



OGMIA

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www.vrg.cz

Get Ready
FUTURE
for Your Missions



ABOUT US

**LEADING CZECH PROVIDER
OF SIMULATION & TRAINING TECHNOLOGIES**

INDIRECTLY OWNED BY THE CZECH MOD (LOM PRAHA)

FOUNDED 1998

VARIETY OF IN-HOUSE DEVELOPED TRAINING SOLUTIONS

FOCUSED ON COLLABORATIVE TRAINING

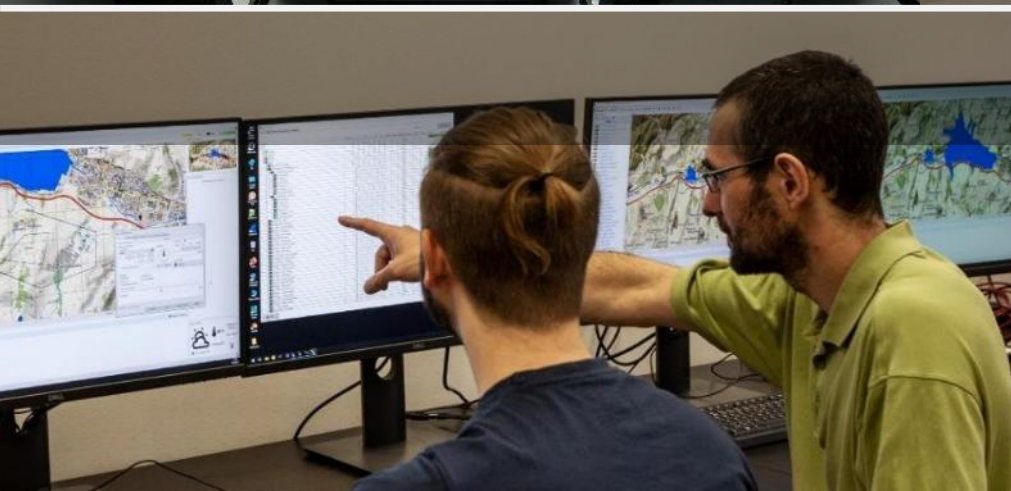
NEW WARGAMING INITIATIVE



INDIVIDUAL TRAINING



TACTICS TRAINING



WARGAMING / EXPERIMENTATION

OUR WARGAMING IN GENERAL

WARGAMING MAIN PRINCIPLES

STRONG ANALYTICAL INPUTS EVEN FOR EDUCATIONAL WARGAMES

DEVELOPED IN COOPERATION WITH SMES/CUSTOMER

RIGOROUSLY TESTED (INTERNAL/EXTERNAL)

INFINITE UPDATE CYCLE

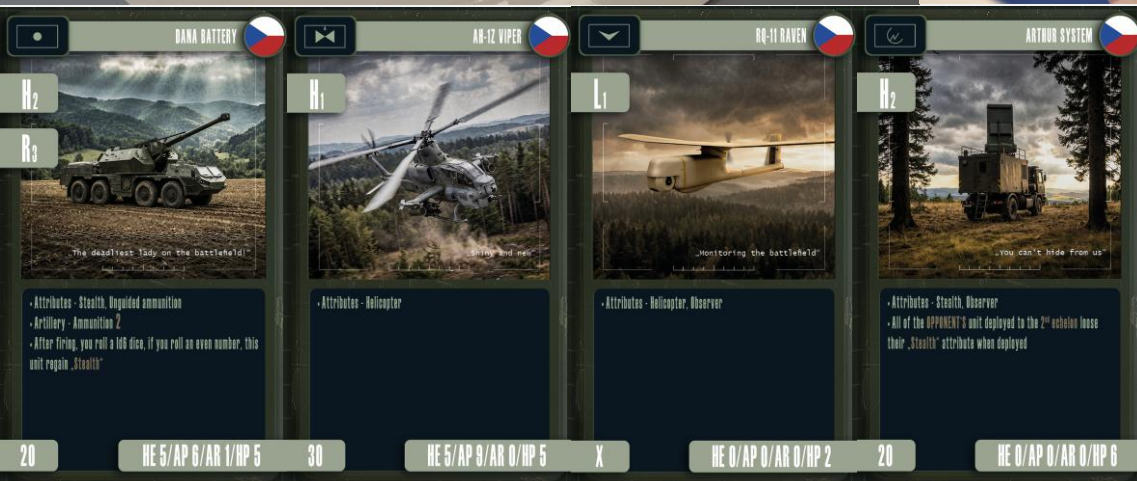
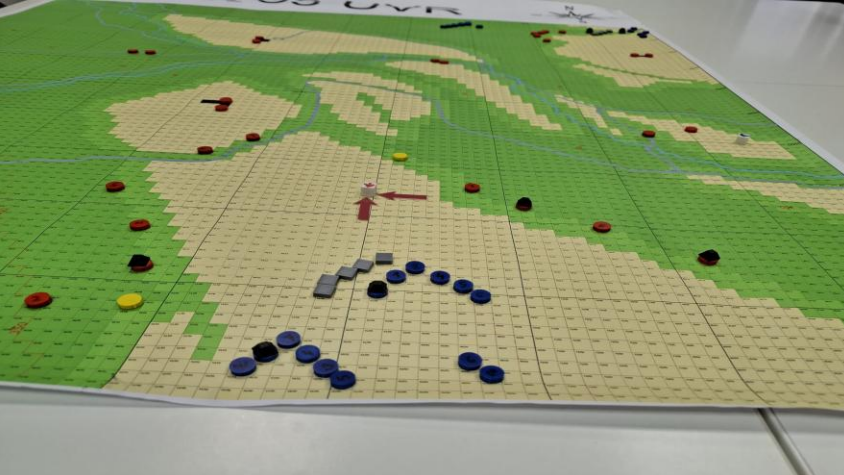
PROOF OF CONCEPT WARGAMES

