



Welcome to Connections UK 2024

Graham Longley-Brown

- Background
- Why we're here
- Connections UK culture
- Programme details for Day 1



2074

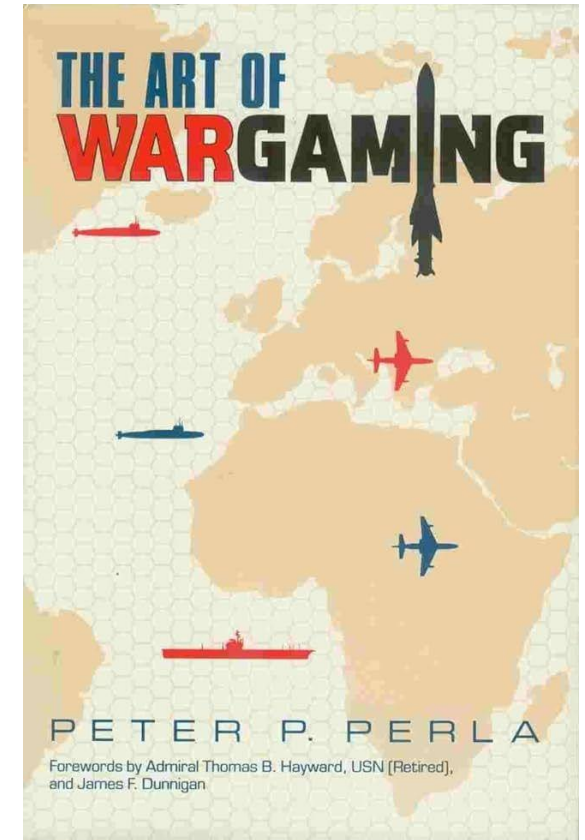
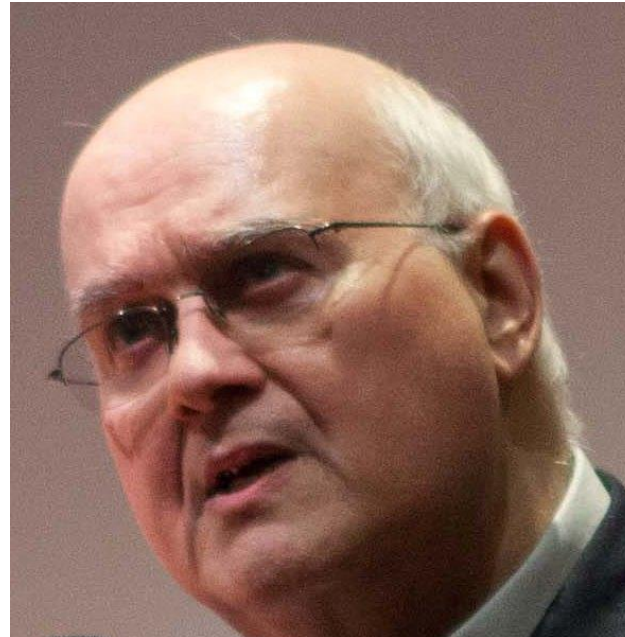


Peter Perla

December 12th 1951 - January 21st 2024



Peter at Connections UK 2014





A TRIBUTE TO
PETER PERLA



‘Wargames are an act of communication:
people having a conversation’

‘Wargames use many different tools: miniature
soldiers, cardboard pieces, computer icons.
But the tools are not the game.

The game takes place in the minds of the players’

Peter Perla Commemorative Talk – Day 3:
recalling Peter’s wisdom and taking it forward

Read every word that Peter published

2074

The 250th birthday of
modern wargaming

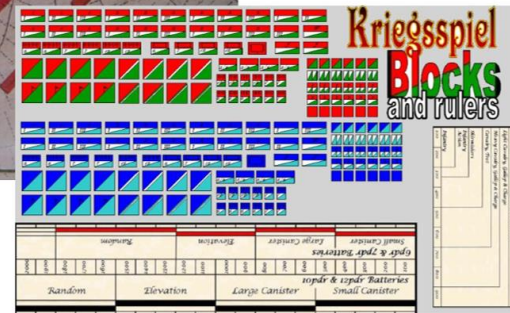
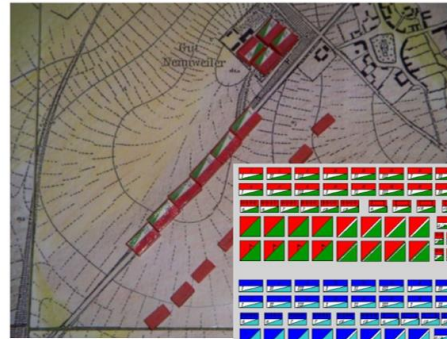
- *if* there's still a habitable
world that we recognise...

