Speaker and Chair biographies

Dr. Jeff Appleget is a retired Army Colonel who served as an Artilleryman and Operations Research analyst in his 30-year Army career. He teaches the Wargaming Applications, Introduction to Joint Combat Modeling, and Advanced Wargaming Applications courses at NPS. He also teaches week-long Basic Analytic Wargaming Mobile Education Team (MET) courses and workshops for U.S. and international sponsors around the world. Along with Dr. Rob Burks from the NPS Defense Analysis Department, Jeff directs the activities of the Wargaming Center, part of the NPS Naval Warfare Studies Institute. His research interests include Hybrid Warfare, Irregular Warfare and Stability Operations modeling, Amphibious Operations modeling, Wargaming, Combat Modeling, and Integer Programming. Jeff served on the Military Operations Research Society (MORS) Board of Directors from 2000-2004. Jeff joined forces with Rob Burks and Fred Cameron to write the book "The Craft of Wargaming" (Naval Institute Press, 2020). In 2022, the Journal of Defense Modeling and Simulation published Jeff's editorial "Wargaming: A Structured Conversation."

Robin Aylott has a background in Mathematics and Science education and came to Wargaming later in life. He has worked on manual games, analysing outputs of simulations, game development, historical analysis, coding, and mechanical and content investigations into commercially available wargames. He has been involved in Wargaming Influence since joining Dstl and has been a contributor to the development of games such as BSEG-COM-B and Powers of Persuasion. In his personal life he enjoys chess, mathematics (yes it can be a hobby!), woodwork and astronomy.

Sebastian J. Bae, a research analyst and senior game designer at the Center for Naval Analyses, works in wargaming, emerging technologies, and the future of warfare. He also serves as an adjunct assistant professor at the Center for Security Studies at Georgetown University. He is also the faculty advisor to the Georgetown University Wargaming Society, the co-chair of the Military Operations Research Society Wargaming Community of Practice, and a former Fellow at the Brute Krulak Center for Innovation and Creativity. Previously, he served six years in the Marine Corps infantry, leaving as a sergeant. He deployed to Iraq in 2009.

Mike Bagwell started working at Dstl in 2007, with an initial focus on policy and historical analysis. He began to specialise in deterrence analysis, and as part of this, designed and executed Table Top Exercises (TTX). After increasingly employing TTX methods to a broader range of problems, such as counter terrorism, and applications, like policy development, he joined the Dstl wargaming team when it was established in 2015. Mike led the delivery of the Vice Chief of Defence Staff wargaming series which sought to reinvigorate the use of wargaming at senior levels to support strategic decision-making. Since then, Mike has combined delivering senior policy exercises and wargames with leading research and development, within the Defence Wargaming Centre, into wargaming methods that better support analysis of national security problems.

David Banks is Wargaming Lecturer at the War Studies Department at King's College London, where he also serves as the Academic Director of the King's Wargaming Network. He has designed a number of wargames for research and education and teaches two MA modules on wargaming methods and wargaming design. His current wargaming research is focused on determining epistemological standards for evaluating wargames as a research method. This includes projects on the foundations of wargaming, how to link theory to design, and the role of subject matter experts in professional wargames. In addition to his wargaming research, Dr. Banks also studies diplomatic practice in international society, with a special emphasis on symbolic and rhetorical diplomacy. His current book manuscript researches the motivation for and political consequences of state violations of diplomatic practice. He has been published in International Studies Quarterly and Security Studies, a variety of academic edited volumes, and media outlets including The Washington Post, Time, The Independent, Chicago Tribune, Navy Times,

US World News & Report, and has appeared on BBC News. He received his PhD in International Relations from George Washington University in Washington DC in 2015.

LTC Aaron Beam has been the lead for HQ SACT's Audacious Wargaming Line of Delivery since 2021. He is responsible for the design and delivery of multiple wargames at the Strategic level at NATO HQ, SHAPE, and HQ SACT and is managing the new wargaming capability development programme including writing the new NATO Wargaming Handbook. He has over 25 years in the US Army, with his most recent positions being at the Joint Staff J7 running their training simulation development programmes and as a technical planner for large combatant command exercises. Prior experience include extensive computer assisted exercise planning and execution, logistics operations, and several years as an enlisted infantryman. Aaron has a BA in Philosophy from the University of Oklahoma, a M.S. in Modelling, Simulation, and Visualization Engineering from Old Dominion University, and a JD from Washington and Lee University School of Law. He currently lives in Virginia Beach with his wife and 2 sons.

