Data Capture & Analysis – Part 1

Chair: Colin Marston

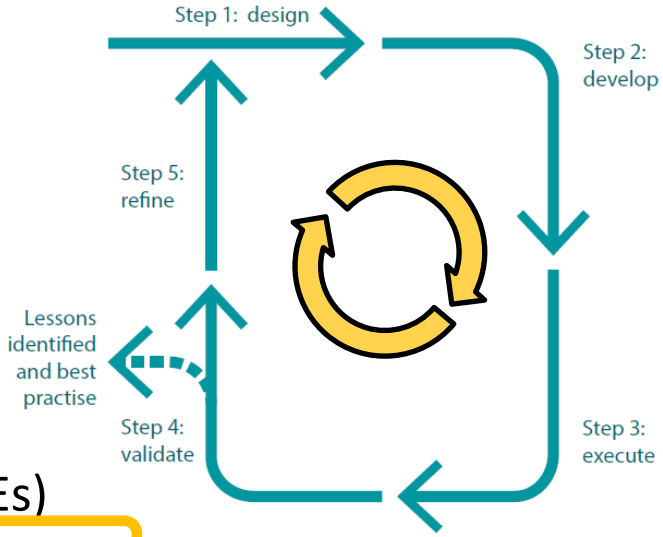
Special guests:

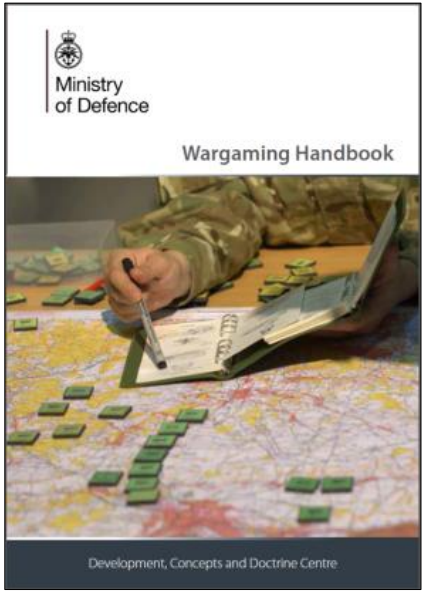
- LTC Thorsten Kodalle (GER MOD)
- David Robson (NSC)
- Kiran Lakkaraju (Sandia National Laboratories)
- Andrew Reddie (University of California – Berkeley)
- Paul Pearce (Dstl)
- Tom Halliday (Dstl)

Data Capture & Analysis

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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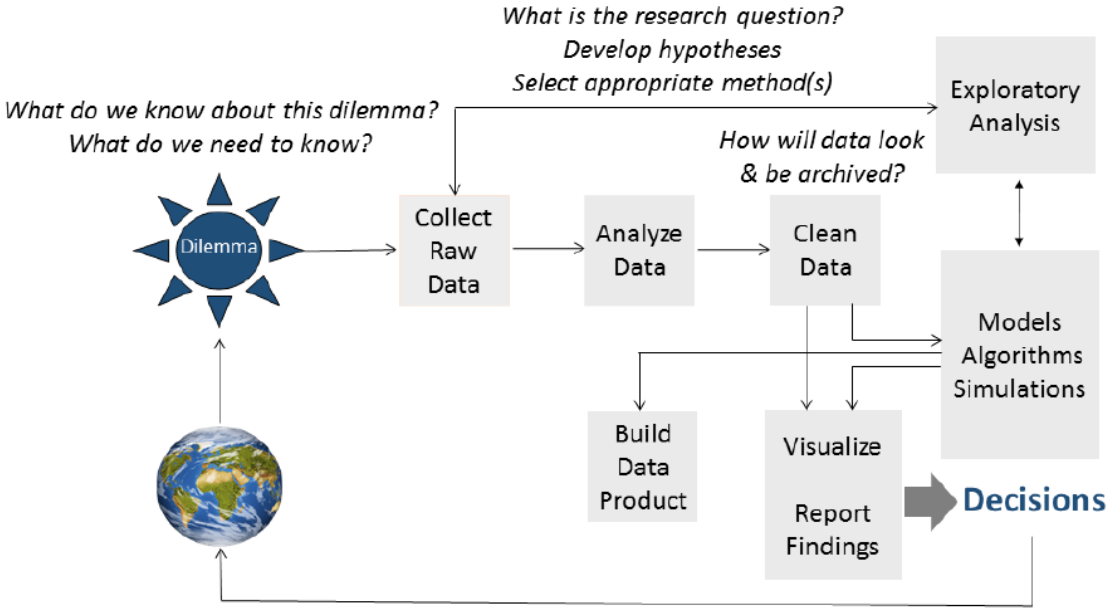

Doing Analysis

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.