CONTACT: EDUCATIONAL, LOW LEVEL TACTICS, SANDBOX WARFARE

OGMIA: ANALYTICAL, STRATEGIC-OPERATION LEVEL, PSYOPS

ESCALATION: EDUCATIONAL, OPERATIONAL LEVEL, MDO

TTDG: EDUCATIONAL, ALL LEVELS, ALL PROBLEMATICS, NARATIVE



OGMIA

ESPRIT DU PEUPLE

MAIN CHARACTERISTICS

**ANALITICAL EDUCATIONAL FOR INFORMATION WARFARE ON STRATEGIC-
OPERATION LEVEL**

HEAVILY SUPPORTED BY ACADEMIC STUDIES AND OPEN SOURCE DATA

TURN BASED

TWO PLAYERS

BLUE – CZECH INFORMATION WARFARE COMMAND

**RED – STATE ACTOR WITH THE ABILITY TO WAGE FULL SCALE
INFORMATION CAMPAIGNS**

COMMUNICATION PLATFORMS: SOCIAL MEDIA, PRINT, RADIO, NEWS ETC.

**CALCULATION FOR EACH TURN TO DEFINE, HOW BIG PORTION OF THE
NATION WAS INFLUENCED**

OGMIA PHASES

PRIMAR AND THE MOST IMPORTANT TASK:
SET GOALS, DEFINE COMMON USER

GO THROUGH PHASES:

INITIAL SETTING

DEVELOPMENT

TESTING INTERNAL

DEVELOPMENT AND TROUBLE SHOOTING

TESTING EXTERNAL

DEVELOPMENT AND TROUBLE SHOOTING (IF NECESSARY)

FINAL TESTING AND SHOWCASING

Our processes
inspired by:

NATO WARGAMING
HANDBOOK

PETER PERLA

APPLEGET,
BURKS, CAMERON

OGMIA

INITIAL SETTING

GOALS: ANALYTICAL

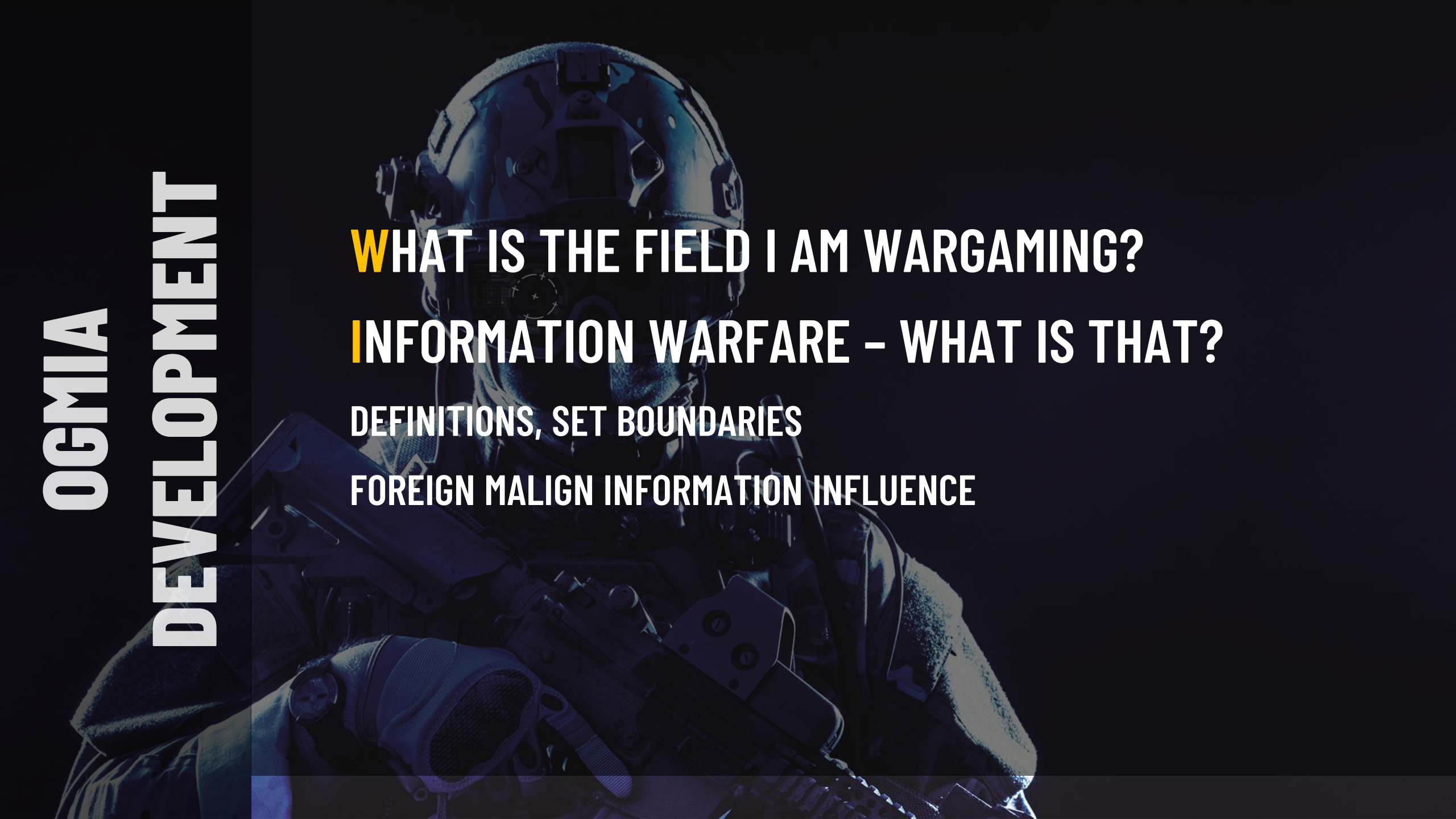
SHOW INTERACTION WITHIN INFORMATION ENVIRONMENT OF THE CZECH
REPUBLIC

EMPHASIS ON THE ACTION REACTION AND MUTUAL INFLUENCE

POSSIBLE PREDICTIVE NATURE

COMMON USER:

INFORMATION WARFARE COMMAND



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DEVELOPMENT

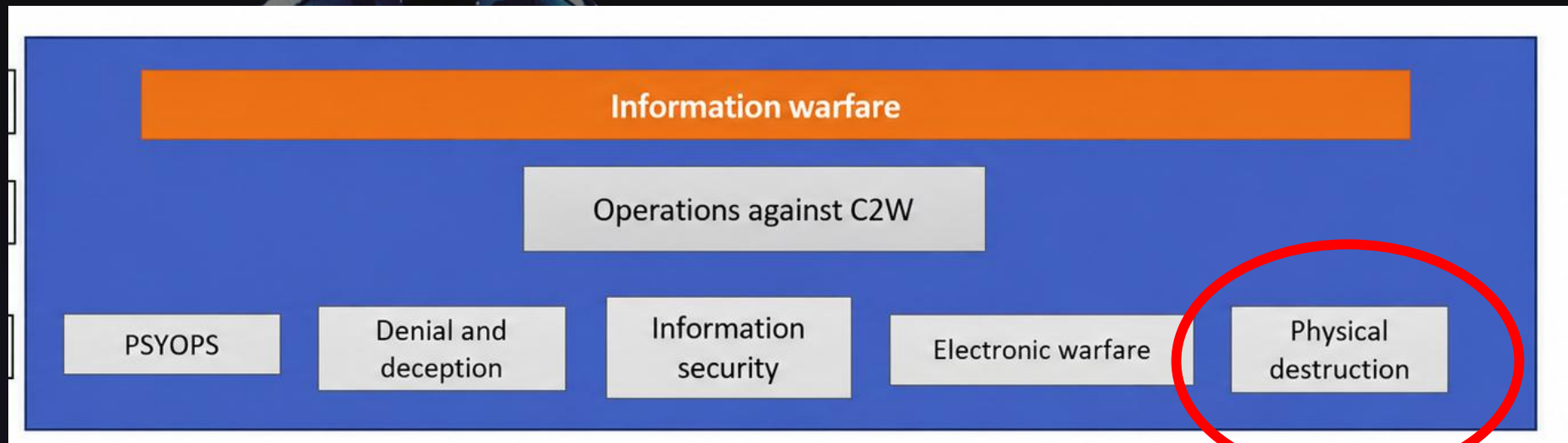
WHAT IS THE FIELD I AM WARGAMING?

INFORMATION WARFARE – WHAT IS THAT?