William Bone is a UK Civil Servant currently working in UK EU policy. His interest in professional wargaming came from working with fellow civil servants which lead to the opportunity to train and work with the MOD, DSTL, EU Commission and UK allies in the wargaming space.

Dr Nick Bradbeer RCNC is a naval architect working for the MoD, currently posted to University College London as Associate Professor of Naval Architecture and Director of the UK Submarine Design & Acquisition Course. He holds a PhD from University College London on the topic of ship structural survivability, awarded in 2013. He has worked in defence for twenty five years, first as a naval architecture desk officer then as an academic teaching structures, stability, survivability, operations analysis and design. His publications cover novel concept designs, early stage design methods, structural survivability and the use of wargaming as a tool for engineering education. Since 2016 he has been using Wargaming as an integral part of UCL's MSc naval architecture and marine engineering programmes, developing a series of technically-focussed naval wargames to allow students to explore and evaluate naval design concepts and has begun exporting these games to a wider group of customers, including DE&S, Damen Naval, and NATO groups.

David Burden has been a wargamer and wargame designer for around 50 years – although ironically not for the 10 years he spent in the British Army! For most of the last 20 years David has run Daden Limited, helping organisations explore and exploit the social and commercial potential of using conversational AI and virtual worlds, delivering over 100 projects for clients across the globe, including over two dozen for MOD. David spoke at the inaugural TEDxBrum on Digital Immortality, has authored over a dozen papers and book chapters, and co-authored Virtual Humans, published by Taylor & Francis, New York. David's interests in wargaming and technology collided when he began to support MOD in generating social media synthetic wraps for their urban wargaming activities. David started his part-time PhD on wargaming urban conflict in early 2022, under Dr John Curry at Bath Spa University. He is currently researching and designing games on the urban warfare, including Rubble Town, Festung Stadt, Trieste 1945 and City & CEMA. David is an ex-Royal Signals officer, a Chartered European Engineer and is currently also series co-editor for Taylor & Francis on their Metaverse Series of books.

Colonel (ret.) Robert E. Burks, Jr., Ph.D., is an Associate Professor in the Defense Analysis Department of the Naval Postgraduate School (NPS) and the Director of the Naval Warfare Studies Institute Wargaming Center. He holds a Ph.D. in Operations Research from the Air Force Institute of Technology, an M.S. in Operations Research from the Florida Institute of Technology, and a bachelor's degree in Aerospace Engineering from the United States Military Academy. He is a retired logistics Army Colonel with over thirty years of military experience in leadership, advanced analytics, decision modeling, and logistics operations. He served as an Army Operations Research analyst in multiple command organizations and has led multiple analytical study teams responsible for Army Transformation (organizational change) issues, and his work includes applying analytical methods to develop solutions for complex problems in

support of the Combined Arms Support Command, the Army's sustainment think tank, and premier sustainment learning institution. He has served as the technical expert on studies involving deployment, equipping, manning, training, and logistics operations of military forces in multiple theaters of operation and the NATO Technical Team of SAS-130 on Course of Action Analysis for the 21st Century. His research interests include Irregular Warfare, Hybrid Threat and Resilience Operations modeling, Information Operations modeling, Wargaming, and Agent-Based Modeling and Simulation. His recent significant awards include the NPS Military Leadership Award, the NPS Joint Service Warfare Award, the Military Operations Research Journal Award for developing analytical methods for solving the Theater Distribution Problem, and the Omar Bradley Fellowship for the Study of Mathematical Sciences.

Mr. Matthew B. Caffrey, Jr. is the founder of the Connections interdisciplinary wargaming conferences, author of "On Wargaming", and the proprietor of Matt Caffrey LLC, a Wargame education and consulting enterprise. Matt has taught wargaming for nearly 30 years. His venues have ranged from the US Pacific Air Forces to the German War College, with classes also presented at the Pentagon, HQ Air Force Material Command and HQ Air Force Research Laboratory, HQ Strategic Air Command, Air University and Cape Canaveral Space Force Station. His students have included members of the Office of the US Secretary of Defense, the US Joint Staff, each US Service, NATO members and many other international students. While practicing and teaching defense wargaming Matt developed three major wargame concepts: 3rd Generation Wargaming, the Caffrey Triangle, and the Caffrey Pyramid. While a teacher and practitioner of strategy and operational planning he developed the concepts of Crony Bombing and the Innovation/Strategy/Caffrey Cycle. Long a member of the Air University Red team, he has served on the Blue, Red, and White teams for Air Force, Navy, and Army Title 10 wargames.
Matt developed his expertise over nearly a half century of government service as an active-duty Air Force officer, a civil servant and an active Air Force Reservist. His reserve assignments included Chief of Wargame Strategy Development at the Air Staff's Checkmate Division, Senior Reservist at Rome Research Site, as well as assignments at HQ Strategic Air Command (SAC) and Dyess AFB, TX. His Civil Service achievements included establishing the Air Force Research Laboratories Wargame Working Group and the Science and Technology Wargame, helping to establish HQ Air Force Material Command's Wargaming Branch and establishing their Wargame Working Group, serving as the Professor of Wargaming and Campaign Planning at the Air Command and Staff College (where he created several wargames including the Joint Deployment/Employment Exercise and the Joint Resource Allocation Exercise), and Research Associate for Wargaming at the School of Advanced Airpower Studies where he introduced wargaming to the curriculum. His active duty service included assignments at Pope AFB, NC, Thule AB, Greenland, and Nellis AFB/Range, NV.