- High-intensity warfighting in Europe
- Conflict around the globe
- A fight for the survival of democracy
- Autocratic ambitions
- Great power confrontation
- Threats to the Rules Based International Order
- Climate change



1824 *Kriegsspiel* (reproduction)

CNA
ANALYTICS & SOLUTIONS



*Instructions for the Representation of Tactical
Maneuvers under the Guise of a Wargame*

12

It was in 1824 when the younger von Reisswitz reappears on the scene with a modified version of the game. Instead of the bulky and expensive piece of furniture, the new version used paper topographical maps, but the same sort of blocks. These

2074



The Next Generation

‘The best time to plant a tree is 20 years ago.
The second-best time is now’

Why we're here



Mission Command

Connections purpose: **to advance and preserve the art, science and application of wargaming**

in order to

save lives and *help* save the world

Wargames can make people better decision-makers (training and educational purpose)
and/or can enable people to make better-informed decisions (analytical purpose)
concerning really complex problems



Why we're here



Connections purpose: **to advance and preserve the art, science and application of wargaming**

Hence, while we must work collaboratively to wargame better (the Connections purpose), we need to go beyond that and keep asking ourselves difficult questions, such as:

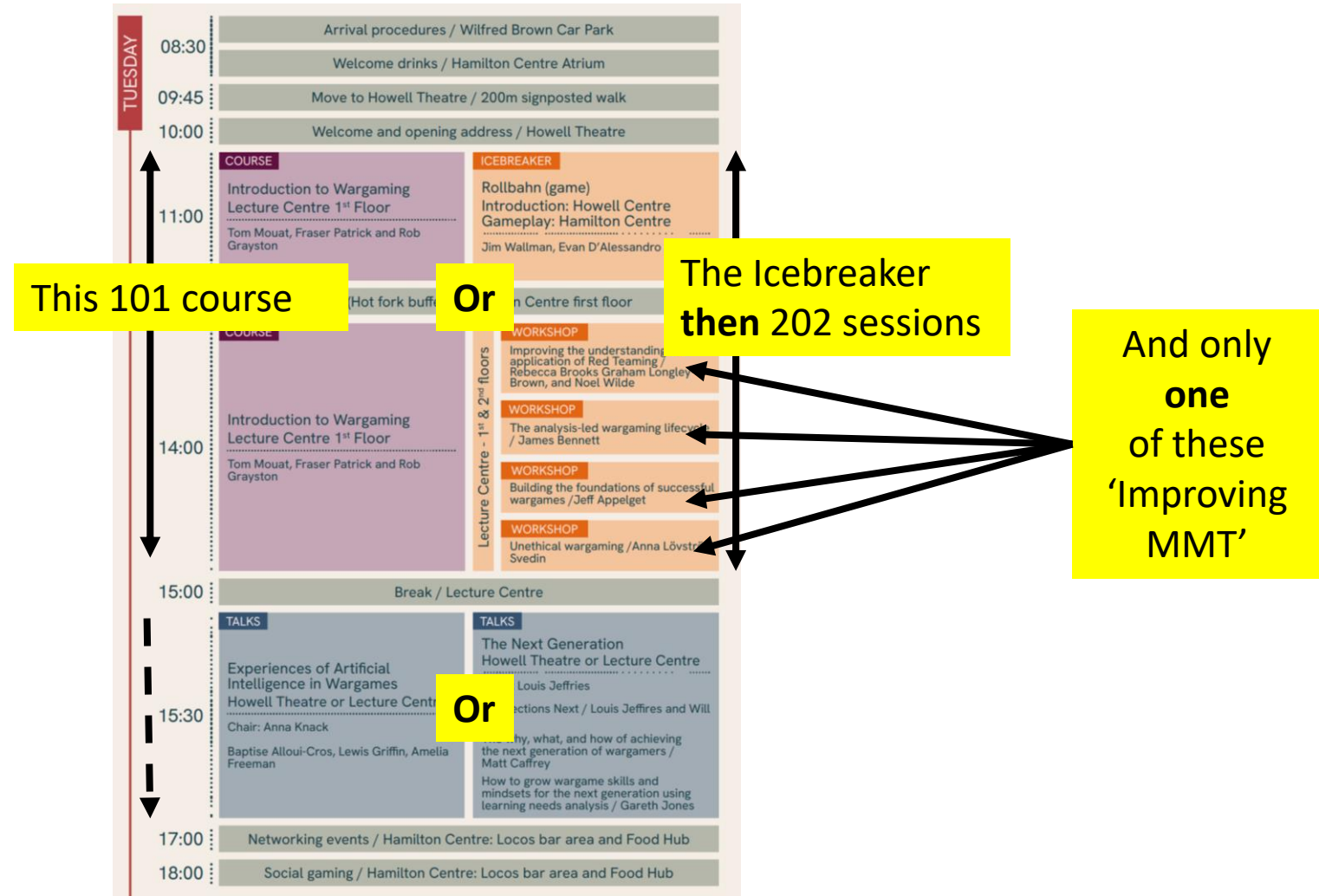
- Does wargaming work?
- What are its pathologies?
- Can wargaming do more harm than good?
- How do we prevent false lessons arising?
- How do we ensure wargaming remains ethical?