DEFINITIONS, SET BOUNDARIES

FOREIGN MALIGN INFORMATION INFLUENCE

OGMIA DEVELOPMENT



OGMIA DEVELOPMENT

PREPARE THE BATTLEFIELD – DEFINE SPECIFIC INFORMATION ENVIRONMENT

CZECH REPUBLIC

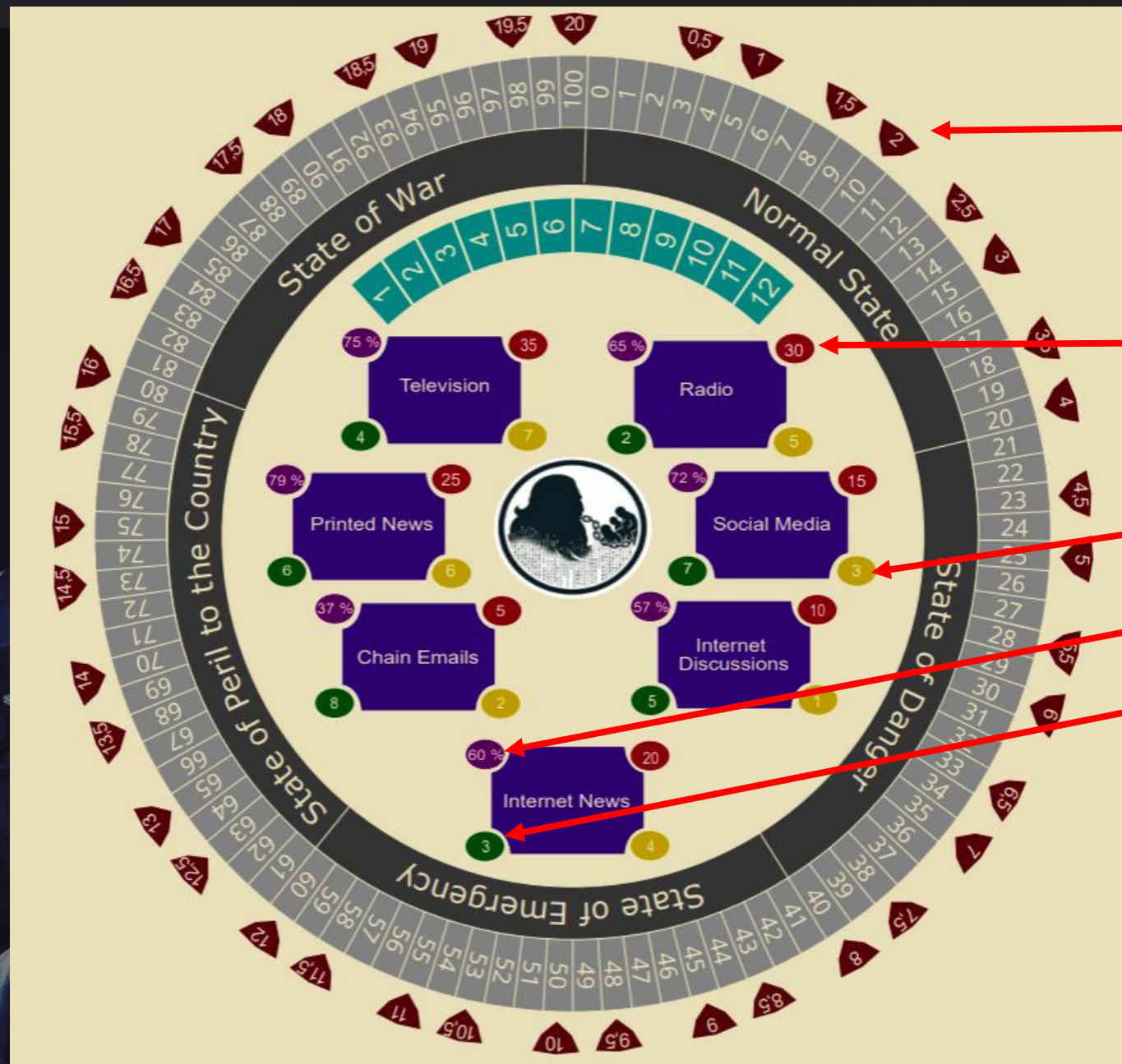
PRINT, TELEVISION, SOCIAL MEDIA, ONLINE NEWS, RADIO, CHAIN E-MAILS,
COMMENTS AND CHATS

DEFINE VARIABLES FOR THE ENVIRONMENT:

REACH, PERSUASIVE POWER, PRICE, ENTRY BARRIERS

ALL VARIABLES NEED TO REFLECT THE GOAL(S)!

INFORMATION ENVIRONMENT



RESOURCES

ENTRY
BARRIERS

PRICE

REACH

PERSUASIVE
POWER

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DEVELOPMENT

DEFINE CAPABILITIES OF PLAYERS AND THEIR VARIABLES:

**BLUE: SET OF REAL CAPABILITIES OF INFORMATION WARFARE COMMAND
DECREASING EFFECT ON REACH/PERSUASIVE POWER, PRICE, RISK OF
FAILURE, AGGRESION, CONDITIONS**

**RED: NARRATIVE SET DIMINSHING THE WILL OF CIVILIANS TO JOIN THE
ARMY IN THE CRISIS**

REALITY REFLECTION, ILEGALITY, CONDITIONS

OGMIA DEVELOPMENT

The case of experimenting on soldiers takes another turn. The police have apprehended a soldier who tried to desert and smuggle out documents detailing these inhuman experiments on new recruits. The charges are obviously a farce and a clear proof of a new totalitarian system and a police state. This soldier is not a criminal, but a hero whom we cannot let be convicted! If necessary, we will disrupt this farcical judicial process ourselves.