Major Shaun Clarke joined the Army in 2008, commissioning in the Parachute Regiment. Since then, he has served in both 2 and 3 PARA, most recently as Coy Comd in both Bosnia and Afghanistan during the evacuation as well as roles at both RMAS and during the creation of the Army Special Ops Brigade. He now leads the Urban Centre, the British Army initiative created to tackle the urgent need to coordinate urban warfare development. In this role, he has taken a keen interest in various types of wargaming and has integrated them into multiple training events across the Field Army and the Land Warfare Centre.

Evan D'Alessandro designed his first wargame at age 7 and has been designing games ever since. He currently is a PhD Student at King's College London studying immersion in professional wargaming. He has designed and run games for groups at King's College London, the UK Defence Academy and the Baltic Defence College and has helped run games for the UK MoD and the UK government. His portfolio is online at evandalessandro.com.

Tom Ellen is a serving Gunner and has recently been appointed Chief of Staff for the newly established Defence Wargaming Hub at Southwick Park. Relevant experience includes four years as the SO1 British Liaison Officer to the US Army Program Office for Simulation and Training, two years as SO1 Joint Effects at PJHQ J7 and three years as SO1 Joint Concepts within Army Futures. In the latter post he was

responsible for the British Army's AGILE WARRIOR programme of conceptual force development conferences, exercises, seminars and wargames during which time he worked closely with Dstl andother wargames facilitators and experts. Tom is staff qualified to Advanced level and holds a Master's degree in Management.

Beth Ellis is a Senior Social Scientist at the Defence Wargaming Centre (DWC), which is part of the UK MOD's Defence Science and Technology Laboratory (Dstl). Beth has led on the design and execution of the Behaviour Science Education Game (BSEG) Series, contributing to case study 3 of the UK MOD Influence Wargaming Handbook. Beth has about ten years' experience as an British Army reservist Soldier, deploying overseas in 2021. Since Beth left the British Army in 2022, she returned to Dstl and continued applying her military experience and academic knowledge to Wargaming, bolstering the UK Influence Wargaming capability. Beth has a BSc (Hons) in Criminology & Forensic Studies and an MSc in Cyber Security & Human Factors. Beth is a Registered Scientist (RSci) with the Operational Research (OR) Society.

George Ellison PhD DSc is Professor of Data Science and Director of the Centre for Data Innovation at UCLan. His interests include: the social production of knowledge; and the role of cognitive, conceptual and methodological practices within contemporary epistemology. A particular focus of his applied analytical work involves the development of 'data realist' approaches to error minimisation and bias mitigation in causal inference and predictive analytics - an approach in which the availability and quality of data determine what questions their analysis might most confidently address. As such, he has specific expertise in the exploitation of routinely collected, incidental, ephemeral, and opportunistic data; and in this regard has provided analytical support to a number of agencies across MOD and its partners, both as a RAuxAF reservist and as a FAM-L Instructor. The presentation he will deliver at Connections UK 2023 draws on his involvement as scribe/rapporteur for Andy Shepherd's experimental 'Influence Wargame' (which Andy will be discussing during one of the parallel Practitioner-level Panels - at 11h40-13h10 on 5th September/Day 2 of this conference); and on a recent article he co-authored with Andy entitled: Might wargaming be an instance where "Anything you can do, AI can do better"? (which will be published in the forthcoming issue of Cognitio). https://orcid.org/0000-0001-8914-6812

