

2000 – Depicting Time across Campaigns and Armed Conflict

Theme – Depicting Time across Campaigns

Dates – 23-26 May 2000

Location – Air Force Wargaming Institute
401 Chennault Circle
Montgomery, AL 36112

Participation – 95

Agenda

Key

ACSC = Air Command and Staff College
AFWI = Air Force Wargaming Institute
CADRE = College of Aerospace Doctrine Research and Education
TRADOC = Training & Doctrine Command

Tuesday, 23 May

- 1100** *Registration* - AFWI Lobby, Building 1406
- 1200** *Opening of Optional Intro Program* - CADRE Auditorium, Building 1400A
Administrative Remarks, Connections Co-Chairs: Mr. Matt Caffrey
Capt Dave Wells, CADRE
Welcome, Col Thomas Ardern, AF Wargaming Institute Director, CADRE
- 1225** *Toward a Wargaming Doctrine*, Mr. Matt Caffrey, Connections Co-Chair
- 1320** *Break* - AFWI Break Area, Building 1406
- 1345** *Wargaming 101*, CADRE Auditorium
Global Defense Wargaming 101, Col Thomas Ardern, Director AFWI
Global Commercial Wargaming 101, Mr. Chris Weuve & Mr. Evan Brooks
- 1500** *Break* - AFWI Break Area
- 1530** *War game Info Sources* - CADRE Auditorium
Air University Research, Dr James Titus, Dean of Research, Air University
The Connections Web Site Team, Mr. Willie Davis, ACSC Students
- 1600** *Break* - AFWI Break Area
- 1630** *Airpower 101*, Mr. Matt Caffrey, Connections Co-Chair 1720
- 1725** *Administrative Remarks*, Capt Dave Wells, CADRE
- 1730** *Closing Remarks*, Dr. Rich Muller, Dean of Education and Curriculum, ACSC
- 1740** Transportation from CADRE to the Golf Course Clubhouse
- 1700** First Transportation from quarters to Clubhouse
- 1745** Last Transportation from quarters to Clubhouse
- 1730** Registration opens - Cypress Tree Golf Course Clubhouse
- 1800** *Ice Breaker Starts*, light hors d'oeuvres
- 1900** *Heavy hors d'oeuvres*
- 1930** *Registration closes*
- 2000** First bus to on-base and contract billets
- 2100** Last bus to on-base and contract billets

Wednesday, 24 May

- 0730** Transportation from quarters to CADRE Lobby
- 0740** *Registration & Morning Refreshments* - AFWI Lobby, Building 1406
- 0800** *Connections Opens* - CADRE Auditorium, Building 1400A
Administrative Remarks, Connections Co-Chairs: Mr. Matt Caffrey, ACSC
Capt Dave Wells, CADRE
Military Contractor Relations, LTC Tommy L. Gilmore, 42 CONS/CC
Welcome from Co-host, Introduce AU/CC, Col James Ruttler, CADRE Cmdr
Welcome from Sponsor, Lt Gen Lance W. Lord, Air University Commander
- 0840** *Break*, AFWI Break Area, Building 1406
- 0900** *Title 10 War Games* - Wargaming the Strategic Level
Navy Global, Mr. Michael Waite, Navy War College
Army Transformation War Game, Mr. Bill Rittenhouse, TRADOC
- 1000** *Break* - AFWI Break Area
- 1030** *Global Engagement*, Lt Col Bob Deasy, AF/XOCW
The First Space "Title 10" like game, Maj John Gentry, AFSPC/DOTG
- 1115** Transportation to O'Club
- 1130** *Lunch* - Daedalian Room, O'Club
- 1200** *Title 10 War Games, Panel*, Moderator: Capt Dave Wells, CADRE/WGN
- 1300** Transportation from O'Club
- 1315** *Understanding Campaign/Conflict Level Effects*, CADRE Auditorium
Aerospace Integration, Col Darrell L. Herriges, HQ USAF/XPX - AITF
National Air and Space Model (NASM) Civil Environmental Effects
Mr. Bill Plummer ESC/CXCS (Paradigm Technologies, Inc.) &
Maj Scott Johnston, AF Agency for Modeling & Simulation (AFAMS)
- 1425** *Break*, AFWI Break Area
- 1445** *Understanding the Decision Process*, Mr. Greg Jannarone, Special Ops, PSYOP
- 1515** *Human Capabilities Modeling*, Mr. Jay Mischo
- 1545** *Break* - AFWI Break Area
- 1600** *Wargaming Campaigns and Wars Panel*
Moderator: Lt Col Steve Hansen, ACSC, Chairman M&S Dept.
- 1710** *Overview of Demo Night*, Capt Dave Wells, CADRE
- 1730** *Break*, AFWI Lobby
- 1800** *Demo Night*, AFWI
- 1830** *Dinner*, AFWI Lobby
- 1940** *Optional Talks*, AFWI Large Conf Rm
WG Needs of the Trainer- an ARC prospective, Col J Molyson, AFRC/DOI
Wargaming, Educating Future Leaders, Maj Richard L. White, Chief of
Wargaming, USAF Academy
Lessons from Wargaming 3 Airborne Campaigns, Maj Peter Panzeri, USA
Depicting Combat Psychology in On-line Gaming, Mr. Mark Granat, WG Des
- 2200** Demo Night Ends
- 2220** Transportation to Billets

