“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.