Tom Fisher is the dynamic CEO of Imaginetic and the spirit behind some of the most transformative serious gaming experiences in recent times. A prodigious student, Tom's academic journey, spanning from Concordia University to Stanford University, gave him a robust foundation in Computer Science, Electrical Engineering, and Artificial Intelligence. With an innovative spirit, he pioneered Robowars, Canada's inaugural robotics combat competition, and was instrumental in collaborations with giants like NASA for the Mars Rover Spirit program. Tom's tenure at Carson International saw him leading groundbreaking developments in data transmission standards, paving the way for his venture into Imaginetic. Under his leadership, Imaginetic evolved from a software consultancy into a beacon for serious games design, developing marquee titles like AFTERSHOCK, MaGCK, and CASES while partnering with the likes of the World Bank, DSTL, and Apple Canada. Tom and the Imaginetic team are the recognized authorities in serious humanitarian games. Today, as we anticipate the roll-out of Lifelines 2.0, the ground-breaking Humanitarian Emergency Simulation developed with UNHCR, get set to immerse yourself in Tom's world, where technology, strategy, and impact intertwine seamlessly.

Stefanie Game has a B.A. in Political Science and International Development from McGill University, and is currently working at Imaginetic as the Director of Game Design, where she has designed over 150 games for Imaginetic on topics ranging from humanitarian aid delivery to environmental conservation, and has delivered projects for Global Affairs Canada, the United Nations, and various humanitarian and women's NGOs, among others. In addition to her professional achievements, Stefanie is also a co-founder and chair of an international professional gaming conference focused on DEI (Diversity, Equity, and Inclusion) called Connections Next Generation.

Ivor Gardiner is the Operations Director for Vedette, which provides extensive support to Defence (amongst other agencies; both UK MOD and allies) particularly in supporting and informing decision making, including using wargaming and tabletop exercises. He served as an Infantry platoon commander in the South African Defence Forces in the 1980s and joined the British Army in 1996. He served as an Infantry and Special Forces officer, from platoon to unit command, over a 22-year career until extensive injuries resulted in a medical discharge in 2018. He served in all operational environments British forces have been engaged in over this period. A fervent believer in the utility of wargaming as a tool for professional development, he was an ardent proponent and practitioner of all forms of professional wargaming and spent his last two years, whilst recovering at the Defence Medical Rehabilitation Centre, designing and developing the Camberley Kriegsspiel as a training tool for the Army. Whilst commanding his battalion, he set up and coordinated the first Army Wargaming Symposium in 2013. More recently, he engineered and instigated the Army Wargaming Symposium run at RMAS in July 2023, with a view to professionalising and institutionalising wargaming in the Army. He has been personally involved in the use of wargaming techniques, since leaving the Army, in the fields of nuclear power and CNI, global petrochemicals, climate change crisis, water and energy security strategies, cyber security, business continuity planning and the oil and gas industry. Ivor is convinced of the benefits of decision support gaming, whether within the military context, in business or even in identifying wider crisis flashpoints (such as energy and water security) and using wargaming to foster better understanding and seek courses of action options to mitigate.

LTC James "Jim" Gifford is currently the Chief of the Nuclear Wargaming Team (RD/NTA), Defense Threat Reduction Agency (DTRA) in Fort Belvoir, Virginia. RD-NTA assists units with wargames, TTXs, exercises, training, planning, and acquisition analysis in the area of "operating in a nuclear environment". LTC Gifford is a 2001 graduate of the United States Military Academy. LTC Gifford was commissioned as a field artillery Officer and has served as a fire support officer, platoon leader, battalion S-5, gunnery instructor, and battery commander. He attended the Massachusetts Institute of Technology where he earned a Master's Degree in chemical engineering in 2010. LTC Gifford then taught chemistry at the United States Military Academy and transitioned to Functional Area 52, Nuclear and Counter-WMD Officer. He later earned a Ph.D. in nuclear engineering from North Carolina State University in 2020. LTC Gifford deployed to Iraq in 2003, 2004 and 2013.

Carl Gorton is the Industry Technical Lead for DSTL's ASTRID 62 wargaming hub. In this role he is responsible for devising and delivering strategies in conjunction with DSTL to develop industry wargaming capability in support of MoD wargaming and providing assurance. Carl has worked in the Defence industry for over 10 years following a full military career. He is the Account Director for Cyber, Intelligence and resilience at QTSL (formally NSC) with a varied portfolio of programmes and projects supporting Defence and Government agencies. He is also the Programme Manager for the CHACR, the Army's independent think tank.

Rob Grayston is an emergency planning officer for local government in the East Midlands of the UK, conveniently located in the heart of UK recreational gaming. A lifelong wargamer, he's also written material for several roleplaying games but in the last few years has been turning that experience to serious purposes such as facilitating exercises for government and participating in the recent MoD

Wargaming Workshop at Shrivenham. Rob is currently on a mission to bring improved wargaming and tabletop exercises to the world of UK emergency planning and resilience.