But we can still have **fun (professional satisfaction) and be playful**. Games (and this conference) must be engaging if we are to leverage their ability to change the world

- A professional space
- Participation
- Inclusivity
- Safe to fail
- Informal networking:
- Social gaming
- Quiet room



Programme coordination



Programme coordination



Day 1 sessions: brief description and why you should go!

Tom - Introduction to Wargaming course @ ~ 150 people

Jim - Icebreaker

Workshops @ ~ 40 people:

Graham - Improving the understanding and application of Red Teaming

Jeff - Building the foundations of successful wargames

James - The analysis-led wargaming lifecycle

Anna (Lövström Svedin) - Unethical wargaming

Anna (Knack) - Experiences of using artificial intelligence in wargames

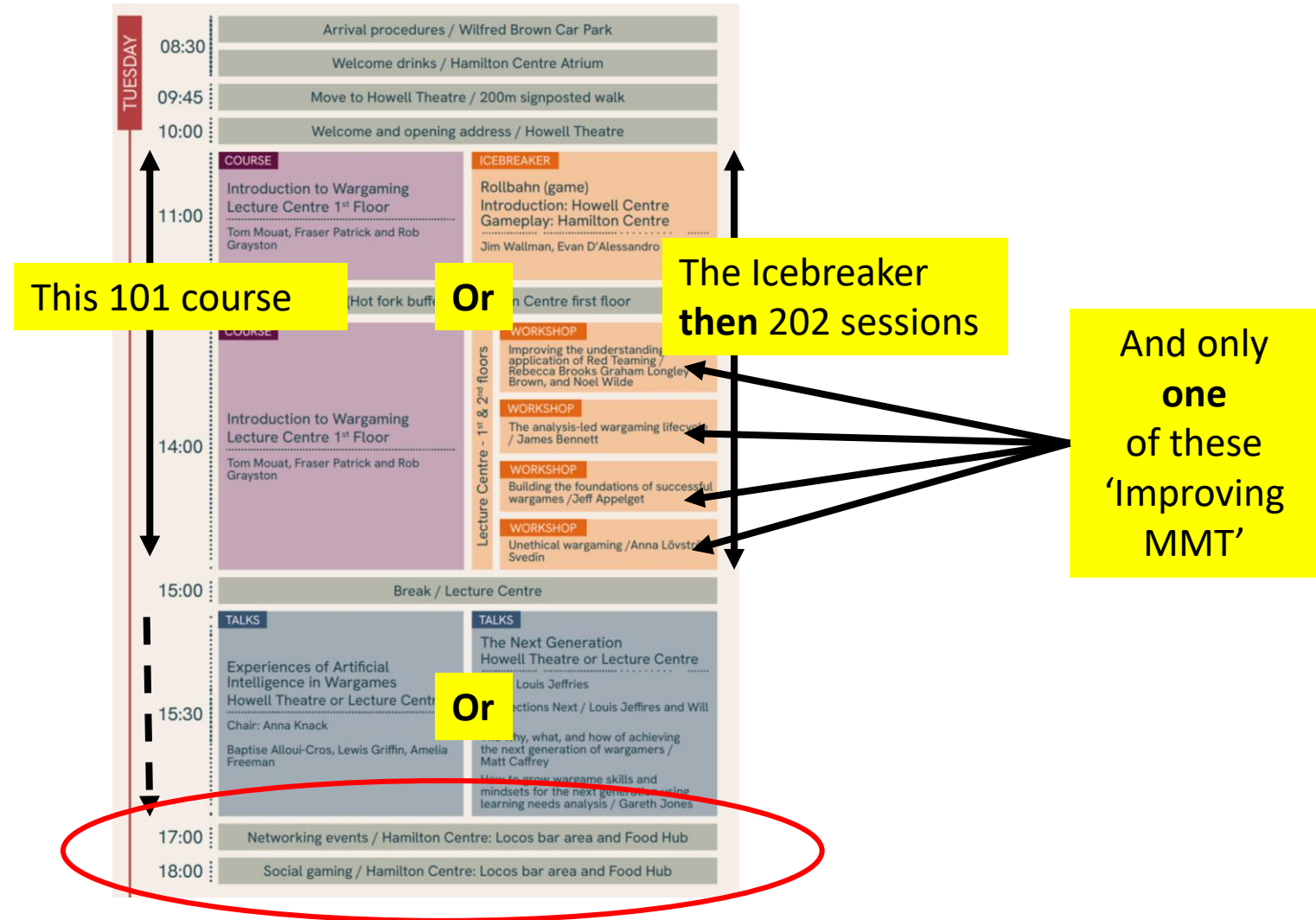
Will - The Next Generation

(Bob - Integrating M&S and AI into wargaming)