RR 1

Requirement
ID: 18, 19

ID: 1.2

Illegal: Yes

REFLECTION
OF REALITY

CONDITIONS

ILEGALITY

RISK OF FAILURE

DECREASING
POWER

AGGRESION

PRICE

ID: 3

Reporting Harmful Content on
Social Media

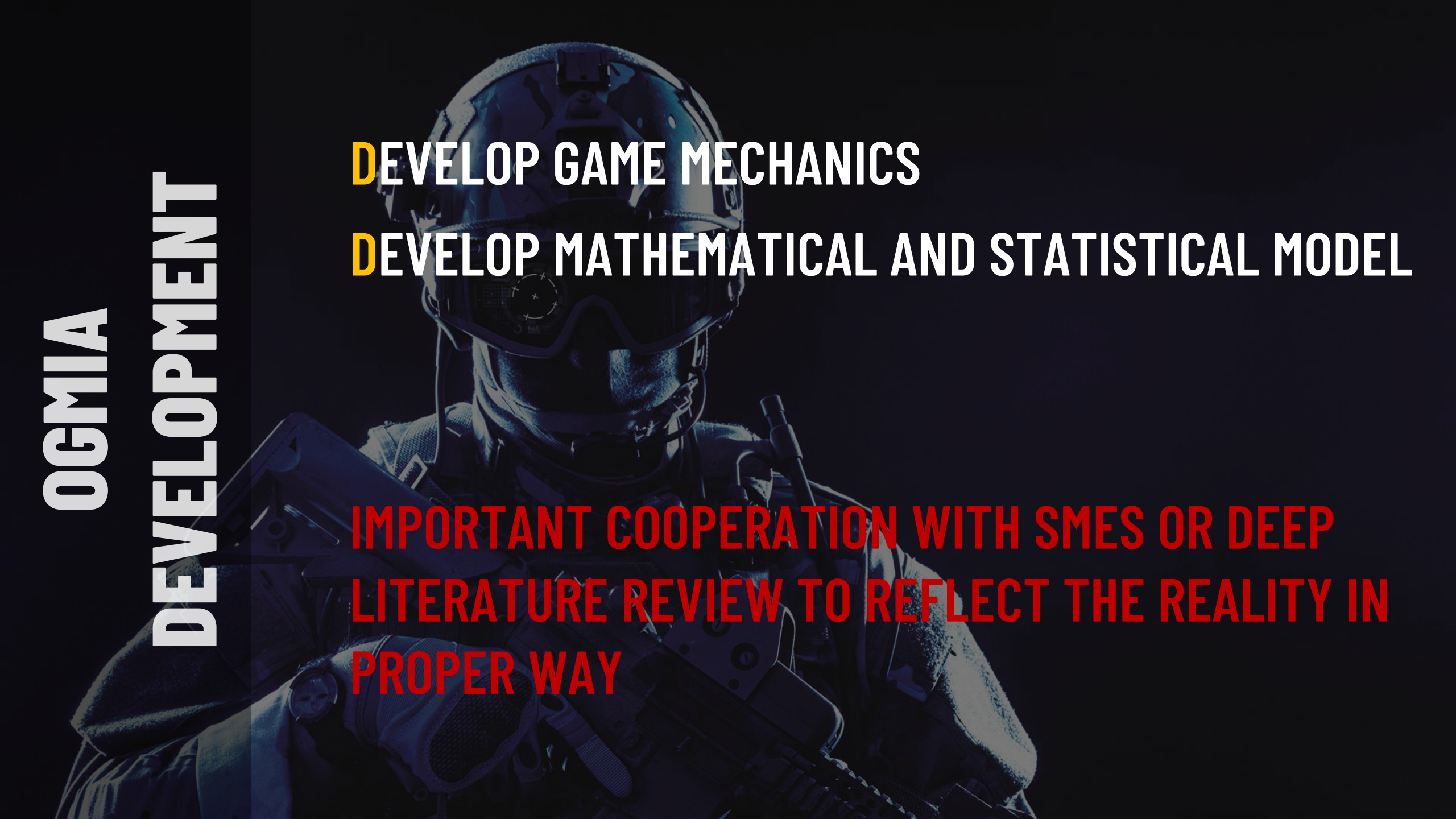
RF 10

Works just in the following environments: social media,
internet discussions

Coefficient: D6 reach

Price: low

Aggression: medium



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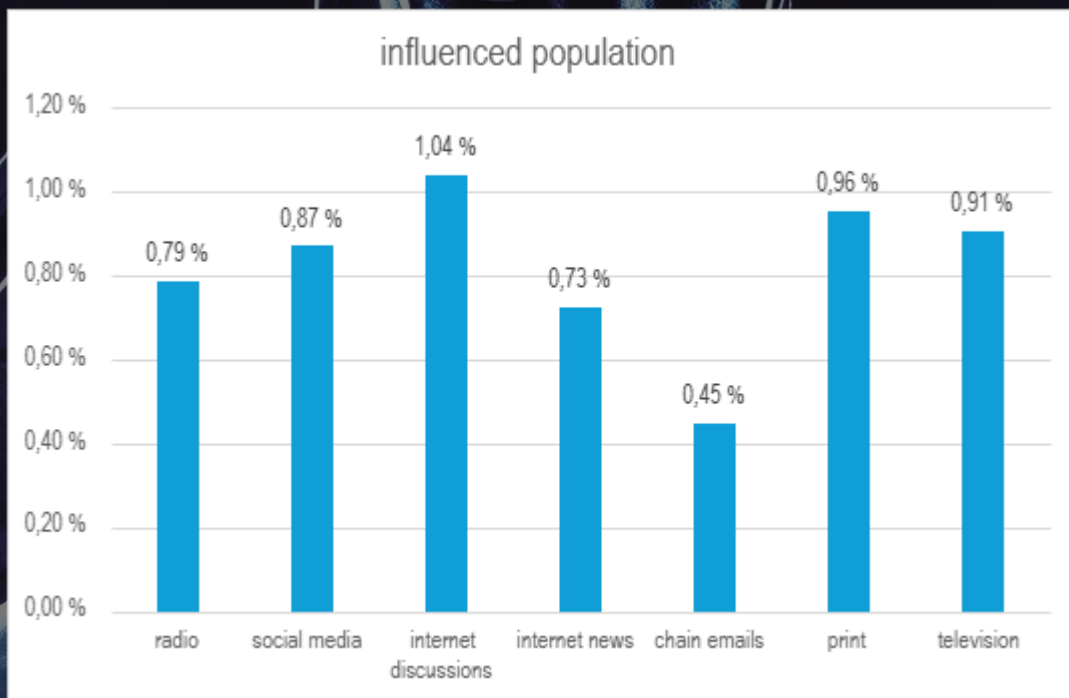
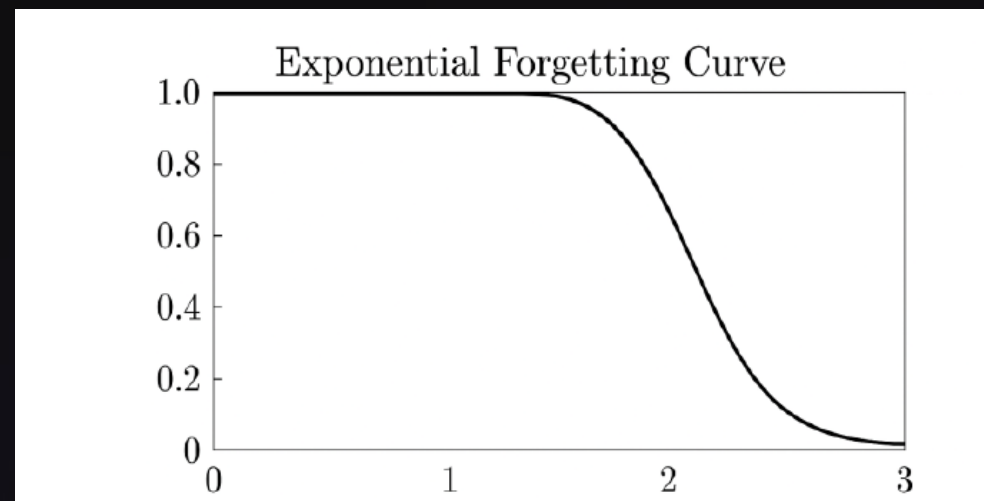
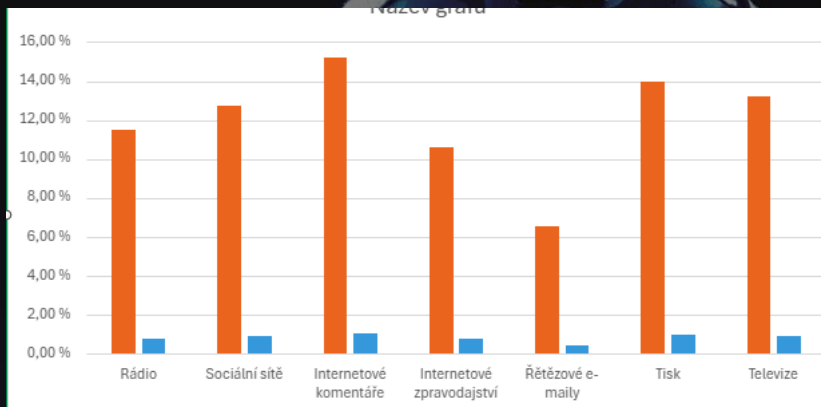
DEVELOPMENT

