

THE LOW OVERHEAD INTEGRATED WARGAMING MODEL (LOIWM)



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ORIGINS OF THE LOIWM

Background

Problem

Solution

UNDERSTANDING THE PROBLEM



*Facilitation
Adjudication Process
Hidden Information*

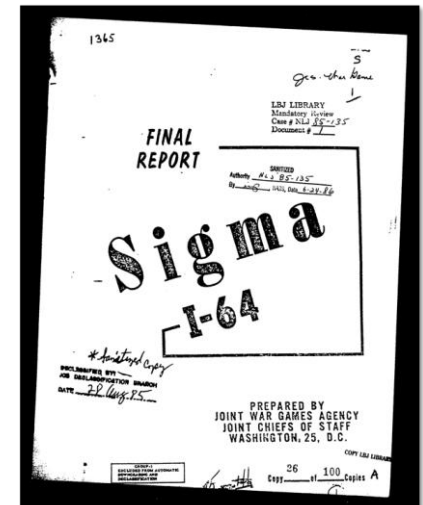
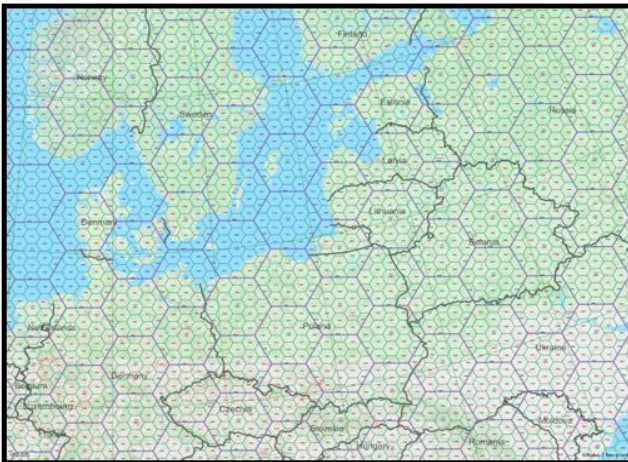
Is a visualization
Required?



How is
information
shared in the
event?



Is a detailed
report required?



TACTICAL LEVEL VV&A



What was the tool designed for?

Requirement
Specification
Model Requirements

Ground Truth

What does the tool do?

What else could the tool do easily?

Breaking the Tool

Usability
Affordability
Accessibility

Is the tool low-overhead?



SHARING THE STAGE

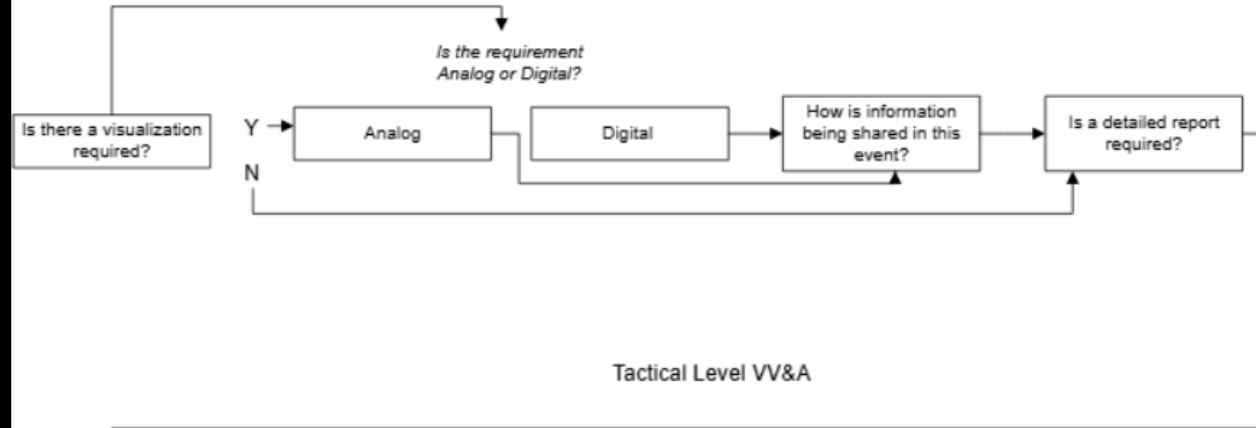
Does the tool
work with
anything else?

