



Strategic – Experiential Education



US Army War College

Carlisle, PA

Strategic Experiential Education Group

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Agenda



Strategic – Experiential Education

- Mission
- Customer Base
- Strategic Games and Simulations
- Challenges
- Products
- Way Ahead



Mission - USAWC

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- Prepare senior military, civilian, and international leaders for the responsibilities of strategic leadership.
- Educate current and future leaders on the development and employment of landpower in a joint, interagency, intergovernmental, and multinational environment.
- Research and publish on national security and military strategy.
- Engage in activities that support the Army's strategic communication efforts.



Mission - SEEG

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Mission:

Research, acquire, and modify appropriate simulations, games, and decision-making tools to enhance experiential education within USAWC.

Key Tasks:

- Research, coordinate, and integrate appropriate game and simulation solutions.
- Employ tools that promote joint, interagency, intergovernmental, multinational, and coalition readiness.
- Support all USAWC forums in the pursuit of experiential education solutions and appropriate integration of technology.



Our Customer Base

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- USAWC resident curricula and electives
- Non-Resident curricula
- Strategic Decision-Making Exercise (SDME)
- USAWC tenant activities: APFRI, PKSOI
- Senior leader education events: Senior leader staff ride, C/JFLCC Course
- Conference/workshop/symposia support: PROTEUS, Unified Quest

What's a Strategic Game Look Like?

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- Focuses on senior leader tasks and environments at the operational, joint, interagency, intergovernmental, and multinational levels
- Improves senior leader knowledge, skills, and attributes that directly affect “deciding”
- Includes use of elements of national power - Diplomatic, Informational, Military, and Economic (DIME) and Effects-Based Operations - PMESII
- Models complexity and depth of strategic decisions
- Creates environments that includes volatility, uncertainty, complexity, ambiguity (VUCA)

“First Person Thinker, Not First Person Shooter Game”

LTC Matt Spruill, USJFCOM, J7



Challenges

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- Smaller user group
- Unique development efforts at strategic level
- Availability of programs to modify
- Faculty buy-in a must; changes to POI
- Must address higher order thinking skills
- Low overhead & highly intuitive solutions required



Products

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IN-HOUSE DEVELOPED

- Military Global Distribution Game
 - Modeled after MIT “Beer Game”
 - Demonstrates the impact of systems upon human behavior
 - Used in Systems Thinking courses and electives
- Computer Assisted Evaluation of Strategies, Attributes, and Responsibilities (CAESAR)
 - Web-based
 - Leadership assessment tool
 - Decision making game
- Easy Map Viewer
 - Small, JAVA Applet for COP presentation
 - Manual or C2PC generated feed



Products (cont.)

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- Digital Game-Based Learning Elective (10 three hour sessions)
 - Foundational understanding of digital game-based learning
 - Role of gaming to support education & training
 - Industry and DoD Guest Speakers

ACQUIRED

- Role Playing Simulation (Fablusi)
 - Web-based access
 - Students play assigned or selected roles
 - Asynchronous and Synchronous Communication Tools
- PeaceMaker Game (ImpactGames)
 - Play either as Israeli or Palestinian leader
 - Make decisions based on activity to maintain peace (balance)
 - Single player game



Products (cont.)

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Evaluated or Being Evaluated

- **Cyber War XXI-JFC**
 - 9 hour game play
 - Limited COA's
 - Doesn't support individual, seminar, or large group
- **Mosbe (Breakaway)**
 - Generate virtual worlds from real data
 - Built from PC gaming technology
 - Develop simulations for training, analysis, planning, and visualization.
- **Online Interactive Virtual Environment (OLIVE), Forterra**
 - Build secure, persistent 3D virtual environments
 - Continuing to improve
 - Conducting demo and concept prototypes with Forterra



Way Ahead

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- Research and evaluate gaming products for potential use at USAWC
- Obtain products that meet USAWC requirements
- Participate in DoD gaming Communities of Interest
- Increase or create relationships with organizations with similar strategic level requirements (USJFCOM, Sister Service Schools, commercial & academic organizations, etc.)



Contact Information

Strategic – Experiential Education



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Questions?