Lewis Griffin is Professor of Computer Science at University College London. He has a BA (Oxon) in Mathematics & Philosophy, and a PhD (Univ London) in 'Descriptions of Image Structure'. For several years he was co-Director of CoMPLEX a Doctoral Training Centre in Mathematical Modelling for Biosciences, then Director of the joint UCL-DeepMind PhD programme; and since just before the pandemic he has been Director of Studies for the Dept, but is currently on sabbatical. He has sustained research interest in Computer Vision and Human Vision, especially Colour Science. Over the last decade he has moved from vision into AI more broadly, leading the research group COMPASS (computational security science) tackling security topics such as threat detection in X-ray images and AI-enabled Future Crime. Most recently he wrote a report for DSTL on 'Large Language Models & Influence'. He is an amateur wargamer and occasional mega-gamer.

Catherine Jones is a lecturer at the University of St Andrews, previously she was a post-doctoral research fellow at the University of Warwick and received her PhD from the University of Reading. Her research focuses on three areas of work: (1) agency of East Asian states in international order, (2) the China-North Korea relationship, (3) and the politics and development in Southeast Asia. Across these areas she has incorporated wargames and wargaming into her teaching and as an analytical tool for her research. In this context she has particular interests in engaging with diverse perspectives and incorporating voices from less prominent parts of the world. Her work has been funded by the Leverhulme Trust, the British Academy, the Korea Foundation and the Global Challenges Fund. She has published a monograph on China's challenge to Global Norms (Palgrave, 2019), an edited volume (with Sarah Teitt) on China-North Korea relations (Elgar, 2020), an edited journal (with Garren Mulloy) on East Asia, humanitarian assistance, disaster relief and peacekeeping (Australian journal of International Affairs, 2020) as well as numerous journal articles and book chapters.

Elizabeth "Betsy" Joslyn is a Joint Military Operations and Wargaming Analyst for the Joint Advanced Warfighting Division for the Institute for Defense Analyses. Her game research and design has largely focused on great power competition, distributed logistics, and risk literacy. She received a Master of Science in Terrorism and Homeland Security Policy at American University's School of Public Affairs following her Peace Corps service in Zambia. In addition, she is the Co-chair of Connections Next Generation, Head of Programming for the Women's Wargaming Network, an instructor for the Military Operations Research Society, and a PAXsims Research Associate.

Suzie Kellett is a partner in Metris Leadership consultants, and a 'people specialist' - working with individuals and groups to achieve high performance. This involves everything from culture setting and wargaming strategy design, to team set up, repair after rupture and individual culture. She qualified as a medical doctor over twenty years ago and still practises as a Consultant Anaesthesiologist in Major Trauma at a large NHS tertiary referral centre. Her medical career has included 10 years as an Army doctor (winning the JR Rees prize for Military Psychiatry), and 4 months in Nepal, split between Teaching Hospital in Kathmandu, and rural aid posts in the Himalayas. She has published research on a diverse range of subjects, from the management of massive haemorrhage to decision-making, and cannabis-based medicines. She started researching decision making in high stakes situations in defence emergency healthcare, and quickly came to realise that it was team culture, function and communication that made the difference to decision quality. She studied Leadership and Negotiation at Harvard, and then had some time away from medicine working as a diplomat for the UK Foreign, Commonwealth and Development Office working on Counter Terrorism in both London and overseas. She did a wargaming course at the FCDO and has experience using wargaming for non-kinetic activity, and in the non-warfighting domain. She has worked with healthcare organisations, government departments, Armed Forces in the UK and NATO, sports teams, private businesses small and large, and business schools. She is about to begin training as a counsellor to develop her skills working with groups

and individuals. She loves being outdoors, especially in (swimming, all year round) or on (kayaking or sailing) the sea and managing the ecosystem in her garden. She runs in the forest and pointlessly moves heavy things about in the gym to keep fit, and has a Dutch bike with a wicker basket for getting around (no lycra required). She enjoys reading, especially novels, music and cake.

Anna Knack is a Senior Research Associate in the Defence and Security programme and Lead Researcher of The Alan Turing Institute's Centre for Emerging Technology and Security. Her research aims to address the technical and policy challenges that inhibit the defence and security community from leveraging opportunities in artificial intelligence and emerging technology. Anna's recent and ongoing research is focused on human-machine teaming in intelligence analysis, AI-augmented decision-making and cyber AI. Prior to joining the Turing, Anna was Deputy Co-ord Lead of the Technology, Disruption & Uncertainty research workstream at RAND Europe. She has previously delivered policy research to the MOD, Dstl, Strategic Command; Army HQ; the Development, Concepts and Doctrine Centre; the UK Foreign, Commonwealth and Development Office; the French Ministry of Defence; the Australian Defence Science and Technology Group; the European Defence Agency; the European Commission; the European Union Agency for Cybersecurity and Europol.

