



C TEDRA
**SERVICIOS
DE INTELIGENCIA**
Y SISTEMAS DEMOCR TICOS



GEORGETOWN UNIVERSITY
School of Continuing Studies

International Conference on Exercises, Gaming, and Simulations for Intelligence and National Security

Georgetown University
Washington, DC
March 24-25, 2015



Sample Topics:

- **Strengthening Intelligence in Times of Crisis**, Elena Sanchez Blanco
- **Synthesizing Theory into Game Design**, Roger Mason
- **Games as Experiential Learning Platforms**, Peter Perla,
- **Modeling Systems and Effects**, Joseph Miranda
- **Developing The Spy Immersive Experience**, Amanda Ohlke and Jacqueline Eyl
- **Developing the Cuban Missile Crisis Simulation**, Jacqueline Eyl
- **Global Positioning System (GPS) -based Spy Games in the City**, Amanda Ohlke

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- **Technology for Intelligence Simulation and Gaming**
- **Computational Simulation in Intelligence Analysis**, Edward Waltz.
- **Composite Signatures Analyst Learning Tool: Supporting the Analyst with Scenario-Based Methodology Training**, Benjamin Bell
- **Panel: Gaming and Modeling Before a Crisis to Prevent Harried Thought During a Crisis**, Kenneth Kligge (moderator)
- **Use of Gaming and Exercise as Part of an Engagement Strategy**, Hyong Lee
- **Understanding Post-Transition Political Trajectories through Modeling Pre-Transition Regime and Opposition Interaction**, Katrina Dusek
- **Gaming the Nexus between Intelligence and Policy**, Timothy Wilkie
- **Challenges of Demonstrating Cyber Attacks for Health Care Training**, Ramon Balut and Jean Stanford
- **Timeless Lessons Learned from Historic Innovations in Exercises, Gaming, and Simulations – and their Applicability to Contemporary Challenges**, Paul Byron Pattak
- **Cyber-Attack and Ethics Simulations**, Pablo G. Molina
- **Intelligence Analysis Capstone Projects**, Stephan Marrin
- **Panel: Only for the kids' eyes: bringing institutions out from the shadows or the need for a simulation/gaming program in Spain**
- **Looking at Primary and Secondary Education Through the Lenses of Intelligence Culture** Fernando Velasco
- **Experiencing the Tradecraft: Designing the Intelligence Learning Experience with Simulations and Games**, Rubén Arcos
- **Learning Devices and Interactive Multimedia Communications**, Manuel Gértrudix and Sergio Álvarez
- **Teaching Structured Analytic Techniques for Cyber Security through Role Playing Exercises**, Jim Jones, Jr.
- **Using Methods of Social Inquiry in Wargame Design**, Elizabeth Bartels
- **Induction Game and Intelligence Education**, William F. Lawhead
- **Virtual Training Systems and Survival Humanistic Factors**, Randall Murphy & Darrell Rosse
- **Comparing the Utility of On-line Learning Technologies**, Randy Pherson
- **Induction Game and Intelligence Education**, William F. Lawhead
- **Educating Competitive Intelligence clients and consumers**, Nan Bulger
- **Simulations for intelligence and security education and training: serious gaming & how to create visionary practitioners and policy makers**, Cristina Ivan
- **Potential in Nonrepresentational Concrete Tabletop Exercises for Analysts**, Noel Hendrickson
- **PANEL: Linking Analysis with Reporting Through Games**
- **“The Body in the Bag”: A scenario-based approach for developing the links between analysis, assessment and reporting**, Julian Richards
- **Predicting Migratory Patterns Through Gamification and Simulation**, Melonie K. Richey
- **Simulating Stress and Crisis within an Intelligence Driven Scenario**, Omid Townsend

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CENTRE FOR
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**International Conference on
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for Intelligence and National Security
at
Georgetown University, Washington, D.C.
March 24-25, 2015**

The goal of this international conference, between the **Center for Intelligence Services and Democratic Systems at Rey Juan Carlos University and the School of Continuing Studies at Georgetown University** is to enhance the role of experiential learning methods and techniques showcasing original simulations, exercises, and games applied to national security intelligence, competitive intelligence, and foreign affairs. The conference will bring together ideas, concepts and demonstrations that can further train and educate military, law enforcement and national security professionals.

A sample of conference topics include:

- Scenario-based approach for developing the links between analysis and reporting
- Computational Simulation In Intelligence Analysis
- The Induction Game and Intelligence Education
- Gaming and Modeling Before a Crisis
- Use of Gaming and Exercise as Part of an Engagement Strategy
- Gaming the Nexus between Intelligence and Policy
- Concrete Tabletop Exercises for Cognitive Skill Development in Analysts
- Serious gaming & how to create visionary practitioners and policy makers
- Balancing Realism and Playability in the Intelligence Classroom
- Structured Analytic Techniques for Cyber Security through Role Playing
- Cyber-Attack and Ethics Simulations
- Virtual Training Systems and Survival Humanistic Factors

Discounted hotel accommodations, questions or comments should be directed to

- Dr. Jan Goldman, jg28@georgetown.edu
- Dr. Ruben Arcos Martin, ruben.arcos@urjc.es (outside North America)

Registration and Information

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