

Wargaming in the Eastern Pacific Workshop

27 February - 1 March 2024

San Diego, California



Draft Agenda Updated 16 February 2024

Tuesday, 27 February 2024

- 0730 - 0900 **Breakfast and Registration**
Ballroom Atrium
- 0900 - 0930 **Welcome and Introductions**
Dr. ED McGrady, MORS Chair
Ms. Jennifer Ferat, MORS CEO
Mr. Jake Viraldo, NIWC Pacific
Octavio Ballroom
- 0930-1000 **Conference Kick-off**
Dr. ED McGrady
- 1000 - 1700 **Presentations**

Time	Track 1: Main room <i>Octavio Ballroom</i>	Track 2: Game Design <i>Salvador A</i>	Track 3: Humanitarian and HLS <i>Salvador B</i>	Track 4: Eastern Pacific <i>Margarita</i>
1000 - 1100	We Don't Game Grief- Grief, Malice and Revenge in Wargaming – Mr. Sale Lilly (RAND)	Wargaming and Advanced Research Simulation Lab A Virtual Range – Dr. Garrett Darl Lewis (AFRL)	OPEN	Wargaming the Information Environment and Integrated Operations in the Eastern Pacific – Mrs. Amy Ormrod (Cygence)
1100 - 1115	Break <i>Ballroom Atrium</i>			
1115 - 1215	The Utility of Large- Language Models in the Design, Development, Execution, and	The Science of Operations Research, Systems Analysis, and Games – Dr. John	OPEN	NIWC Pacific Wargaming for the Warfighter – Mr. Jake Viraldo (NIWC PAC)

	Validation of Matrix Games for Military Strategic Decision-Making – Mr. Herwin Meerveld (Ministry of Defence of the Netherlands)	Thomas Hanley, Jr. (U.S. Naval War College)		
1215 - 1315 Lunch <i>Leave of Absence Deck and Lounge</i>				
1315 - 1415	Discussion of GAO 2023 Wargaming Report – Mr. David Beardwood (Government Accountability Office)	Applying Narratives in the Information Environment to Wargaming: The RAVEN Narrative Analytics Capability – Mr. Nick V. Flor (Sandia National Laboratories)	Fueling Forward: How Wargaming Can Shape Resilient Logistics in an Age of Future Energy Sources – Mr. Nick Ulmer (CANA)	Refueling Under Fire: Expanding the Mathematical Underpinnings of Defensive Counterair Operations – Major Ethan Salgado, PhD (USAF)
1415 - 1515	Wargaming Nuclear in the 2020's and Beyond – Dr. Ruby Booth (Sandia National Laboratories)	PIRANHA: Agent-Based Modeling of Contested Logistics – Mr. Yan Glina (MIT Lincoln Laboratory)	<i>Paratus Futurum:</i> Helping the USCG be Ready for the Future – Ms. Michelle Ziegler (RAND)	A Conceptual Framework for Gaming Naval Counterdrug Operations in the Eastern Pacific – Dr. Brian Nichiporuk (RAND)
1515 - 1530 Break <i>Ballroom Atrium</i>				
1530 - 1630	NORAD & USNORTHCOM's VISTA RAMPART Wargame Series – Mr. Charles I. Bennett, V (Lukos, Inc.)	Experimental Wargaming for Testing Impacts of Microelectronic Supply Chain on Deterrence – Dr. Ruby Booth and Mr. Keenan Harris (Sandia National Laboratories)	Predicting Outcomes from Information Warfare Using Sandia National Laboratories' Dynamic Multiscale Assessment Tool for Integrated Cognitive-behavioral Actions (DYMATICA) – Ms. Marissa Ballantine (Sandia National Laboratories)	Carrier Centric Warfare in the Eastern Pacific – Capt. Kevin Mark Smith (USN, Ret.)

1730 - 1930

Social

Revel Revel (top floor of Gaslamp Tavern)
868 5th Ave, San Diego, CA 92101

Wednesday, 28 February 2024

0700 - 0900 **Breakfast and Registration**
Ballroom Atrium

0800 - 0815 **Recap of Day 1**
Dr. ED McGrady, MORS Chair
Ms. Tina Yan, MORS
Octavio Ballroom