Programme coordination





Programme coordination – Day 2

08:15	Welcome drinks / Hamilton Centre Atrium		WEDNESDAY
08:45	Welcome / Howell Theatre		
09:30	TALKS	TALKS	
	Wargaming in Academia Howell Theatre or Lecture Centre Chair: Anna Nettleship	Wargaming deterrence, escalation and de-escalation Howell Theatre or Lecture Centre Chair: Ed Shire	
	Research into wargaming / The application of wargaming in academia /	Bagwell and Oli Barton, Perry Jago, Ruby Booth, Joseph Williams, Steven 'Webb' Webb	
	Pjrus Krūminas, Steven Wagner, Patrik Hultström, Alasdair Rutherford, Vikki McCall		
11:00	Break / Howell Centre and Lecture Centre		
11:30	TALKS	TALKS	
	Resilience Gaming Howell Theatre or Lecture Centre Chair: Rob Grayston	Military Deception Wargaming Howell Theatre or Lecture Centre Chair: Faye Johnson	
	Joe Liano, Adrian Taylor	What is Military Deception and why is it important? / David Mason	
		Military Deception: a challenge to the gaming community / Neil Verrall	
13:00	Lunch (Hot fork buffet) / Hamilton Centre 1 st floor		
14:00	Games Fair / Lecture Centre - 1 st and 2 nd floors		
15:00	Break / Lecture Centre		
15:30	Games Fair / Lecture Centre - 1 st and 2 nd floors		
17:30	Networking events / Hamilton Centre: Locos bar area and Food Hub		
18:30	Social gaming / Hamilton Centre: Locos bar area and Food Hub		

- Brunel University Deputy Vice Chancellor
- The Brunel MA in Wargaming and Resilience Planning
- Games Fair brief

Wargaming in academia – Howell Theatre

Wargaming deterrence – Lecture Centre 1st floor C

Resilience gaming – Howell Theatre

Military deception wargaming – Lecture Centre 1st floor C

Informal networking:

- UK Fight Club
- Women in Wargaming
- Matt Caffrey *On Wargaming* updates
- What can we do for you?

Connections purpose: to advance and preserve the art, science and application of wargaming

