



Connections UK

“Skinning the Cat” Breakout Workshop

Objective

- Take a look at a topical subject suggested by DCDC
- Develop multiple approaches to wargaming the issues.
- At multiple levels using varied techniques.
 - As inventive and original as you like.

Deliverables

- 1 x A0 Flipchart Sheet of outline per game.
 - High North
 - Possibly including another topic
- Participants brief-back their ideas to the group.
- Participants vote on best game design.
- Best game per room brief-back to Plenary.

Topics

Main Theme:

- The “**High North**”

Possibly including one from the following:

- Failed Cities
- Extreme Weather
- Human Augmentation
- Surveillance
- Drones, Robots and AI
- Corruption and Money

Locations:

- S-3.18 Tom Mouat
- S-2.23 Paul Strong
- S-2.25 Stephen Downes-Martin

- K4U.04 Rob Cooper
- K4U.12 Jim Wallman
- K4.31 Anja Van de Hulst

- **Return here by 1515hrs**

Result Brief-Back

- 5 Minutes per Team
- Comments from Facilitator.

Post Game Observations

- The "game requirements" were not sufficient.
 - Needed more input from the sponsor.
 - Needed clear understanding of constraints.
- Some participants just designed cool games.
 - Neat mechanisms rather than useful outputs.
- The session was limited.
 - Participants wanted more time.
 - Needed Subject Matter Experts in each breakout.