Thursday, 25 May

- 0730** Transportation from quarters to ACSC
- 0745** ACSC, Barnes Auditorium, Building 1402
Air Force Vision, Col Callard, Chief of Strategy & Policy Div, HQ USAF &
Lt Col Pete Faber
- 0830** *Break*, DE Conference Room
- 0900** Transportation to CADRE
- 0915** *Wargaming the Future* - CADRE Auditorium
Navy Wargaming - Past through the Future, Captain Neil F. Byrne, USN (Ret)
Commercial Wargaming- Past through the Future, Mr. Chris Weuve &
Mr. Evan Brooks
- 1045** Transportation to O'Club
- 1100** *Lunch*, Daedalian Room, O'Club
- 1130** *Wargaming the Future Panel*, Moderator: Matt Caffrey
- 1210** Transportation from O'Club
- 1215** *Decision cycles in war and wargames* - CADRE Auditorium
The Operational Impact of Decision Cycles, Mr. John Gresham, Author
Case Study: Ardennes Offensive, Carriers at War, Mr. Ian Trout &
Mr. Roger Keating
Case Study: Hundred Years War +, Mr. James Dunnigan
- 1340** *Break* - AFWI Break Area
- 1400** *Wargaming Campaign/Conflict Durations Panel*
Moderator: Mr. Matt Caffrey, ACSC/DEM
- 1430** *Kick-off of Game Night* - CADRE Auditorium
National Security Decision Making (NSDM), Mr. Dan McDonagh, Designer
- 1530** Transportation from CADRE to O'Club
- 1545** *NSDM begins*
- 1700** *Light Refreshments*
- 1900** *Buffet Dinner*
- 2140** *Formal NSDM debrief begins*
- 2210** *NSDM debrief ends/Unofficial hotwash begins*
- 2210** First Transportation to Billets
- 2230** *Unofficial hotwash ends*
- 2300** Last Transport to Billets

Friday, 26 May

- 0730** Transportation from quarters to AFWI Lobby
- 0740** *Morning Refreshments* - AFWI Lobby, Building 1406
- 0800** *Administrative Remarks* - CADRE Auditorium, Building 1400A
- 0805** *Fighting for a Better Future*, Col John Warden, USAF (Ret), Strategist
- 0915** *Break*, AFWI Break Area
- 0930** *Progress Report on:*
Achievements of ACSC WG Research Elective, Lt Col Steve Hansen, ACSC
Use of Commercial Flight Sim by AFROTC, Lt Col Glenn Cobb, ACSC
Wargaming and Intelligence Training, Capt Brian Gilman, USMC (NMITC) &
Dr. William Brobst (CNA)
Point of Attack 2, Mr. Scott Hamilton and Mr. Gregory Smith, HPS Simulations
Cyberwar XXI, CRISIS XXI, Mr. Joseph Miranda & Tony Zalewski
Wargaming and Force Protection, Maj James "Mike" Larkin, USAFR
Use of WGs at the Aerospace Basic Course, Mr. Gary "Mo" Morgan, designer
Three Initiatives, Capt Mark Tanner, Naval Post Graduate School
- 1100** *Break* - AFWI Break Area
- 1120** *Connections Hotwash* - CADRE Auditorium
Mr. Matt Caffrey & Capt Dave Wells
- 1150** *Closing from Co-Host, Introduce AU/CC*, Brig Gen (S) John "Tom" Sheridan
- 1200** *Closing Remarks*, Lt Gen Lance W. Lord, Air University Commander
- 1215** *Core Conference Closes*
- 1230** *Optional Book Signing* - AU Library Book Store, Building 1405
- 1300** First Transportation to Airport
- 1330** *Optional Seminars, First Session* - ACSC, Building 1402
Depicting Aerospace Power in War games, Mr. Matt Caffrey, ACSC
Depicting Human Behaviors in War Games, Mr. Joseph Miranda, WG Design
Human Capabilities Modeling (Secret), Mr. Jay Mischo
- 1510** *Break* - Wood Lobby
- 1520** Transportation to Airport
- 1530** *Optional Seminars, Second Session*
Depicting Human Behaviors in War Games, Mr. Joseph Miranda, WG Design
Designing War Games with Nested AI, Mr. Ian Trout & Mr. Roger Keating
- 1700** *Close of Optional Sessions*
- 1710** Last Transportation to Airport