DEVELOP GAME MECHANICS

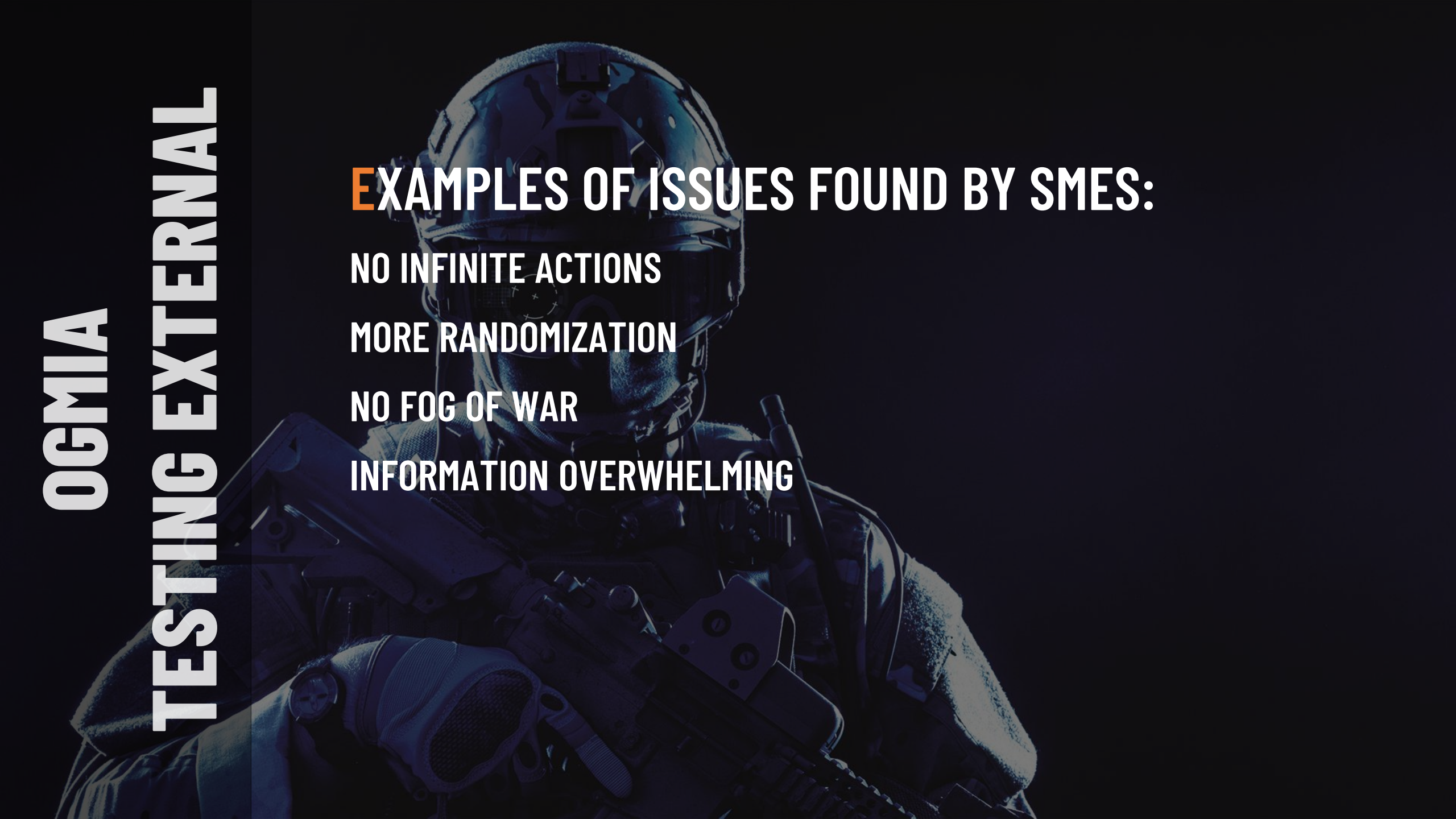
DEVELOP MATHEMATICAL AND STATISTICAL MODEL