Scenario 1:

The staff has just reported that one of the major crude oil pipelines from Kirkuk to Turkey has been attacked and severed in many places. It is now burning out of control. We have the short-term problems of getting the fires under control and restoring the revenue generated by oil flow to Turkey. Of greater concern, however, is the problem of how to deal with this new threat to mission accomplishment. How will you resolve these problems?



Maps Visuals History Resources Consults Review Mission



Interactive Map

I - You consult with the Kurdish People's Congress (KPC) on the possible solutions to both problems and encourage them to come up with an Iraqi solution while providing them with as much support as you can muster from both internal and external sources. You want them to handle this situation with a minimum of guidance/interference from you.

II - You notify higher headquarters of the problem and ask for direction and resources to resolve this potential Iraq-wide problem. Specifically, you require outside assistance in contracting for professional oil well firefighters. You direct the Battalion commanders who have pipelines in their AOR to increase patrols and provide whatever security they can from their resources until you get some assistance from higher.

III - You deputize the Kurdish Peshmerga militia to take on the problem of pipeline security, freeing your forces

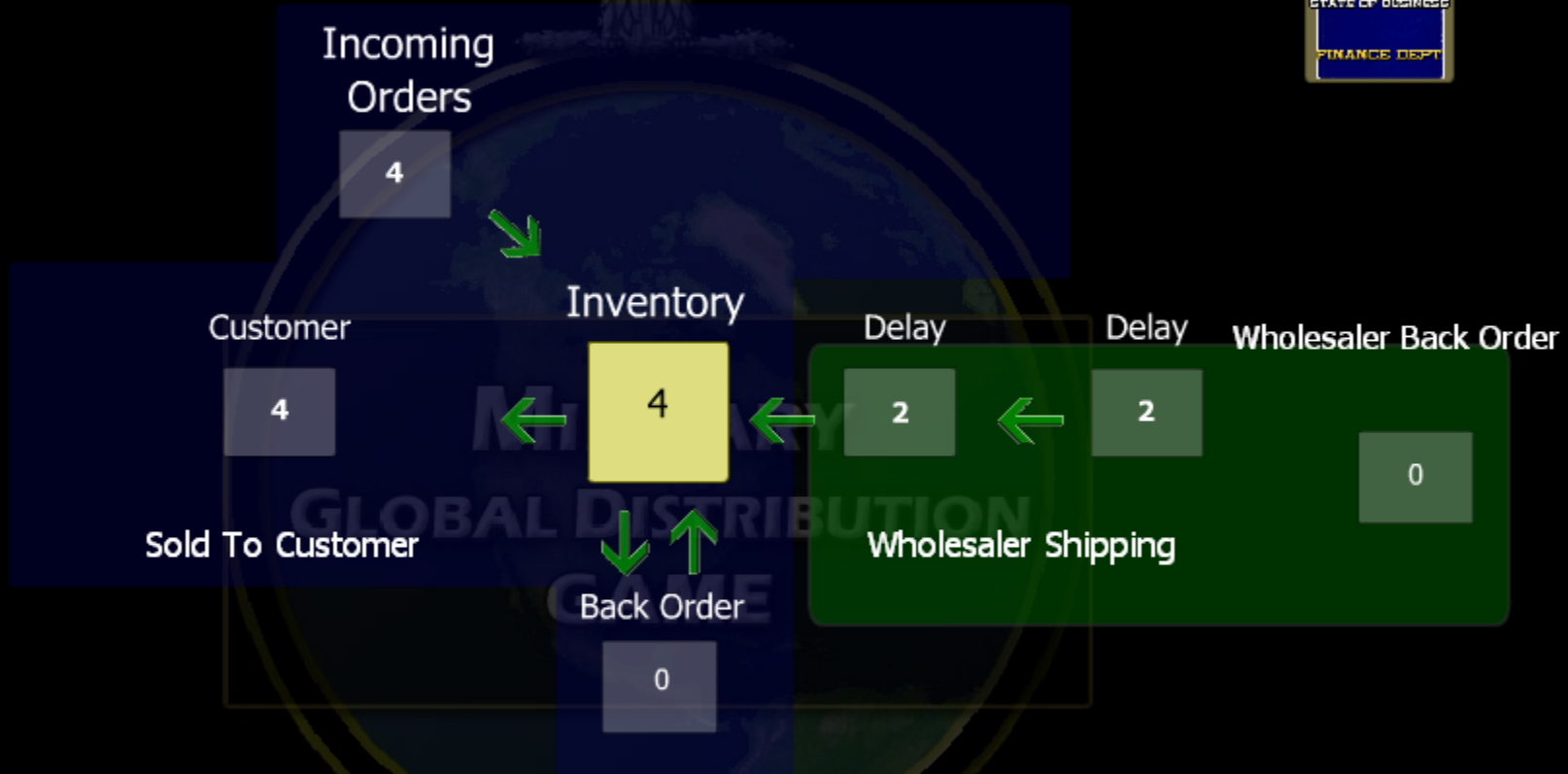
COURSES OF ACTION

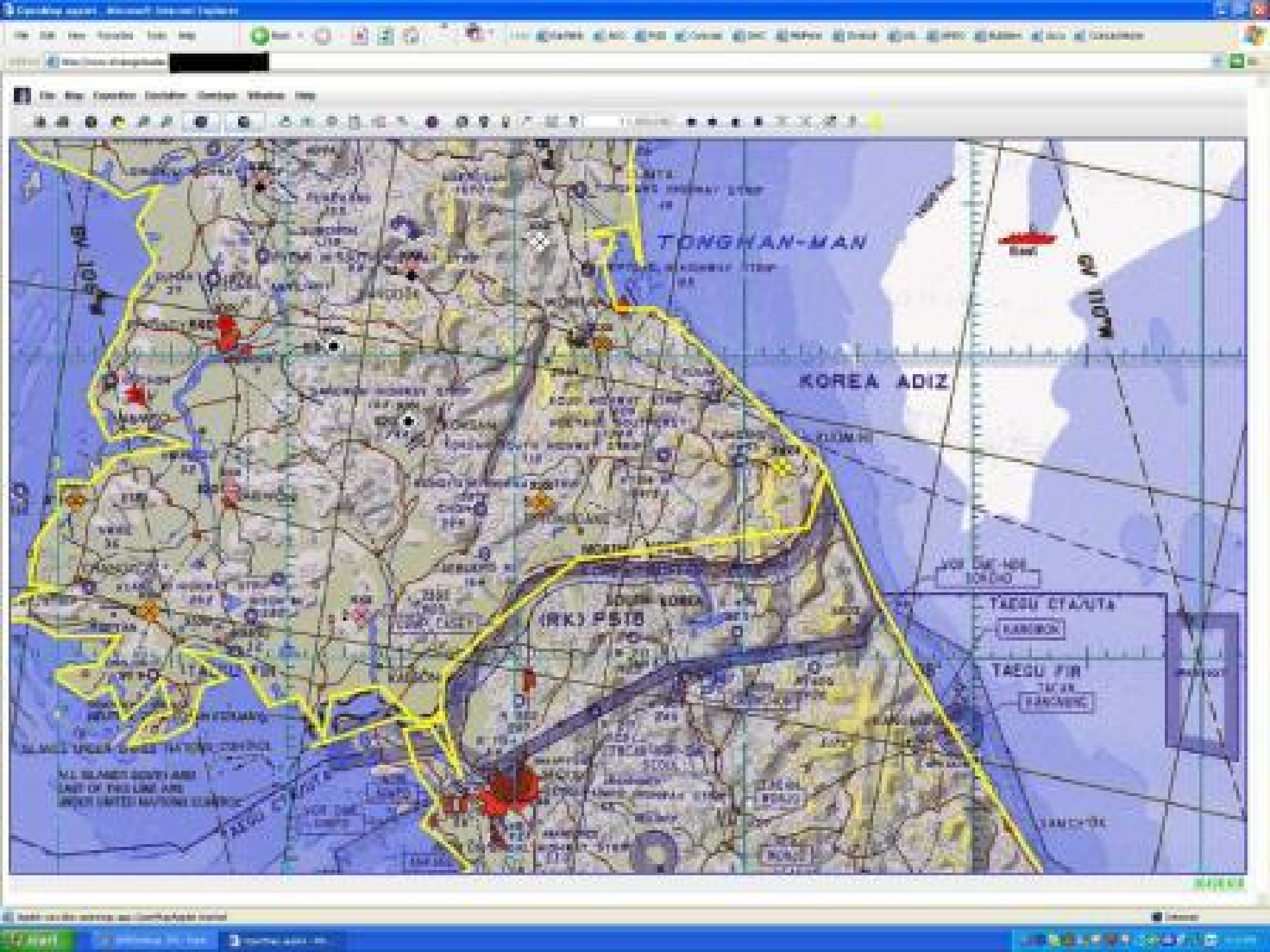
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ADDITIONAL INFORMATION