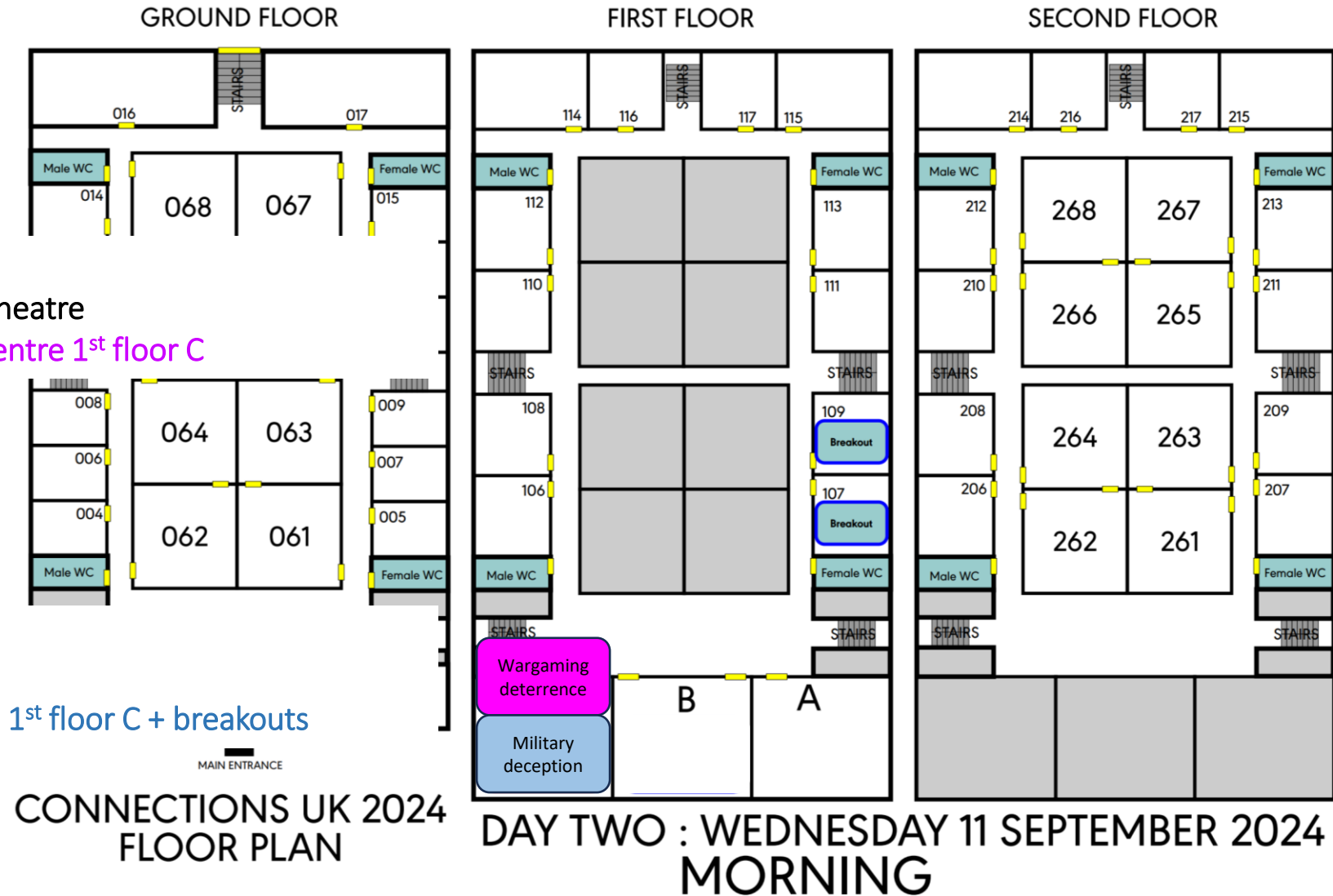


AM 1st session 0930

- Wargaming in academia – Howell Theatre
- Wargaming deterrence – Lecture Centre 1st floor C

