

Data Capture & Analysis – Part 1

Chair: Colin Marston

Special guests:

- LTC Thorsten Kodalle (GER MOD)
- David Robson (NSC)
- Kiran Lakkaraju (Sandia National Laboratories)
- Andrew Reddie (University of California – Berkeley)
- Paul Pearce (Dstl)
- Tom Halliday (Dstl)

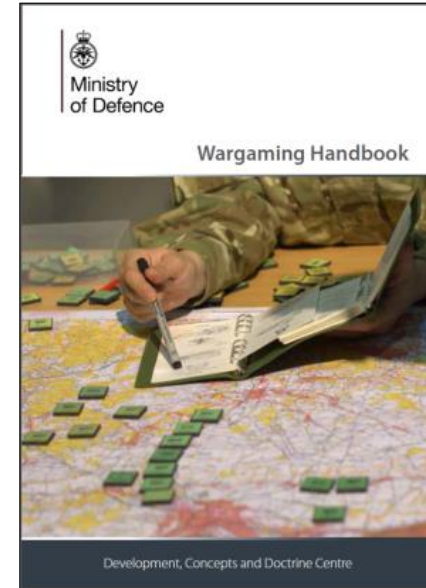
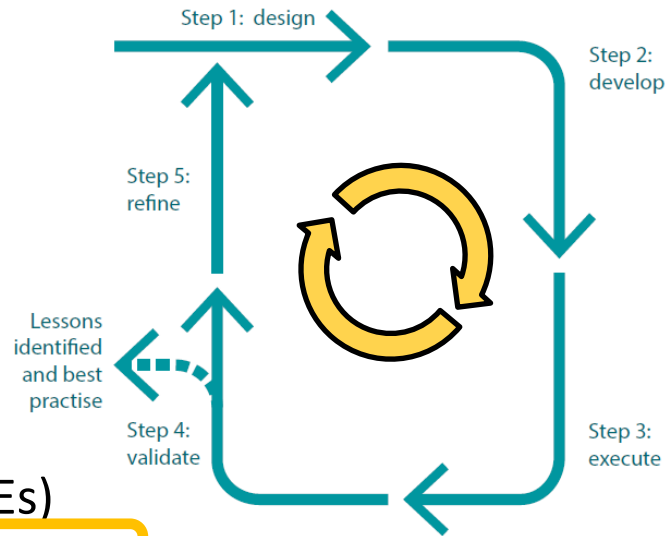


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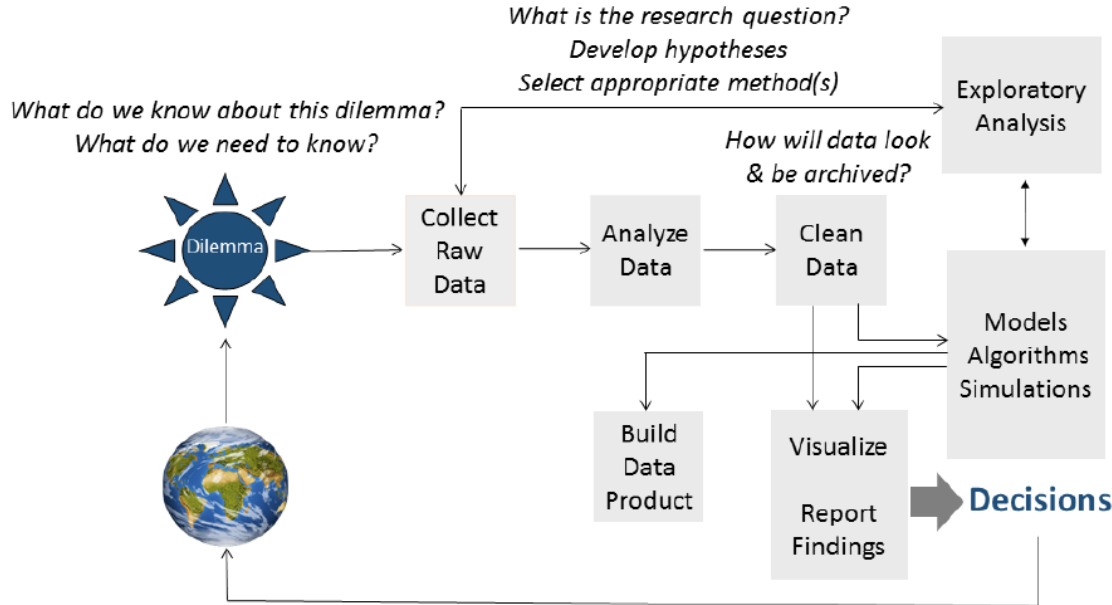
Elements of a wargame:

- Aim and objectives
- Setting and scenario
- Players (and their decisions)
- Simulation(s)
- Rules, procedures and adjudication
- Data and sources
- Supporting personnel and Subject Matter Experts (SMEs)
- Analysis (including Data Capture)



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Doing Analysis

U.S. Naval War College War Gaming Department

Margaret M. Polski PhD and Jon Scott Logel PhD

ABSTRACT

The War Gaming Department at the U.S. Naval War College has been war gaming since 1887. This paper describes how we think about analysis and how we approach it in each phase of our war gaming process. It provides background on analytical war gaming at the NWC, our terminology, and our research design process.

Citation: Margaret M. Polski and Jon Scott Logel, War Gaming Department Working Paper WGD_20191, U.S. Naval War College, Newport RI, January 2019.

