

# Connections UK 2019: Day 2



# Nations represented 2019

## Years Attended

2018

New to 2018

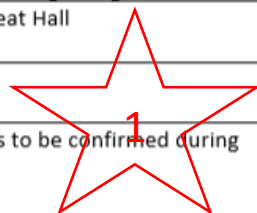
Previous years but not 2018

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- |     |                |     |                |
|-----|----------------|-----|----------------|
| 1.  | Australia      | 12. | Israel         |
| 2.  | Belgium        | 13. | Japan          |
| 3.  | Canada         | 14. | Netherlands    |
| 4.  | Czech Republic | 15. | New Zealand    |
| 5.  | Denmark        | 16. | Norway         |
| 6.  | Finland        | 17. | Pakistan       |
| 7.  | France         | 18. | Poland         |
| 8.  | Germany        | 19. | Sweden         |
| 9.  | Hungary        | 20. | Turkey         |
| 10. | India          | 21. | United Kingdom |
| 11. | Ireland        | 22. | United States  |

# Resources and necessary constraints, then over to you...

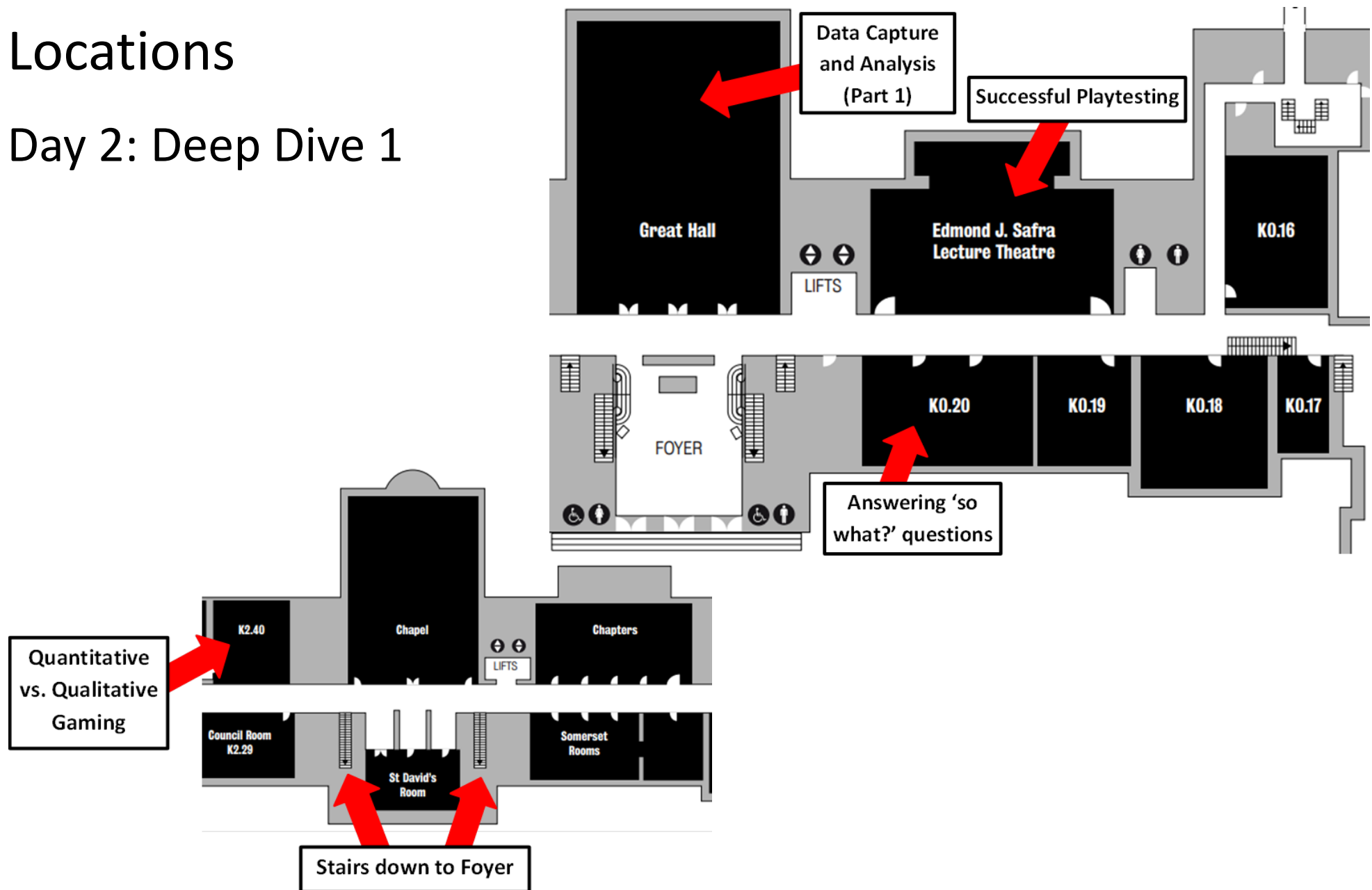
## Day 2:

Time	Event	Chair/Speakers	Remarks
0830 - 0900	Arrival and drinks – KCL Great Hall Entrance		
0900 - 0915	Welcome and introduction – Great Hall	Maj Tom Mouat, Prof Philip Sabin, Colin Marston and Graham Longley-Brown	Daily conference structure and locations
0915 - 1020	<b>Plenary 1: The Psychology of Wargaming</b> – Great Hall	Chair: Dr Aggie Hirst Capt Philip Matlary, Norwegian Army Prof Neil Verrall, Dstl Dr Yuna Wong	15 minutes per speaker then 15 minutes Q&A Chair 5 minutes
	Drinks 1020-1045 – Great Hall Entrance		
1045 - 1145	<b>Deep Dive 1. Simultaneous:</b> <ul style="list-style-type: none"> <li>Quantitative vs Qualitative Gaming</li> <li>Answering 'So what?' Questions</li> <li>Successful Playtesting</li> <li>Data Capture &amp; Analysis (Part 1)</li> </ul>	Prof Phil Sabin Jim Wallman Graham Longley-Brown and Dr James Bennett Colin Marston	Sessions signed up to pre-conference. See map on next page for locations
1150 - 1230	<b>Keynote. Dr Lynette Nusbacher: There's No Pro like an Old Pro: Professionalism and Wargaming</b> – Great Hall		
1230 - 1245	<b>Games Fair Introduction</b> – Great Hall	Prof Phil Sabin	Games signed up to pre-conference
1245 - 1345	Lunch		Pay as you dine in King's Kitchen or snack bar.
1345 - 1615	<b>Games Fair Session 1</b> - Venues to be confirmed during Introduction  Drinks 1615-1645 – Great Hall Entrance	1. Anti-Submarine Warfare: a game for understanding the basics – Ed Oates 2. <i>Crisis in Zefra</i> : An analytical matrix game – US Naval Postgraduate School 3. The Camberley Kriegsspiel – Ivor Gardiner 4. Signal – Sandia Labs and Berkeley 5. <i>Sweeping Satellites</i> –Mike Sheehan and Mark Flanagan 6. FITNA: The global war in the Middle East – Pierre Razoux 7. <i>Dogfight</i> – Phil Sabin 8. <i>Decisions and Disruptions</i> cyber game – Dr Ben Shreeve 9. <i>Rosenstrasse</i> – Graham Longley-Brown 10. <i>Fire and Movement</i> - Mark Flanagan 11. <i>Next War: Poland</i> – Callum Nicholson	12. Confrontation Analysis: Wargaming the US/China trade war - Dstl 13. <i>We Are Coming, Nineveh!</i> –Rex Brynen 14. <i>A Reckoning of Vultures</i> –Rex Brynen 15. <i>The Al Asqa Intifada</i> - Stella Guesnet 16. <i>Beggars in Red: The Battle of Waterloo</i> – James Bridgman 17. Cyber card game - Dstl 18. Combat mission tactical computer wargame - Dstl 19. <i>STRIKE!</i> – Dstl 20. Strategic Wargame <i>Verden Crisis</i> – Dstl 21. <i>Canvas Aces</i> –Phil Sabin 22. <i>Kursk to Kamenets: The battle for the Ukraine 1943-1944</i> – James Halstead
1645 - 1915	<b>Games Fair Session 2</b> - Venues to be confirmed during Introduction		