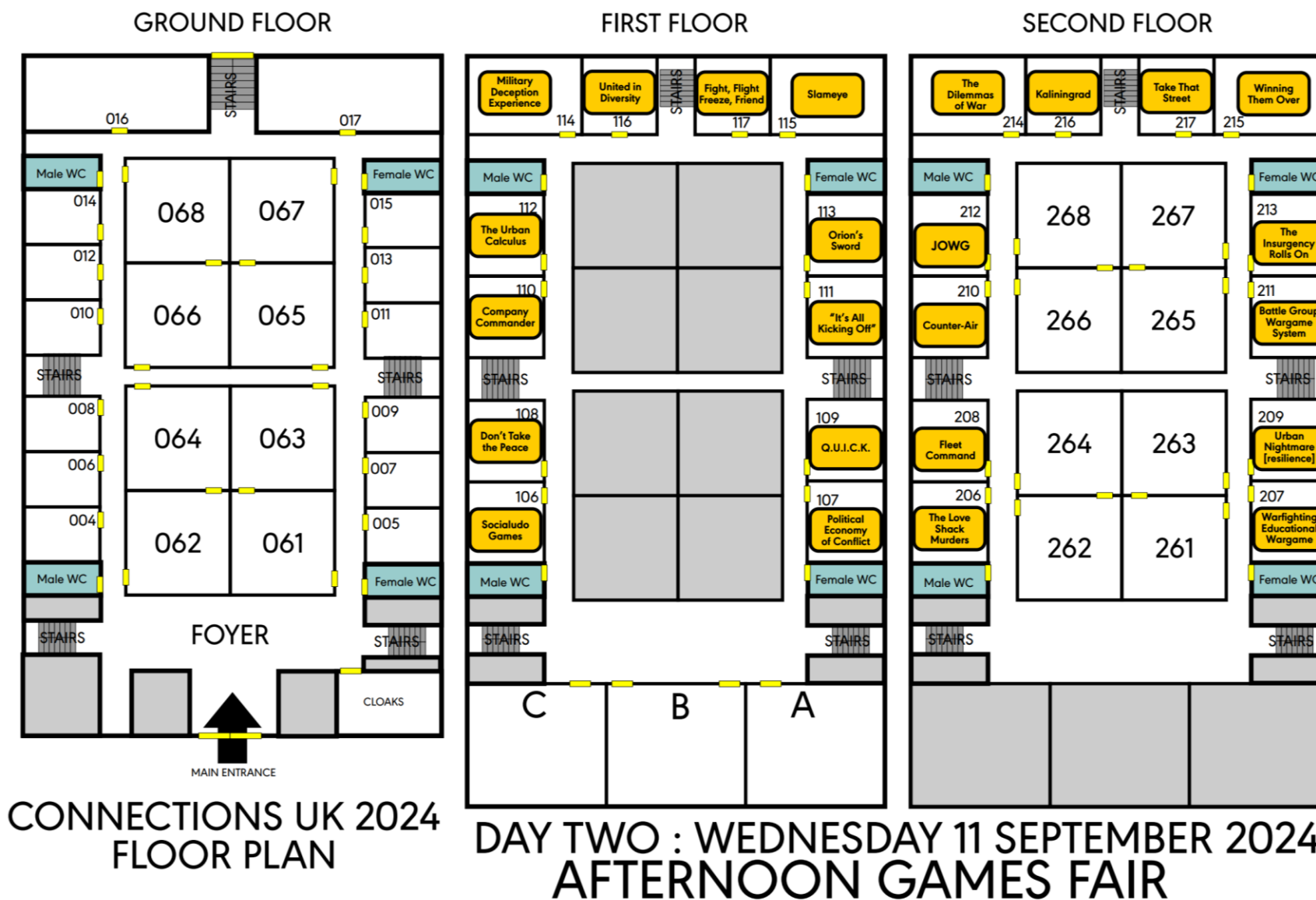
AM 2nd session 1130

- Resilience gaming – Howell Theatre
- Military deception – Lecture Centre 1st floor C + breakouts



Professor Jonathan Wastling,
Brunel University Deputy
Vice Chancellor







Programme coordination – Day 3

THURSDAY	08:15	Welcome drinks / Hamilton Centre Atrium			
	08:45	Welcome / Howell Theatre			
	09:00	TALKS	Peter Perla Commemorative Talk / Howell Theatre		
	10:45	Break / Howell Theatre and Lecture Centre			
	11:10	WORKSHOP	Or	KSHOP	S
		Integrating Modelling & Simulation and artificial intelligence into wargaming Lecture Centre 1 st Floor Devin Ellis, Michaela Gawrys, Timothy Clancy, Kate Klemic	Or	'Microgames': designing games with small footprints. Lecture Centre 1 st Floor Evan D'Alessandro, Josh Kovan, Thomas Danger	Wargaming for senior officials / sponsoring a wargame. Lecture Centre 1 st Floor Chair: Colin Marston Wargaming for senior policymakers / Alan Edwards Empowering leadership: understanding and maximizing the role of sponsors in wargaming / Rob Burks The wargame commissioner and deliverer: roles, responsibilities and behaviours / Tom Ellen
	13:00	Lunch (Hot fork buffet) / Hamilton Centre first floor			
	14:00	Games Fair / Lecture Centre - 1 st and 2 nd floors			
	15:00	Break / Lecture Centre			
	15:30	Games Fair / Lecture Centre - 1 st and 2 nd floors			
	17:00	Move to Howell Theatre / 200m signposted walk			
	17:00	Farewell / Howell Theatre			