Are there any
integration
obstacles?

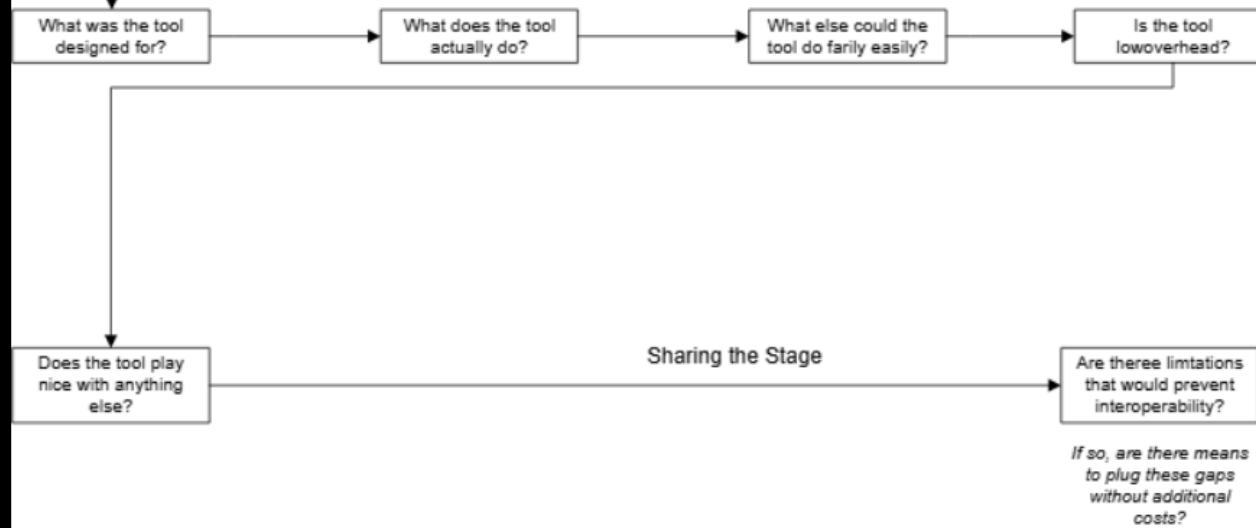


LOIWM Framework

Understanding the Problem



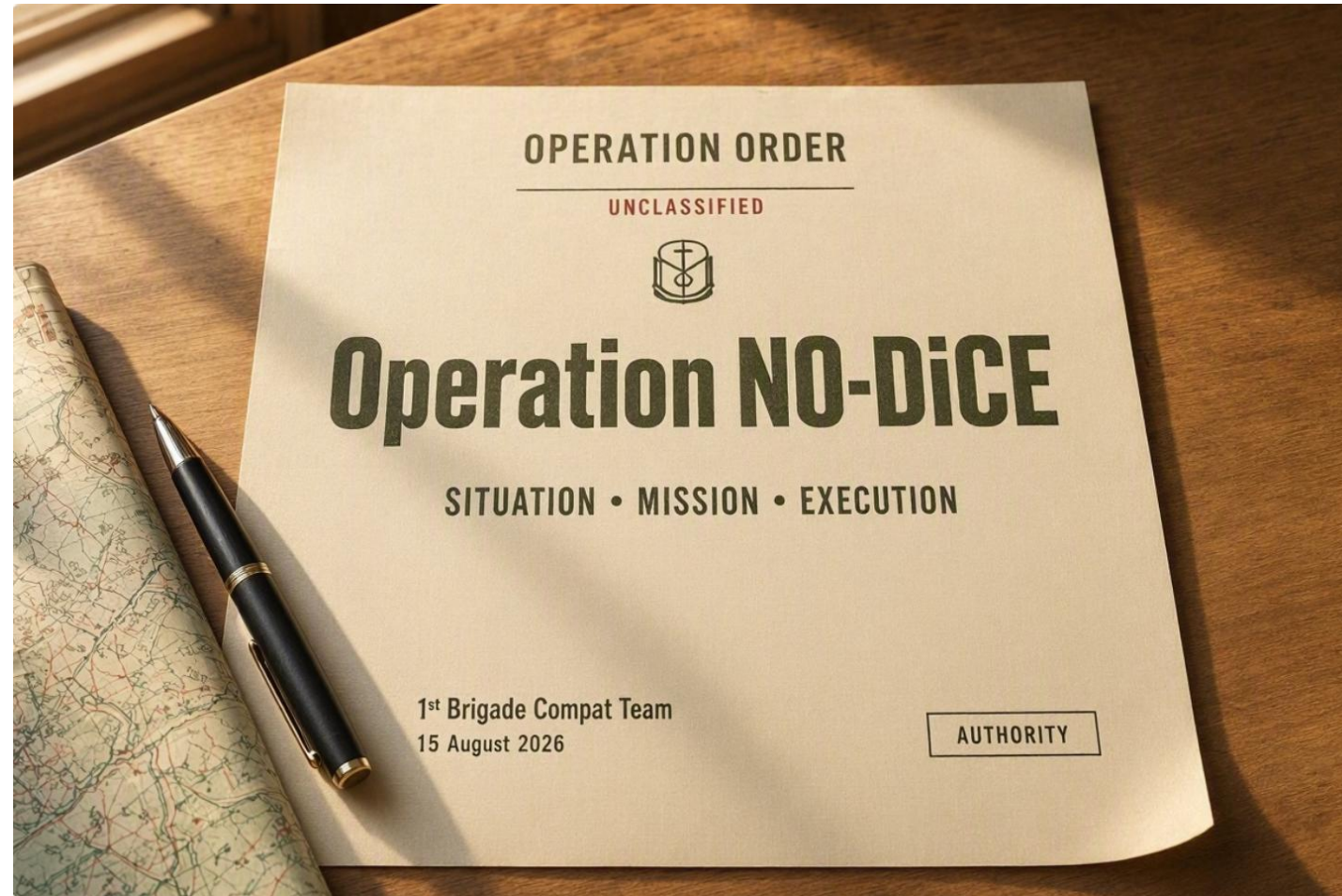
Tactical Level VV&A



LOIWM FRAMEWORK EXAMPLE

VIGNETTE

J5 PLANNING EFFORT



GEN DICE: The J5 will develop a comprehensive, **digitally enabled** planning framework to **visualize, stress-test, and analyze** OPERATION NO-DICE. This