# Locations

## Day 2: Deep Dive 1



# Deep Dive 1 Allocations

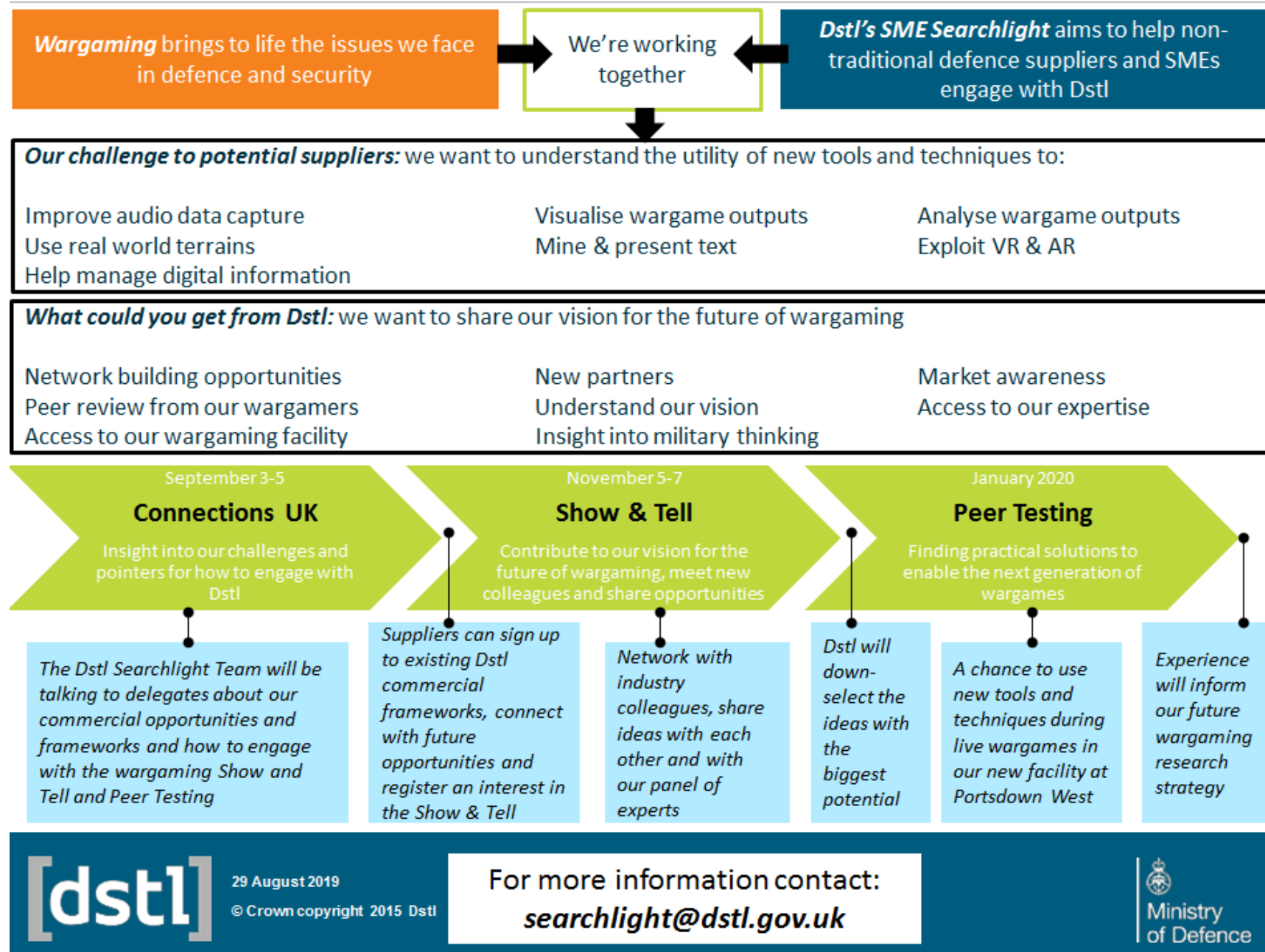
Quantitative vs  
Qualitative Gaming  
(39, +21/60)

Answering  
'So What?'  
Questions (32,  
+18/50)

Successful  
Playtesting (29)

Data Capture &  
Analysis (Part 1) (55)

