

# 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
11:00 AM	Designing Tactical Games: What We Can Learn	Introduction to Air War	
12:00 PM	Lunch	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
4:00 PM	Multidomain Operations at the Tactical Edge	Operational Air Games	Building Blocks of Modern Naval Games
5:00 PM	Learning by Doing		
6:00 PM			

**Register:** <https://www.mors.org/events/courses/designing-tactical-games>