effort will utilize **quantitative modeling** to ground our assumptions in empirical data; leverage dynamic injects to evaluate **decision-making under friction** and culminate in a **rigorous strategic assessment report**.

Understanding the Problem

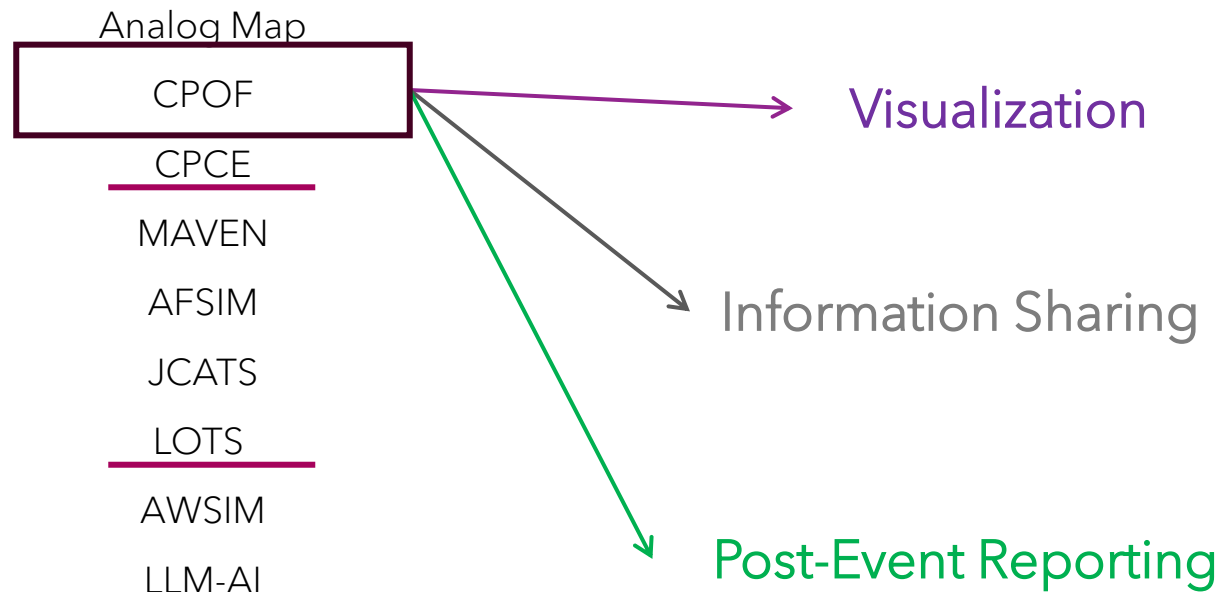
Is a visualization required? Digital or Analog? How is information shared?
Is a detailed report required?