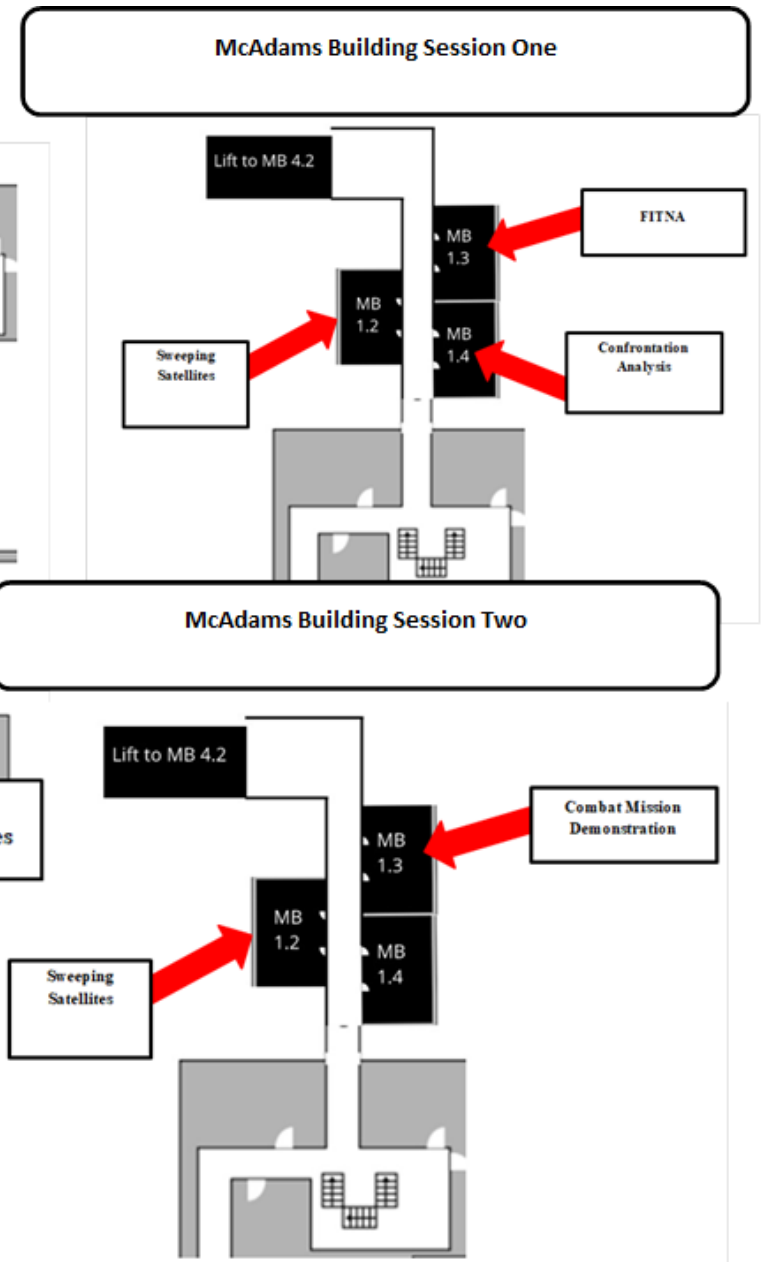
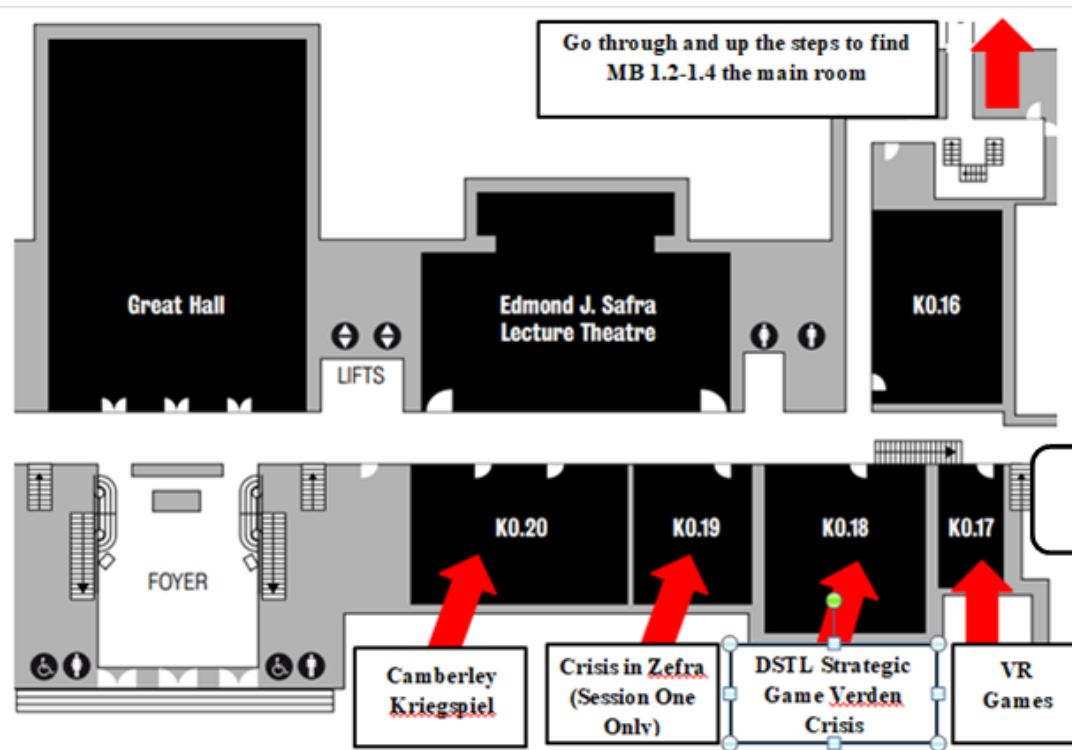
# Connections purpose: to advance and preserve the art, science and application of wargaming



**We start tomorrow at 0845**  
**(arrival and drinks 0830-0845)**

**Plenary 1, then  
over to you...**

# Games Fair locations Part 1/2





# Games Fair locations Part 2/2 – MB 4.2 layout