Drs. Polski and Logel are Associate Professors and analysts in the War Gaming Department supporting analytical war gaming for the Navy's senior leadership.



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- Part 1 – Deep Dive 1 (1045-1145):

Title	Speakers
A practical approach for judging if a wargame is fit for purpose	Paul Pearce (Dstl) Tom Halliday (Dstl)
Experimental wargaming and quantitative analysis	Kiran Lakkaraju (Sandia National Laboratories) Andrew Reddie (University of California – Berkeley)



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- Part 2, Day 3: Deep Dive 2 (1315-1400):

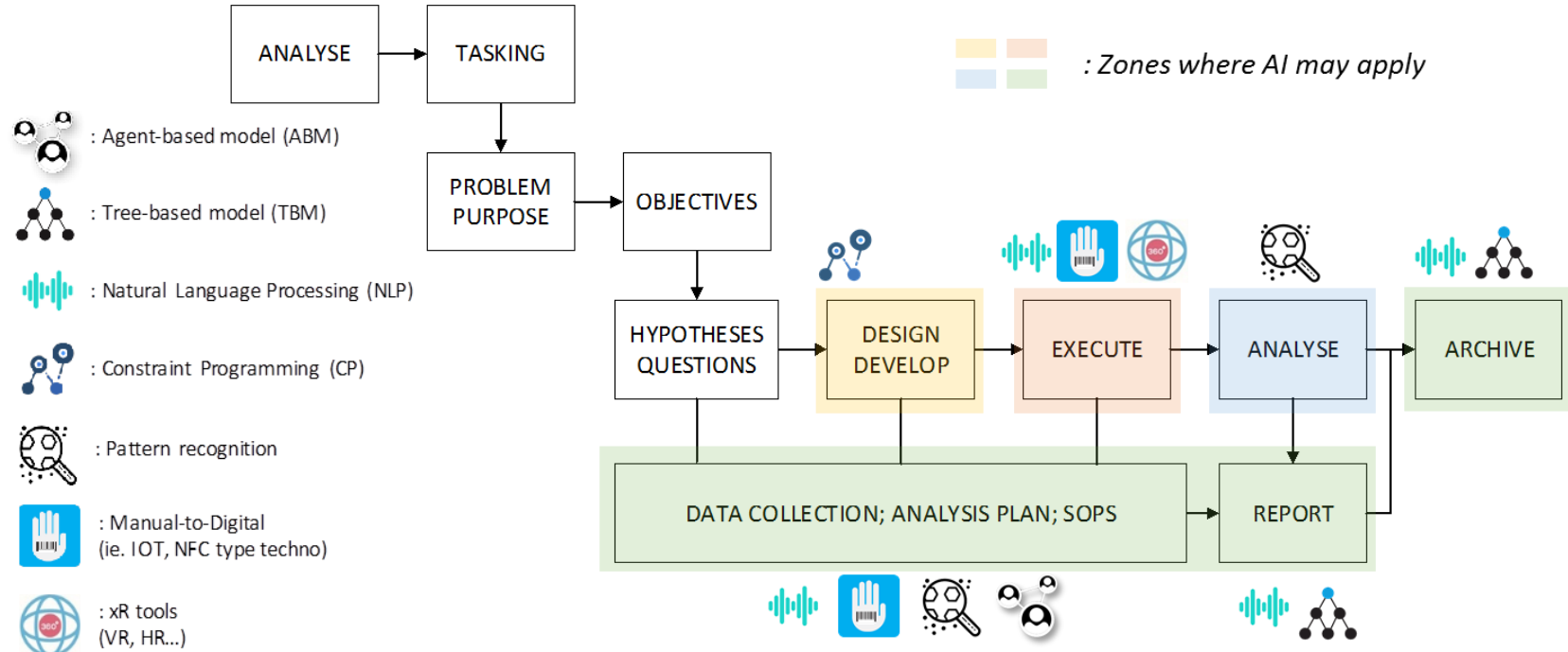
Title	Speakers
Modelling of the human terrain in support of C2 exercises	David Robson (NSC)
Hosting a Matrix Wargame in a Slack Workspace*	LTC Thorsten Kodalle (GER MOD)

**Subject to connectivity within KCL, attendees might wish to join the following Slack Workspace before or during the presentation following this QR code:*



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- Part 2, Day 3 AM: Link to Deep Dive 2 (1045-1215) opportunity:

Title	Speakers
Technology to support wargaming	Andrew Elliott + Dstl, NSC, Slitherine, DIEM, Smithery, Red Scientific/HQ ARRC and DeepBlue/MWC



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Wargaming brings to life the issues we face in defence and security

We're working together

Dstl's SME Searchlight aims to help non-traditional defence suppliers and SMEs engage with Dstl

Our challenge to potential suppliers: we want to understand the utility of new tools and techniques to:

Improve audio data capture
Use real world terrains
Help manage digital information

Visualise wargame outputs
Mine & present text

Analyse wargame outputs
Exploit VR & AR

What could you get from Dstl: we want to share our vision for the future of wargaming

Network building opportunities
Peer review from our wargamers
Access to our wargaming facility

New partners
Understand our vision
Insight into military thinking

Market awareness
Access to our expertise



29 August 2019

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For more information contact:
searchlight@dstl.gov.uk



Ministry
of Defence

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