Tactical Level VV&A

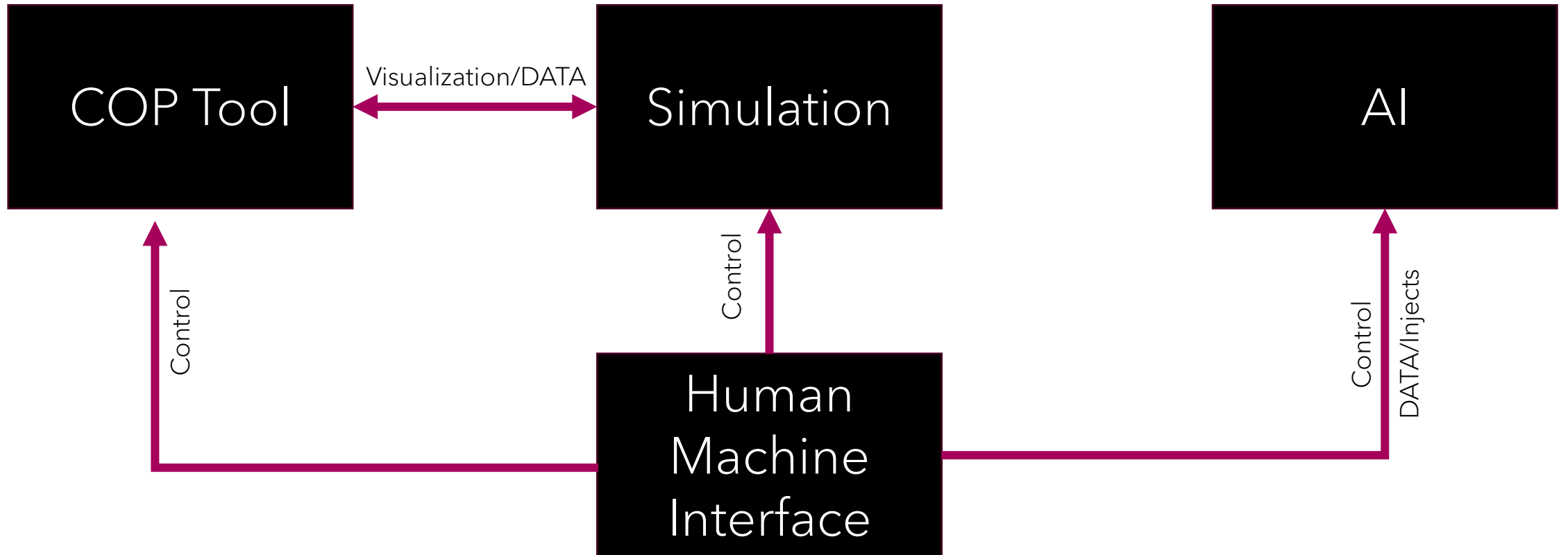
What was the tool designed for? What does it do? Is the tool low-overhead?

Sharing the Stage

Is the tool integrated with other systems? Are there any interoperability challenges?



EXAMPLE



CLOSING THOUGHTS

Culture of Wargaming

- Not stagnant, thrives in innovation

LOIWM

- Not novel, just common sense

Way Forward

- Not the end, just the beginning

Evolution of Wargaming

