

# Wargaming with Pacific Partners Special Meeting

## 27 February - 1 March 2023

Honolulu, Hawaii

Monday, 27 February 2023

0730 - 0800            **Registration**  
*Hibiscus Foyer*

0800 - 0900            **Welcome and Introductions**  
Dr. Ed McGrady, MORS Chair  
Mr. Timothy Wilkie, MORS Chair  
*Hibiscus Room I*

0900 - 1630            **Breakouts**

Time	Track 1: Main room <i>Hibiscus Room I</i>	Track 2: Game Design <i>Carnation</i>	Track 3: Log in the Pacific <i>Pakalana</i>	Track 4: Partners and Allies <i>Anthurium</i>
0900 - 1000	Gaming to the Rescue: Gaming Humanitarian Assistance/Disaster Response - Dr. Erin Sullivan, CNA	Artificial Intelligence for Wargaming Decision Aids - Dr. Bonnie Johnson, NPS	The Role of Gaming in Strategic Concepts, Campaigns of Learning, and Engagement - Dr John Hanley, NWC	Wargaming Non-Kinetic Competition. - Mr. Harvey (Trey) Smith, Group W
1000-1015	<b>Break</b> <i>Hibiscus Foyer</i>			
1015 - 1115	Multiple-Event, Multiple Design Wargaming to Support Contingency Plan Development - Mr. Harvey (Trey) Smith, Group W	SAGE DRAGON: An Oceania Influence Game - Mr. Mark Seip, MITRE	Amping up Logistics Wargaming in the Pacific with Analytical Tools - Mr. Walt DeGrange, CANA	Wargaming with Partners and Allies in the Pacific - Issues and Opportunities - Dr. Ed McGrady, Adjunct Sr. Fellow, CNAS
1115 - 1215	Leveraging a Wargame for Analysis - Dr. Paul Works, TRAC	Simulation-Supported Wargaming at the Campaign Level - Mr. Charles D. Burdick, CAP, ITA International LLC	Augmenting Wargaming with AI Simulation: A Proof of Principle Study - MAJ Kurt Reynolds, TRAC & LtCol Scotty Black, NPS	WiFi: Signaling Partners and Allies - Dr. Erin Sullivan, CNA
1215 - 1315	<b>Lunch</b> <i>Hibiscus Room II</i>			
1315 - 1415	Simulating Civilian Population and Government Responses to Intentional Infrastructure	Naval Postgraduate School Wargaming Education and Practice - Capt Jeffrey Kline (Ret), NPS	Using Wargaming to Evaluate Alternative Technologies for Resilient	

	Disruptions and Hostile Communications for Wargaming - Dr. Michael Lewis Bernard, Sandia National Laboratories		Logistics Support - Mr. Walt DeGrange, CANA	
1415 - 1515	An Overview of Experimental Wargaming at Sandia National Laboratories - Dr. Jason Reinhardt, Sandia National Laboratories	Gaming in Strategic Education - Mr. Scott Chambers, CASL	Combining Simulation with Wargaming in Support of Fuel Distribution in the Pacific - Dr. Scott Willette, ITA International LLC	Lessons Learned: Collaborative IAMD Defense Design Insights from 2022 Multination Tabletop Exercise – Mr. Bill Wilhelm, Lockheed Martin
1515 - 1530 <b>Break</b> <i>Hibiscus Foyer</i>				
1530 - 1630	Strategic Wargaming Capability with DSTL - Rikki Parsons	Optimizing Contextual Realism - Dr. Ruby Booth, Sandia National Laboratories	Analyzing Contested Logistics: Opportunities to Wargame - MAJ Will Viegas, TRAC	Wargames in Professional Military Education: The use of an organization developed wargame to reinforce learning objectives at the high operational and strategic level - MAJ Simon Boyd, AWC

