

Draft Agenda:

Time (Eastern)	Day 1	Day 2	Day 3
10:00 AM	Welcome	Defining the Air War in a Joint Environment	Issues in Designing Modern Naval Games
	Designing Tactical Games: What We Can Learn	Introduction to Air War	
11:00 AM			
12:00 AM	Lunch	Lunch	
1:00 PM	Designing Tactical Games: The Variables	Air to Air Games and Adjudication	Exercise
2:00 PM			
3:00 PM	Break	Break	Break
	Multidomain Operations at the Tactical Edge	Operational Air Games	Building Blocks of Modern Naval Games
4:00 PM			
5:00 PM	Learning by Doing		
6:00 PM			