Instructions: First Process the current week and then place an order. At anytime you can go back by pressing the overview button.

Retailer

[Process Order](#)[Submit Order](#)[Overview](#)



TONGHAN-MAN

KOREA ADIZ

IRK3 P 57B

TAEJU STAUTA

TAEJU FIR

ALOU 10

PARBON

PARABON

ALL ISLANDS SOUTH AND EAST OF THIS LINE ARE UNDER UNITED NATIONS CONTROL

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DE 2211 Network-Centric Warfare:

Leveraging Information as a Competitive Advantage

UNCLASSIFIED

FOR INSTRUCTIONAL USE ONLY

Welcome to the DE 2111 Faculty-Led Forum on Network-Centric Warfare (NCW). This JIIMLab will challenge you to examine and analyze the meaning and purpose of NCW, positive and negative implications of NCW, and investigate the current DOD policy for implementation of NCW. Finally, this forum will have you apply the fundamental concepts of NCW to the NEACOM carrier exercise.

It is my opinion, based on my attendance at the recent NCW conference in Washington, D.C. (22-25 JAN 08) and the literature, NCW has moved way beyond the "bumper sticker" stage. DOD plans to spend more than \$70 Billion in 2008 (approximate DOD spending derived from briefings at the NCW 2008 conference) on C4ISR. It is a fact that NCW is still in the conceptual stage of development. However, I would argue that organizations are employing the fundamental principles and governing factors of NCW today (e.g., Stryker BCTs in Iraq).

Former Secretary of Defense Rumsfeld stated, "To defend freedom in the 21st Century, you will have to bring innovation, flexibility and agility into your progressively more important posts. Don't be afraid to think for yourself, to take



Israeli Prime Minister 01 06,2007

	9/100		-60/100
ISRAELI APPROVAL		PALESTINIAN APPROVAL	

GROUPS AND LEADERS

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POLLS

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Role Playing Simulation Components

Scenario

- Kick Start Scenario to begin the Game
- Players required to login at a certain frequency (daily?)
- Over the course of the RPS, Moderator able to interject scenario “tweaks” as news items or as additional scheduled / required meetings or negotiations.

Roles

- Players *research* the role to *learn* what are the ways which this person would act and/or respond to various situations?
- Players ID Goals, Background, and Intention of their role, then update that information on a public profile
- Players *Experience* the process of “being” their role by *interacting* in a credible manner with their peers while acting “as” that role...

Interaction!!!

