

REAIM: a wargame about Responsible Artificial Intelligence in the Military Domain.

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Subject / Theme:	<p>The wargame allows groups of up to 50 participants to explore the impact of AI within the military domain in three distinct settings:</p> <ol style="list-style-type: none">1. Cyber2. Arctic3. Urban (large metropolis)
Type:	<p>Facilitated boardgame; simple rules, room for exploration of ideas outside initial options available to players.</p>
No. of participants:	<p>At a minimum 24 players, maximum roughly 50.</p>
Duration:	<p>The game takes at least 4 hours to play. But can be expanded to a full day.</p>
Design Notes:	<p>Participants play in teams across three gameboards. Two teams represent large countries (great powers), two teams represent competing companies, two teams represent distinct armed non-state actors, one team represents an International Non-Governmental Organization and one team a hackers collective.</p> <p>Teams are challenged to use and develop AI capabilities and apply those using conventional means in the three different operating environments (settings). Through collaboration, investments and hostile actions teams can improve AI capabilities over time.</p> <p>The game is played in turns. After each turn there is a timejump of three to five years. This allows the game to demonstrate the impact of AI over time.</p> <p>Various matrix gaming principles were used for order resolution and cognition.</p>