Graham Longley-Brown has been a British Army Officer since 1986, and is still in the Reserves. He has wargamed since aged 6, and has used the technique for professional purposes throughout his career. He was the UK Joint Services Command and Staff College Directing Staff Subject Matter Expert for wargaming from 2000-2002. Since leaving the Regular Army in 2003, Graham has designed and delivered wargames all over the wprld. He is co-author of the Dstl/Cranfield Rapid Campaign Analysis Toolset (RCAT) manual simulation. He is a published author on professional wargaming: he was lead author for the MOD Wargaming Handbook and Influence Wargaming Handbook; wrote the Course of Action Wargaming section for the UK Army's Planning and Execution Handbook; and has published his own Successful Professional Wargames: A Practitioner's Handbook. He is a co-founder of Connections UK.

Colin Marston is a Senior Principal Operational Researcher at the Defence Wargaming Centre (DWC), which is part of the UK MOD's Defence Science and Technology Laboratory (Dstl). Colin has designed, executed and analysed a range of wargames across defence and security, and he was a co-author of the UK MOD Influence Wargaming Handbook and the UK MOD Wargaming Handbook. He has also authored numerous articles on professional wargaming. Colin was deployed as an Operational Analyst in Afghanistan and Iraq, and he served in the Army Reserve (Infantry). He is a Fellow of the OR Society (FORS) and has a BSc (Hons) in Physics with Astrophysics. Colin is also a co-founder of the Connections UK professional wargaming conference.

Iain McNeil has worked in computer wargames since 1991. He has held every position from QA to designer, and CEO. He has built Slitherine and its partner company Matrix Games into the largest specialist wargame publishers in the world. Through Matrix Pro Sims, Iain is also delivering professional simulations to over 150 defence organisations across 23 countries. He also consults for [dstl] and is the UK industry representative to NATO MSG's 189 and 198 and was a finalist in EY's Entrepreneur of the year in 2022. Iain has also been wargaming since he was 6 and won every title possible from UK, European and World Champion and was ranked #1 in the world for 5 years until he retired.

Captain Eugene Morgan is a Naval Reservist serving full time as the Assistant Head Defence Wargaming within the Directorate of Joint Warfare, part of UK Strategic command. Eugene initially qualified as an engineer before initially working for BAE on missile systems design projects. Subsequent commercial roles saw him focus on business development and commercial aspects across a range of sectors. He is a chartered Engineer and a Fellow of the Institute of Directors. His Naval career started at sea as a Warfare Officer before transferring to the Maritime Reserve Intelligence Specialisation. Following two operational deployments he commanded HMS President during the Diamond Jubilee and London

Olympics. During the national response to Covid-19, he was seconded to the Cabinet Office and then subsequently lead Defence's quarantining and testing efforts.

Tom Mouat is a serving officer currently working at the Defence Academy of the UK where he is the Directing Staff Officer for Simulation and Modelling. He has over 30 years of experience in training, military exercise planning, simulation systems and wargaming. He has an MSc in Defence Simulation and Modelling and holds a PGCE. He has experience in a wide range of military training systems from the lower tactical level to the higher strategic level, as well as spending 5 years in the procurement of these systems. In addition, he lectures on simulation, modelling and wargaming (most recently in China and Poland); has designed games for education, including the MaGCK: Matrix Game Construction Kit; and facilitated Wargame events for diverse audiences, worldwide.

Anna Nettleship is the Managing Director of the King's Wargaming Network and the head of the Network's Wargame Analyst Programme, organising wargaming research and events with King's faculty, staff and international partner organisations, including an international Wargaming Week in partnership with NATO ACT in 2023. She is a PhD candidate in the Defence Studies Department writing a dissertation on US Army doctrinal development practices for contemporary conflict that includes the design and execution of an analytic wargame to examine military utility and use of force in warfare. Previously, Anna spent five years active duty as a linguist of Modern Standard Arabic in the United States Army, where she worked as Non-Commissioned Officer in Charge of Taskings for S3 Operations for the 706th MI GRP and as a Command Language Program Manager assisting in the management of language facilities for Army, Navy, Marine and Air Force linguists. She has worked on design and as staff on multiple wargames prior to and during her work with the Wargaming Network including simulations of conventional, nuclear and hybrid warfare and gray zone conflicts, has trained five cohorts of wargame analysts and has continued developing analytic wargames examining modern unconventional styles of warfare.