- Luggage and final administration
- Farewell

Integrating M&S and AI – Lecture Centre 1st floor C

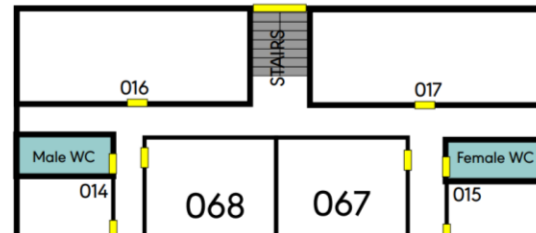
Microgames - Lecture Centre 1st floor A

Wargaming for seniors - Lecture Centre 1st floor B

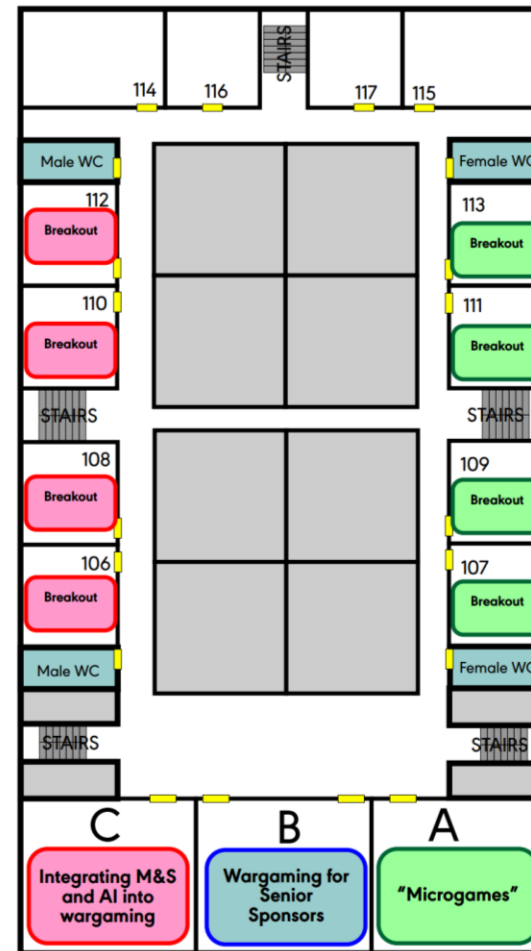
Farewell



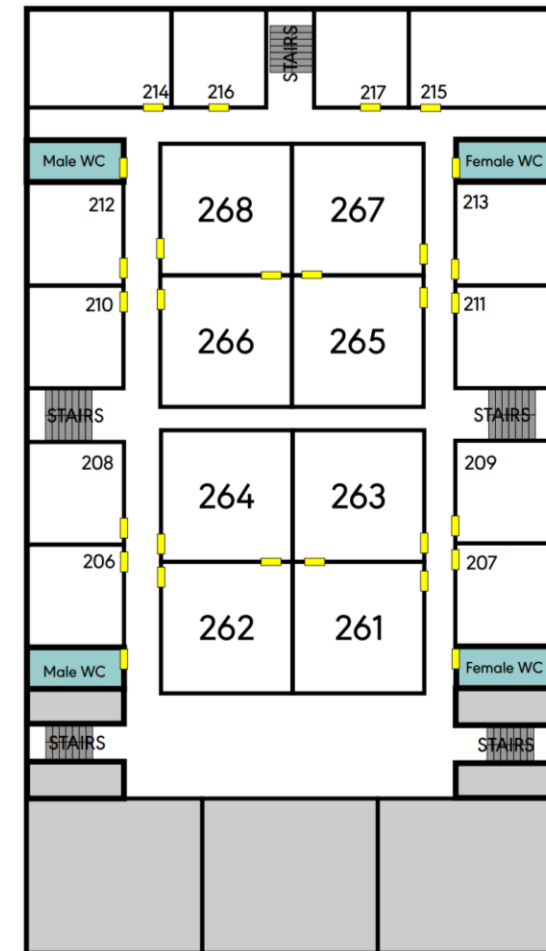
GROUND FLOOR



FIRST FLOOR

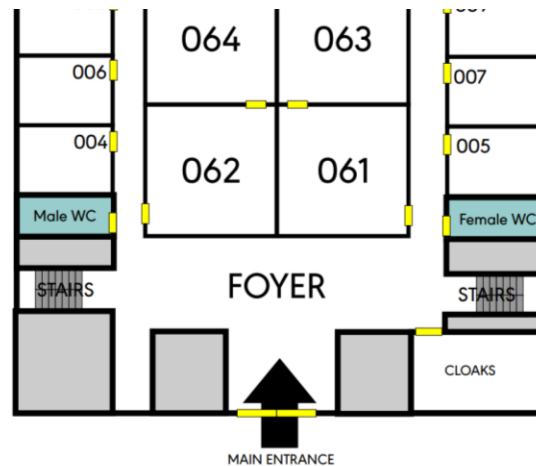


SECOND FLOOR



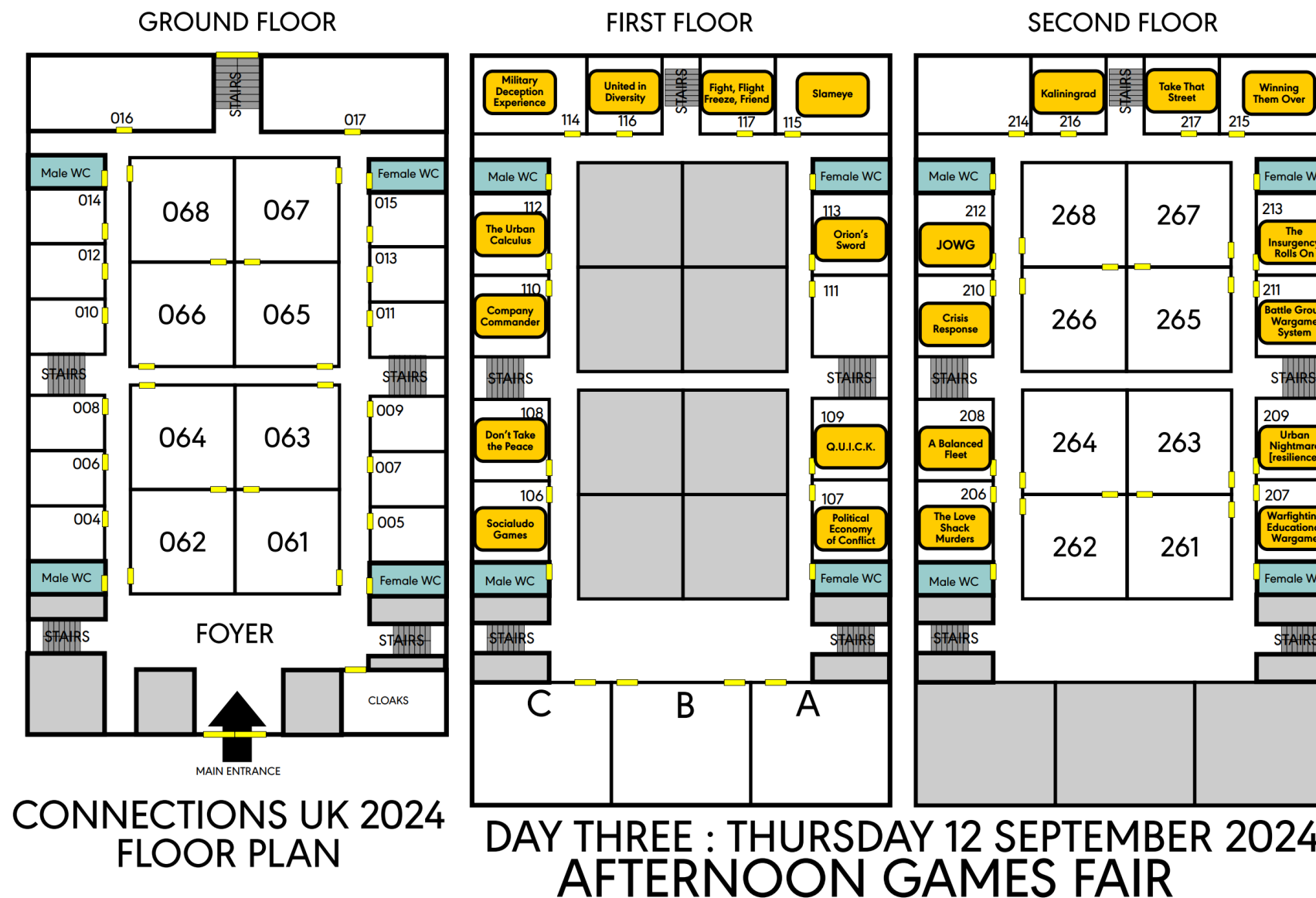
AM 1110 sessions

1. Integrating MS and AI – Lecture Centre 1st floor C + breakouts
2. Wargaming for seniors – Lecture Centre 1st floor B
3. Microgames Lecture Centre 1st floor A + breakouts



CONNECTIONS UK 2024
FLOOR PLAN

DAY THREE : THURSDAY 12 SEPTEMBER 2024