1700

**Social**

*Scratch Kitchen - 1170 Auahi Street #175, Honolulu*

**Tuesday, 28 February 2023**

0730 - 0800

**Registration**

*Hibiscus Foyer*

0800 - 0815

**Recap of Day 1**

Dr. Ed McGrady, MORS Chair

Mr. Timothy Wilkie, MORS Chair

*Hibiscus Room I*

0815 - 1730

**Panels, Talks, Game Labs**

Time	Panels <i>Hibiscus Room I</i>
0815 - 0945	<p><b>Panel: Feast and Famine: Game Development in the Wild</b>  <i>Managing the funding, flow, and sponsorship of wargames</i>  Moderator: Dr. Ruby Booth, Sandia National Laboratories  Dr. Andrew Reddie, Berkeley Long-term Cyber Futures Group (virtual)  Mr. Jim Olsen, Strategic Futures Group NIC  Mr. Will Caplan, Booze Allen Hamilton</p>
0945 - 1000	<p><b>Break</b>  <i>Hibiscus Foyer</i></p>

1000 - 1130	<b>Panel: Wargaming in the Pacific Theater</b> <i>A discussion of how to game the Pacific Theater</i> Moderator: Mr. Timothy Wilkie	
1130 - 1230	<b>Lunch</b> <i>Hibiscus Room II</i>	
1230 - 1400	<b>Panel: Wargaming education</b> <i>Who is doing what in the world of educating wargame designers</i> Moderator: Dr. Ed McGrady Ms. Jennifer Ferat, MORS Col. Chad Jagmin, AWC Capt. Jeffrey E. Kline (ret), NPS	<b>Track 5:</b> Peace Gaming: An Educational Exercise in Cooperation - Michael Vannoni & Larry Trost Sandia National Laboratories <i>Carnation</i>
1400 - 1415	<b>Break</b> <i>Hibiscus Foyer</i>	
1415 - 1545	<b>Panel: Simulation Supported Wargaming with Partners</b> <i>This panel will discuss how simulations are currently being used in gaming with partners and allies</i> Moderator: Mr. Wayne Buck	<b>Track 5:</b> Confrontation Analysis - Dr. John Hanley <i>Carnation</i>

- 1545 - 1600      **Break**  
*Hibiscus Foyer*
- 1600 - 1730      **Game Lab Tables**  
*Hibiscus Room II*
- 1730                **Game Night**  
*Hibiscus Room II*

### Wednesday, 1 March 2023

- 0730 - 0800      **Registration**  
*Hibiscus Foyer*
- 0800 - 0830      **Recap of Day 1**  
Dr. Ed McGrady, MORS Chair  
Mr. Timothy Wilkie, MORS Chair  
*Hibiscus Room I*
- 0830 - 0900      **Break**  
*Hibiscus Foyer*
- 0900 - 1000      **Game Lab Reports**
- 1000 - 1500      **Game Track:** Attendees chose a game to participate in. The goal is to both participate and discuss the design choices. Lunch will be available from 1200 - 1330 in Hibiscus II. Groups should break for lunch at some point during this timeframe.

**Game 1: Joint Overmatch**

A strategic warfighting game.

Lead: MAJ Simon Boyd, AWC

*Hibiscus Room I*

**Game 2: Signal**

Strategic nuclear signaling game.

Lead: Sandia National Laboratories

*Hibiscus Room I*

**Game 3: Multiple Games**

*Eagle, Bear and Dragon*: Great power competition in Africa

*Balance of Terror*: counterterrorism

*Ballot Boxing*: Election Security

Lead: CIA

*Garden Lanai*

**Game 4: First Stop Pacific Counter-Narcotics Wargame**

Playtest of game developed by JIATF-South and USNA and several others for hunting small, dark targets, in the endless Pacific

Lead: JIATF-South

*Garden Lanai*

**Game 5: Workshop**

Developing a Pacific/Indian Area Logistics Wargame to Test Alternative Technologies

Lead: Mr. Walt DeGrange, CANA

*Garden Lanai*

1500 - 1700

**Debrief on Games**

Mr. Timothy Wilkie

*Hibiscus Room I*