Ed Oates trained as aircrew with the Royal Navy from 1980, becoming an instructor in 1987. He has worked as a Trials Engineer, a Synthetic Environment specialist for the Royal Navy, and a training system Procurement Officer with UK's DE&S. He's been involved with training systems from the beginnings of specification, through development, test and acceptance, to in-service support. Ed currently works as an Aircrew Instructor in the Merlin Mk2 Helicopter Simulator at RNAS Culdrose, UK. He's involved in training design, quality control and training delivery for anti-submarine warfare specialists. The MoD's renewed interest in Wargaming has seen Ed drawn in to support reviews of where they may be employed within training systems becoming closely involved in the development of a maritime wargames for 824 Naval Air Squadron winning awards for the innovative use of table-top and computer-based wargames. In 2007 he was awarded MSc in Simulation and Modelling, in 2012 Professional Graduate Certificate of Education, and in 2020 PhD in Crowdsourcing with Computer Games.

William F. Owen (Wilf) is the co-founder and Editor of Military Strategy Magazine, formerly known as Infinity Journal, which has been in publication for over 10 years. He has also worked as a contractor to the British Army and others on range of military Command, Doctrine and Capability issues since about 2003. He served very unimpressively as Infantryman both regular and reserve units of the British Army before working on defence and advisory projects in West Africa and the Far East. He holds a Master of Research from Cranfield Defence and Security.

Rikki Parsons entered the professional wargaming community after a previous career in project management and corporate strategy for a major defence contractor. Whilst he works primarily on analytical strategy games for Dstl, he is also interested in how games can be used to support learning. Outside of work he is a keen hobby gamer (board games, roleplaying games and card games), owns a board game café business and has experience of commercial game design and development.

Anna Pestrea is a Research Engineer at the Swedish Defence Research Agency. She has a master's degree in Information Technology. For the past three years, she has been working on developing tactical board game UNI-KASS, which is used to study C2 questions regarding the introduction of semi-autonomous systems in modern warfare. Together with colleagues, she has also used the game for constructive discussions with military personnel in the Swedish Armed Forces. Additionally, she has helped developed games used by the Home Guard of the Swedish Armed Forces. The games focused on the protection of air bases.

Elcin Ada Sayin is a last year law student in University of Strasbourg, France with an avid interest in defence. She is coordinating the Women in Command Project, funded by US Embassy Ankara, NATO Public Diplomacy Division and supported by NATO Chief Scientist's Office with KizBasina (Just-a-Girl) NGO. In terms of the project, the Hybrid Threat Rising game was created under Ada's lead. She became Project Manager following the Alpha Release of the game. The Hybrid Threat Rising game became Turkey's first game dealing with hybrid threats, the first game to be developed to train women leaders and the first game to be designed and led by a woman. The game also obtained the International Serious Play Awards' Golden Medal and won the MS&T Awards of 2022. Following the final design, she led the design for the Humanity in Crisis Module. She also won the Women in Defence UK - Women in STEM award in 2022. Ada is also acting as a Design Team Lead for the Global Internet Forum to Counter Terrorism (GIFCT) Crisis Working Group to design a TableTop Exercise working with world's leading social media tech companies and worked directly with representatives from Meta, YouTube, Tech Against Terrorism, FBI and many more since 2022. She now leads the Leader Women Community formed of women between the ages 18-30 who want to pursue a career in defence, bringing them together with industry experts, organising workshops and orientation activities. She became the co-lead of Fight Club International's Türkiye Chapter (Fight Club Türkiye) and a member researcher to the NATO STO's SAS-172 Research Task Group on Multi-Domain Operations Wargame. Lastly, she is to become the youngest ever Task Group chair with the SAS-HFM-ET-FH on Inclusion of Generation Z+ to Defence Organizations.

During 34 years of military service, and nine operational tours, **Andrew Sharpe** commanded on operations in all ranks from second-lieutenant to brigadier. In addition to his service in the Field Army, he has held posts that have required the leading of operational and strategic planning, both nationally and in international coalitions, forming strategic concepts and turning them into effective practical, operational and tactical execution. He was the Deputy Commandant of the UK Joint Services Command and Staff College and the Director of the UK Higher Command and Staff Course. He left the British Army as a Major General, completing his military career as the Director of the UK MoD's independent think-tank: the DCDC. For three years he ran the UK Chief of Defence Staff's Strategic Advisory Panel. Doctor Sharpe is the Director of the British Army's Centre for Historical Analysis and Conflict Research and a Senior Mentor on the British Army's generalship programme. In addition, as an independent consultant, he has partnered with governments, international organisations and businesses to provide strategic, operational and leadership advice, support and mentoring. He lectures widely on strategy, leadership, operational art, the history of warfare, and risk. He is a Visiting Senior Research Fellow of King's College London; an Honorary Fellow of the Strategic Studies Institute of the University of Exeter; an Expert Panel member of the Cambridge Governance Labs; and a team member of the Oxford-based Praxis Network. For over eight years he was on the board of The Poppy Factory (a leading UK military charity) and was its Chairman for two years. He has an MA in International Studies from King's College London, and a PhD in Politics and International Studies from Trinity College Cambridge.

