i>Ed McGrady</i> <i>Monk's Hood Media</i>	Introduction to Wargaming <i>Matt Caffrey</i> <i>Air Force Research Lab</i>	Defense Resourcing Wargaming <i>Mark Leno</i> <i>Army War College</i>
<b>Seminar Session II</b> (Tuesday AM)	TBA	Data Collection and Analysis <i>Christopher Weuve</i> <i>Air Force Research Laboratory</i>	TBA
<b>Seminar Session III</b> (Tuesday PM)	TBA	Introduction to Combat Modeling <i>Joe Saur</i>	A wargaming approach to computational international relations <i>Karl Selke</i> <i>Group W Inc.</i>
<b>Seminar Session IV</b> (Wednesday)	Gaming Urban Terrain and Megacities <i>Ed McGrady and Mike Dunn</i> <i>Monk's Hood Media and Army Command and General Staff College</i>	Megagame Design and Development <i>Scott Silsbe</i>	Logistics; the Red Headed Stepchild of Wargaming <i>George F. Nafziger, PhD, Captain, USNR-Ret</i>
<b>Seminar Session V</b> (Thursday)	TBA	How to Improve Your Communication Skills <i>Dana Lombardy</i> <i>Lombardy Studios</i>	WAR CRY! - Combat Force Cohesion & Cognitive Capacity Disintegration <i>Uwe Eickert</i> <i>Academy Games</i>

## Day 2, Wednesday, 14 August 2019

Time	Activity	Location
0830 - 0840	Welcome <i>Matt Caffrey</i>	
0840 - 0940	Keynote 1 – <i>TBD</i> Army War College	
0940 - 1000	Break	
1000 - 1140	Panel: Futures Gaming  CNO Strategic Studies Group Gaming <i>John T Hanley Jr, PhD</i> <i>Naval War College Non-resident Research Scholar</i>  TBA  Experimental Gaming at the Nuclear Threshold <i>Andrew W. Reddie</i> <i>University of California, Berkeley</i>	
1140 - 1150	Introduction to Game Lab <i>Scott Chambers</i>	
1150 - 1250	Lunch	
1250 - 1350	Game Lab Session II	
1350 - 1410	Break	
1410 - 1510	Seminar Session IV (See Box on Page 2)	
1510 - 1530	Break	
1530 - 1700	Panel: Analytical Wargaming  Programming with People <i>Jeremy F. Sepinsky</i> <i>Center for Naval Analyses</i>  Incorporating Structured Analytic Techniques into Business Wargaming <i>Kenneth Sawka</i> <i>Crompton Group</i>  Army War College Analytic Wargaming <i>TBD</i> <i>Army War College</i>	
1700 - 2000	Wargames Testing and Interactive Demonstrations <i>Mike Dunn</i>	

## Day 3, Thursday, 15 August 2019

Time	Activity	Location
0830 - 0900	Department Wargaming Alignment Group Brief <i>COL Garrett Heath</i> <i>Joint Staff J-8 Studies, Analysis and Gaming Division</i>	
0900 - 1030	Panel: Modeling and Wargaming  Online serious gaming: Developing wargames for the crowd Jon Whetzel & Kiran Lakkaraju Sandia National Laboratories  Toward Automating the Course of Action Generation and the Staff Wargame <i>Michael K Robel</i> <i>StrongPoint Simulation and Modeling, LLC</i>  War Game Networks for Digital Distribution and Collaboration <i>Brian Kirkpatrick</i> <i>ExoAnalytic Solutions</i>  Modeling the player: A requisite for structured wargaming <i>Karl Selke</i> <i>Group W Inc.</i>	
1030 - 1050	Break	
1050 - 1150	Seminar Session V (See Box on Page 2)	
1150 - 1250	Lunch	
1250 - 1350	Game Lab Sessions III	
1350 - 1410	Break	
1410 - 1730	Working Groups  Wargaming the Future <i>Stephen Downes-Martin</i>  The Future of Wargaming <i>Ed McGrady and Mike Ottenberg</i>  Wargaming for Future Leaders <i>Mike Dunn and Dr. James Morningstar</i>	

## Day 4, Friday, 16 August 2019

Time	Activity	Location
0830 - 0930	Keynote 2 – TBD <i>Ed McGrady</i>	
0930 - 0950	Break	
0950 - 1020	Game Lab Outbrief  <i>Scott Chambers</i>	
1020 - 1130	Working Group Outbriefs  <i>Stephen Downes-Martin</i> <i>Ed McGrady and Mike Ottenberg</i> <i>Mike Dunn and Dr. James Morningstar</i>	
1130 -1140	Closing Remarks <i>Matt Caffrey, Tim Wilkie, and Mark Leno</i>	
1140 -1200	Hotwash <i>Matt Caffrey and Tim Wilkie</i>	