**IMPORTANT COOPERATION WITH SMES OR DEEP
LITERATURE REVIEW TO REFLECT THE REALITY IN
PROPER WAY**

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All variables combined to get month reach and the portion of population influenced by red player's narrative



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TESTING EXTERNAL

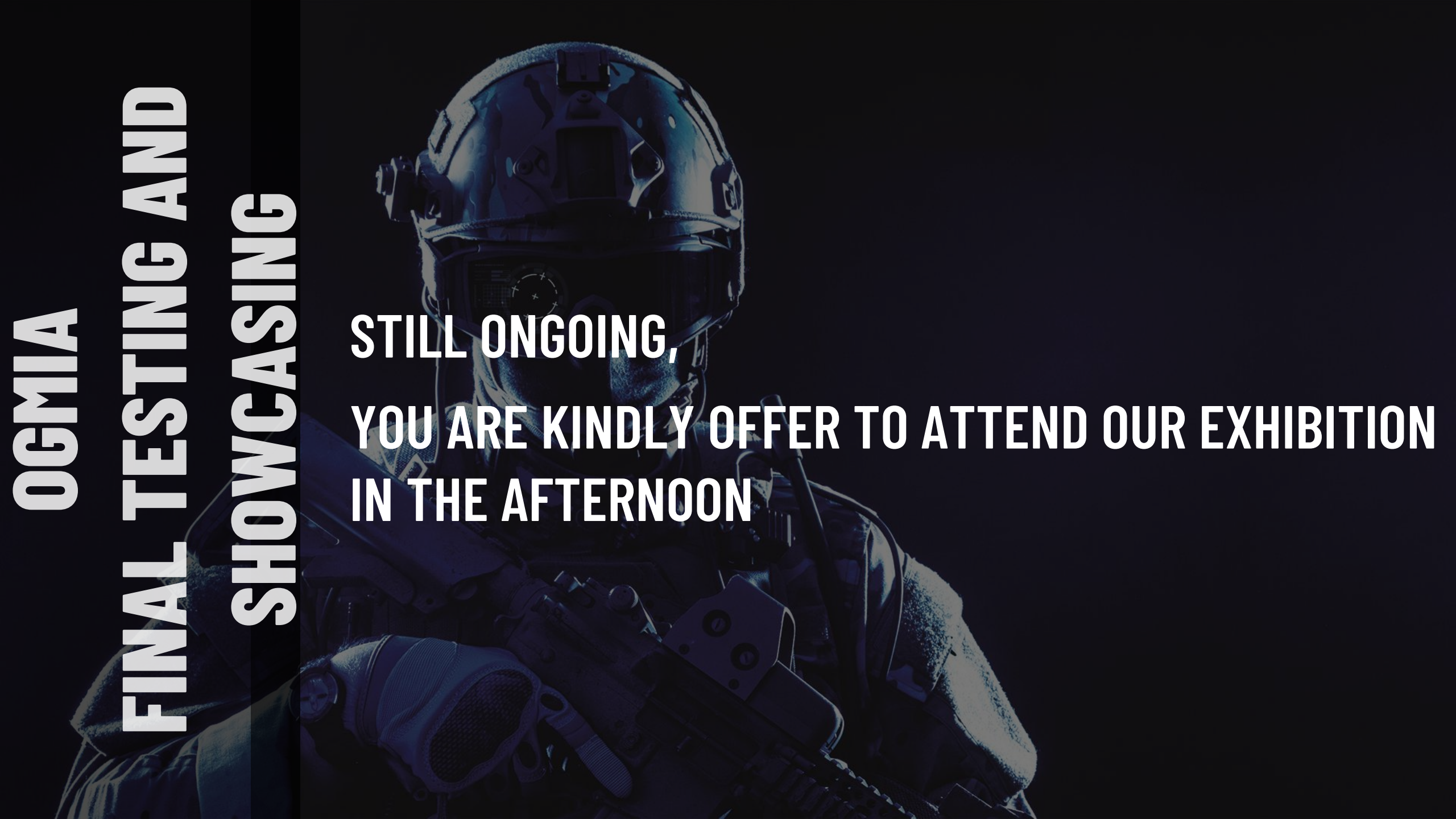
EXAMPLES OF ISSUES FOUND BY SMES:

NO INFINITE ACTIONS

MORE RANDOMIZATION

NO FOG OF WAR

INFORMATION OVERWHELMING



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**FINAL TESTING AND
SHOWCASING**

**STILL ONGOING,
YOU ARE KINDLY OFFER TO ATTEND OUR EXHIBITION
IN THE AFTERNOON**

GENERAL CHALLENGES

**IN GENERAL, ALL OUR WARGAMES:
WHERE ARE DATA?**

**HOW TO CONVINCE MILITARY THAT IT IS NOT
JUST A GAME AND A WASTE OF TIME?**

HOW CAN WE BE SURE THAT THE WARGAME WORKS?