MORNING





Connections UK 2024

A TRIBUTE TO
PETER PERLA

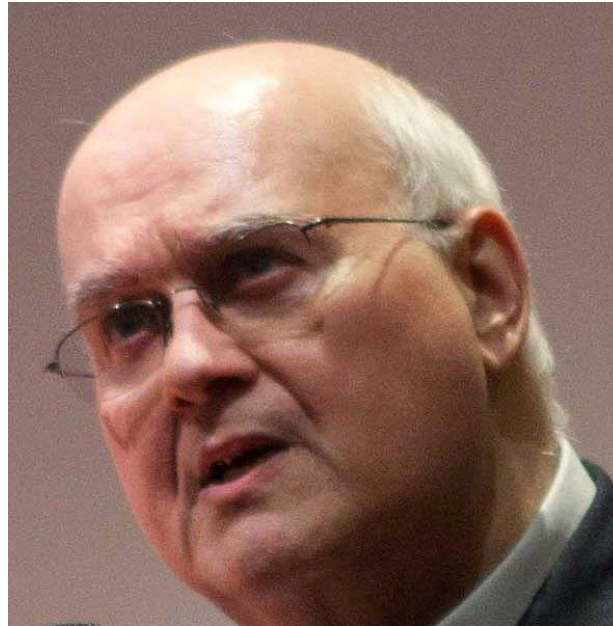
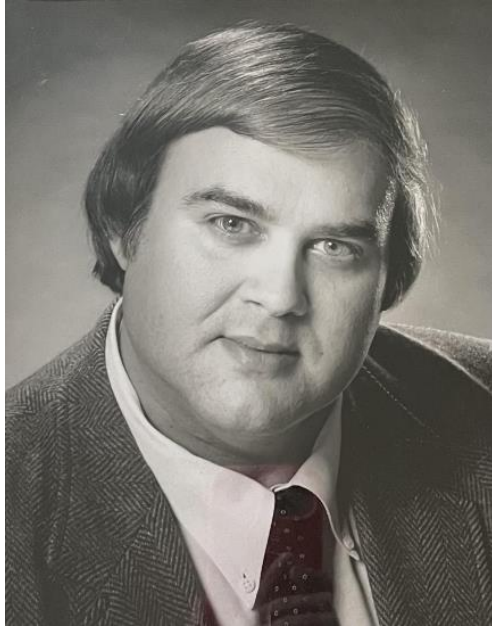


The Peter Perla Commemorative Talk

Peter Perla

‘When I think of the legacies of Peter, I don’t just think of his book and his articles and his game designs and his conference presentations, I think of that spirit of community, of respectful interaction, and I think if we maintain that, we will be doing a terrific service to Peter.’

Rex Bryen



‘Peter Perla’s greatest contribution was the example he set. It is for us to follow that example and continue to make a difference, continue to save lives.’

Matt Caffrey

December 12th 1951 - January 21st 2024