0815 - 1730 **Panels, Talks, Game Labs**

Time	Panels <i>Octavio Ballroom</i>			
0815 - 0945	Panel: Leaders' Panel on the Use of Games and Fleet Problems in the Navy's Campaign of Learning <i>A panel on the role of games and fleet problems in Navy campaigns of learning</i> Moderator: Dr. John Hanley (U.S. Naval War College) Panelists: VADM Michael Boyle, Commander, Third Fleet; RADM Peter Garvin, President, Naval War College; Dr. Ann Rondeau, VADM (Ret.), President, Naval Postgraduate School			
0945 - 1000	Break <i>Ballroom Atrium</i>			
Track 5				
	<i>Octavio Ballroom</i>	<i>Salvador A</i>	<i>Salvador B</i>	<i>Margarita</i>
1000 - 1100	PHOTON LEVER Wargame: Tactical Wargaming within the Nuclear Environment – LTC Jim Gifford (USA)	Is Gaming a Strategic Advantage for the United States? – Dr. ED McGrady (Monk’s Hood Media LLC)	Grey Ships in the Grey Zone - Naval wargaming the transition from competition to conflict – Dr. Nick Bradbeer, RCNC (University College London)	OPEN
1100 - 1230	Panel: Commercial Wargaming <i>A discussion with commercial wargamers about their relationship with professional games</i> Moderator: Dr. ED McGrady (Monk’s Hood Media LLC) Panelists: Mr. Joseph Miranda (LECMgt), Mr. Eric Harvey (LECMgt)		Track 5: Salvador A Naval Wargaming Decision Aid Systems - Dr. Bonnie Worth Johnson (Naval Postgraduate School)	
1230 - 1330	Lunch <i>Leave of Absence Deck and Lounge</i>			

1330 - 1500	Panel: Gaming in Homeland Security How does Homeland Security game? Moderator: Dr. ED McGrady (Monk's Hood Media LLC) Panelists: Ms. Laura Goudreau (DHS), Mr. Robert Hugi (CISA), Ms. Michelle Ziegler (RAND)	Track 5: Salvador A Wargaming and the Geopolitics of the Pacific - Mr. Joseph A. Miranda (LECMgt)
1500 - 1515	Break <i>Ballroom Atrium</i>	
1515- 1645	Panel: Classification in Gaming <i>How does classification affect our games?</i> Moderator: Dr. Ruby Booth (Sandia National Laboratories) Panelists: Dr. ED McGrady (Monk's Hood Media LLC), Dr. Andrew Reddie (UC Berkeley)	Track 5: Salvador A OPEN

- 1600 - 1700
Game Lab Tables
Octavio Ballroom
- 1700 - 1900
Reception
Leave of Absence Deck and Lounge

Thursday, 29 February 2024

- 0700 - 0900
Breakfast and Registration
Ballroom Atrium
- 0800 - 0830
Recap of Day 2
Dr. ED McGrady, MORS Chair
Ms. Tina Yan, MORS
Octavio Ballroom
- 0830 - 0900
Break
Ballroom Atrium
- 0900 - 1000
Game Lab Reports
Octavio Ballroom
- 1200 – 1300
Lunch
Leave of Absence Deck and Lounge
- 1000 - 1500
Game track: Attendees chose a game to participate in. The goal is to both participate and discuss the design choices. Lunch is at attendees' discretion.

Game 1: Digital Operational Wargame System (OWS)

Playtest/demonstration of the digital adaptation of Tim Barrick's OWS, developed by NIWC Pacific.

Leads: Mr. David Nuernberger and Mr. Jake Viraldo (NIWC PAC)

Salvador B

Game 2: Cyber Attack on a Port

Come try and beat your competitors in taking down Port Elizabeth New Jersey.

Lead: Dr. ED McGrady (Monk's Hood Media LLC)

Octavio Ballroom

Game 3: Gaming with CIA

Eastern Pacific China Influence Game

White-Star-Gold-Star: A Light Wargame on a Future PRC-US Clash

Lead: Gary Dodson (Analytic Advantage Incorporated)/CIA

Octavio Ballroom

Game 4: PHOTON LEVER

PHOTON LEVER Wargame: Tactical Wargaming within the Nuclear Environment

Lead: LTC Jim Gifford (USA)

Salvador A

Game 5: Introducing the F2T2EA Kill Chain

Developing a Kill-Chain-based Wargame for Civilian Workforce Training

Leads: Ms. Kayley Moss and Mr. Jake Viraldo (NIWC PAC)

Margarita

Game 6: Homeland Security Gaming

Join DHS for some of their games.

Lead: Ms. Laura Goudreau (DHS)

Octavio Ballroom

1500 - 1700

Debrief on Games

Dr. ED McGrady

Octavio Ballroom