

Draft Agenda:

Time (Eastern)	Day 1	Day 2	Day 3	Day 4	Day 5					
10:00 AM	Welcome	Welcome	Cyber Gaming for Fun and Profit	Information Operations	Matrix Games					
	Introduction: Games, Game Design, and Cyber	Tactical Cyber Games, Adjudication								
11:00 AM										
12:00 AM	Lunch	Lunch	Lunch	Lunch	Lunch					
1:00 PM	Types of Wargame Designs	Cyber in Title 10 Wargames	Why Cyber Games are Wrong	Hiding and Showing Information in Games	Cyber-Mediated Trust in Games					
2:00 PM	Game Design Fundamentals	Operational Cyber Games	Cyber Warfare, Lessons from Recent Events		Hiding and Showing Information in Games	Practical Game Design Exercise				
3:00 PM	Break	Break	Break				Hiding and Showing Information in Games	Practical Game Design Exercise		
	Exercise: Enterprise Defender	Strategic Cyber Games	Cyber Gaming for Business	Break					Practical Game Design Exercise	
4:00 PM										
	Discussion			Strategic Cyber Games	Cyber Gaming for Business	Information Operations				Practical Game Design Exercise
5:00 PM										
6:00 PM										