REALISM, USEFULNESS AND PLAYABILITY BALANCE

KEY TAKE AWAY

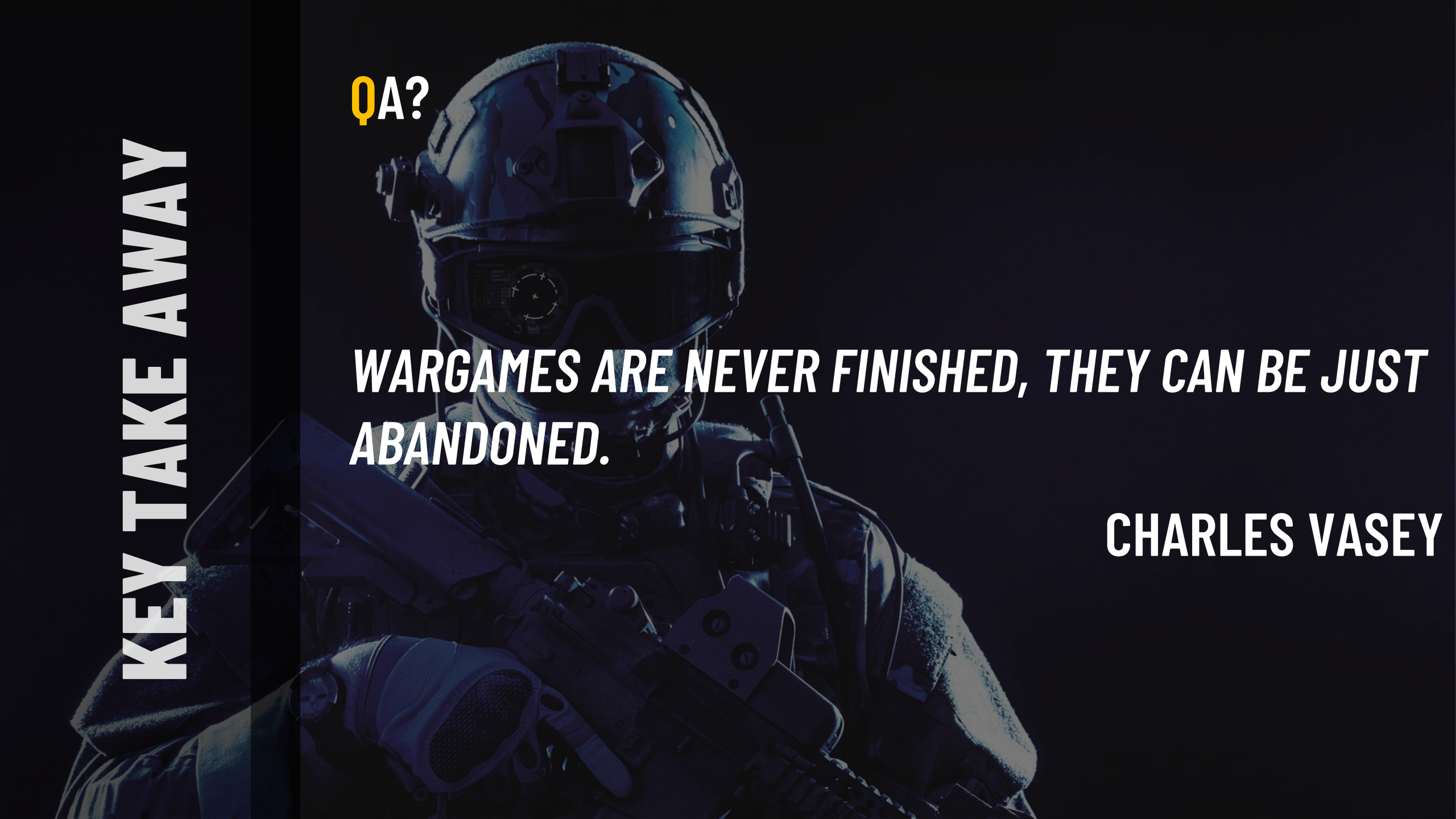
POSSIBLE TO WARGAME ALL DOMAINS AND EVEN NON – KINETIC ACTIONS

THE MOST IMPORTANT PART OF THE DEVELOPMENT IS THE GOAL
(CUSTOMER) SETTING AND DEFINING OF THE AREA

WARGAME NEEDS TO REFLECT REALITY – SEARCH FOR REAL DATA OR SMES

VARIABLES IN THE WARGAME NEEDS TO BE MEANINGFUL

REPEAT TO TEST THE WARGAME – INTERNAL AND EXTERNAL



KEY TAKE AWAY

QA?

***WARGAMES ARE NEVER FINISHED, THEY CAN BE JUST
ABANDONED.***

CHARLES VASEY



MISSION IN PROGRESS
DO NOT ENTER!

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