- Sim-Mail
- Sim-News
- Sim-Chat
- Virtual VTC

Spaces

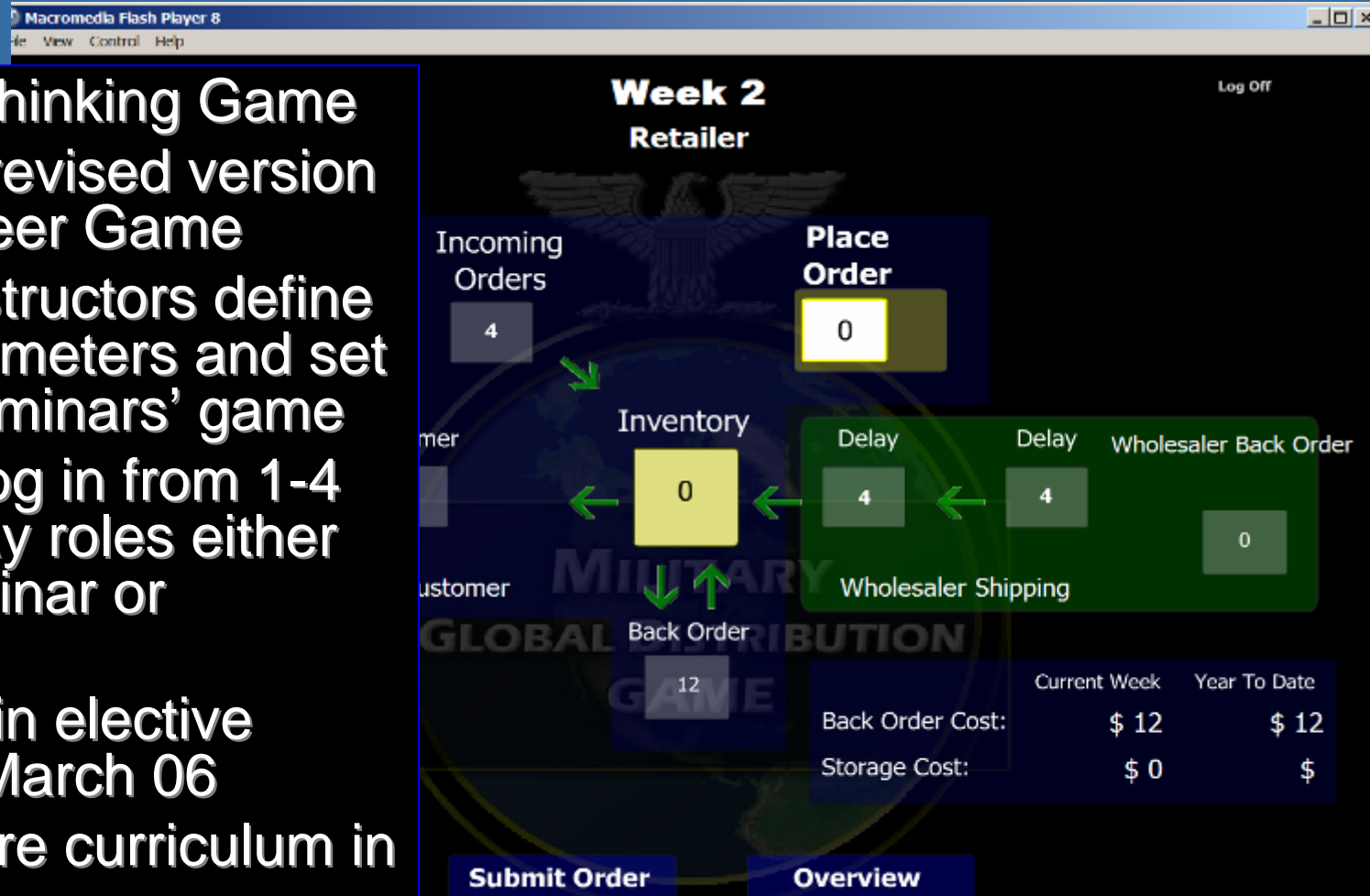
- Places where Role Players meet for specific purposes
- Small amount of Game-Assigned meetings / VTC’s / Negotiations
- Private meeting places as desired by players
- Public meeting places
- News Conferences

Resources

- History of the Situation
- Links to Real World Data
- Short Summary of each Actor’s goals, desires (...this is done by the other actors themselves as the first part of playing their role – updating their public persona...)
- Links to Internal Game “News”
 - CNN-International
 - Al-Jazeera
 - Military Unit Home Pages
 - C4ISR data

Military Global Distribution Game

- Systems Thinking Game
- Based on revised version of MIT's Beer Game
- Faculty Instructors define game parameters and set up their seminars' game
- Students log in from 1-4 PC's to play roles either inside seminar or distributed
- First used in elective course in March 06
- Used in core curriculum in AY 07



Computer Assisted Evaluation of Strategies, Attributes, and Responsibilities (CAESAR)

What is this?

- A Leadership Assessment Tool?
- An Online Game?
- A Remediation Tool?
- A Decision-Making Game?
- A Method of learning about the cultural influences in modern-day Iraq?
- A Psychological profile of senior leadership tendencies?

Yes