Data Capture & Analysis

- 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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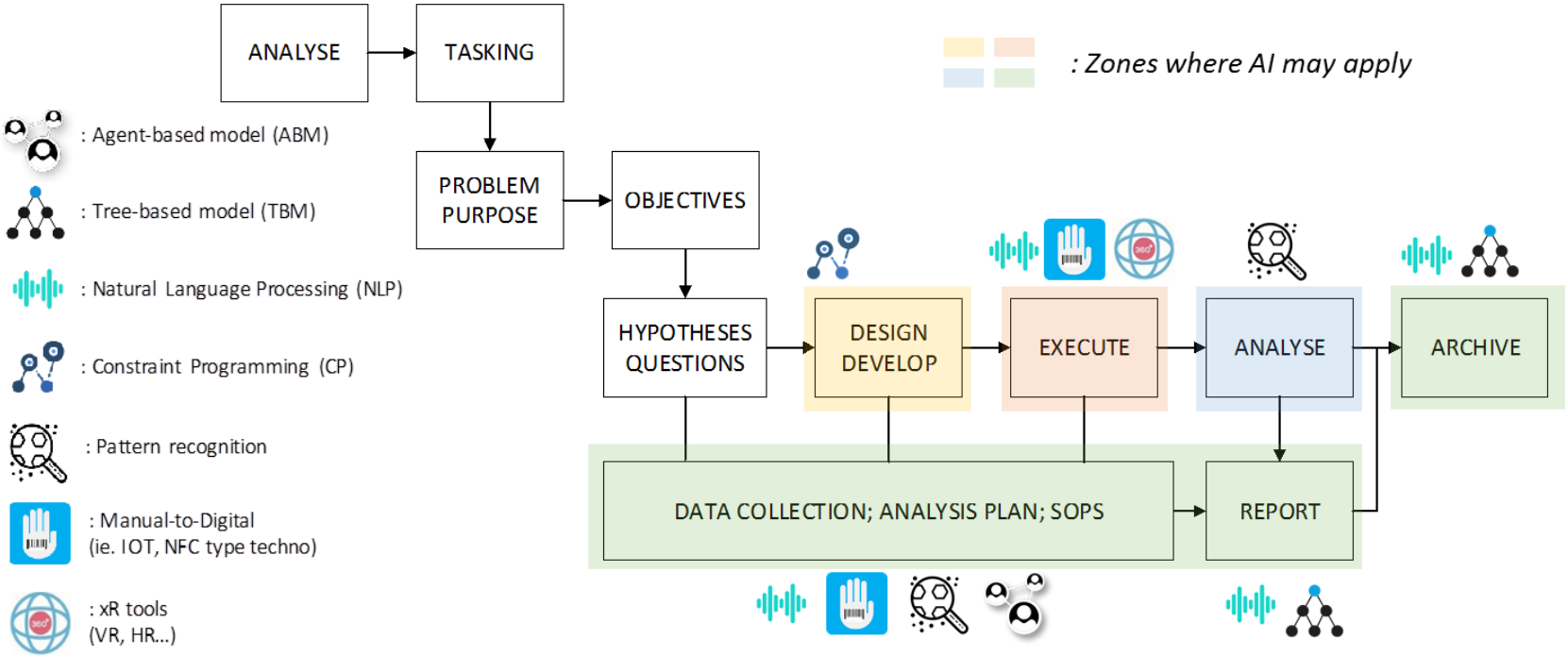

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- Part 2, Day 3 AM: Link to Deep Dive 2 (1045-1215) opportunity:

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

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

September 3-5

Connections UK

Insight into our challenges and pointers for how to engage with Dstl

The Dstl Searchlight Team will be talking to delegates about our commercial opportunities and frameworks and how to engage with the wargaming Show and Tell and Peer Testing

November 5-7

Show & Tell

Contribute to our vision for the future of wargaming, meet new colleagues and share opportunities

Suppliers can sign up to existing Dstl commercial frameworks, connect with future opportunities and register an interest in the Show & Tell

Network with industry colleagues, share ideas with each other and with our panel of experts

January 2020

Peer Testing

Finding practical solutions to enable the next generation of wargames

Dstl will down-select the ideas with the biggest potential

A chance to use new tools and techniques during live wargames in our new facility at Portsdown West

Experience will inform our future wargaming research strategy

[dstl]

29 August 2019

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

Ministry of Defence

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