Andrew Shepherd joined the MOD in 2005 and has been employed in a number of operationally focused roles. Since 2010, he has been involved in the delivery of a number of innovative wargames. He will be speaking about his latest game. This game is focused on delivering foresight and wider understanding as part of the Operational Planning Process.

Pete Sizer is a PhD student at Bath Spa University studying the history and development of counterinsurgency games. He holds a BA in History and an MA in Military History. A lifelong hobby gamer he has designed and run many games including two large megagames and several matrix games. Pete is currently working on a guerrilla/ counterinsurgency warfare simulation as part of his PhD.

Jeremy Smith is Head of the Centre for Simulation and Analytics, Cranfield University, UK Defence Academy. He has 15 years' experience in academia with Cranfield University at the UK Defence Academy. He previously worked in BAE Systems and for EASAMS Ltd on weapons development and assessment. He is head of the Centre for Simulation and Analytics at Cranfield which includes all of the Operational Analysis, Modelling and Simulation and Mathematical Analysis activities. This role involves teaching management and project management and consultancy and research. He lectures in systems engineering, defence acquisition, technology management and operational analysis/research topics. He leads research and consultancy activities including wargaming and other operational analysis/research developments, dismounted close combat systems, vehicle system developments, infantry training system simulations and technology trend analysis.

Brian Train is a freelance writer and game designer who has published over 60 games and many historical articles with a wide range of civilian publishers. His special interests in game design are irregular and urban warfare, "pol-mil" games, and asymmetric games generally.

Steven Wagner is Senior Lecturer in International Security at Brunel University. Dr Wagner is an historian specialising in intelligence, security, and the modern Middle East. At Brunel since 2017, Dr Wagner has taught using matrix games for the past three years. He is now in the process of starting original research on the topic. Before coming to Brunel, Dr Wagner was a SSHRC postdoctoral fellow in the Department of History and Classical Studies at McGill University, Montreal. He received my DPhil from the University of Oxford, and my BA and MA from the University of Calgary – his hometown.

Jim Wallman is a professional game designer specialising in manual games for developing insights, strategy and team development and for education, with over twenty five years' experience in the field. These wargame game designs are informed by many years as senior civil servant in the Ministry of Defence, as well as senior roles in the voluntary sector. He has designed and delivered map wargames at political, strategic and operational level for the UK Defence community; board games, map games and concept development games for the British Army; over 40 sets of wargaming rules; and command and decision games covering issues such as equipment development, political crises, strategic planning, and civil disorder. He has worked extensively with the corporate, public, educational, entertainment and voluntary sectors, in particular designing and implementing games for senior leadership development and analytical wargames for the UK MOD, corporate and the voluntary sector. Also a regular guest lecturer on wargame design and development at Wolverhampton University. His background and training is primarily in the social science, psychology and military history fields, with a particular interest in the practical application of positive psychology to game structures and the development of immersive gameplay. His game designs in the recreational arena have now been played world wide in the USA, Canada, Australia, the Netherlands, France, Italy, Germany, Austria and New Zealand as well across the UK.

Major Alex Williams is a currently serving army officer whose 14 year career has spanned a range of disciplines including conventional armoured warfare, defence engagement and information operations. Alex is currently provides military advice to several projects within the Defence Science and Technology Laboratory.

Peter Williams is a Research Specialist in Wargaming at the Defence Science and Technology Group (DSTG) in Australia. Prior to this position, he spent over 15 years as a Land Operations Analyst; working on collecting data from wargames and analysing the outcomes in order to measure the impact of

emerging capabilities and concepts for Defence. Thus, he developed an unnatural tendency to make every wargame an Analytical Wargame. Over the past few years, Peter has focused his designs on sub-threshold conflict; exploring ways to model the grey zone and levers of conflict which lie outside of open warfare. He has developed three serious games on the topic so far and is desperately hoping to make a good one sometime soon. Outside of professional wargaming, Peter likes Santorini, Abyss, Diplomacy, Mordheim and Thunderstone Quest. (And a billion other games.)