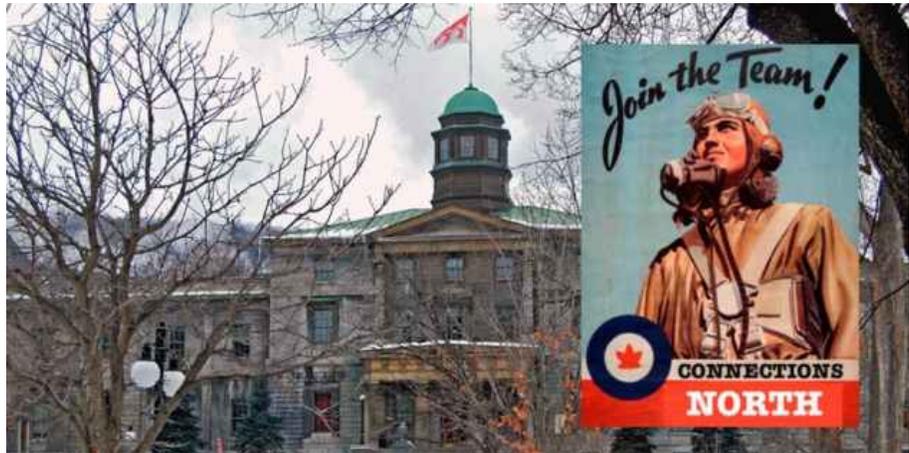


# CONNECTIONS NORTH

## Conference Schedule



09h30-10h00	Coffee
10h00-10h15	<b>Welcome and introductions</b>
10h15-11h15	<p><b>Wargaming in Canada</b></p> <ul style="list-style-type: none"> <li>• Ben Taylor (Defence Research and Development Canada) and LCol Michel Beauvais (Department of National Defence), <i>Wargaming at the Department of National Defence</i></li> <li>• Discussants: David Last (Canadian Forces College), Stephen Downes-Martin (US Naval War College), David Redpath (Revision Military)</li> </ul>
11h15-11h30	Coffee
11h30-12h45	<p><b>Methods and Approaches</b></p> <ul style="list-style-type: none"> <li>• Murray Dixson (Defence Research and Development Canada), <i>NATO SAS-130: Course of Action Analysis in the 21<sup>st</sup> Century</i></li> <li>• Stephen Downes-Martin, <i>Group Dynamics in Wargames</i></li> <li>• Discussant: Rex Brynen (McGill University)</li> </ul>
12h45-13h45	Lunch break
13h45-15h15	<p><b>From War to Peace</b></p> <ul style="list-style-type: none"> <li>• Brian Train (game designer), <i>Soft Power Maps: Integrating the Political, Social and Economic in Insurgency Games</i></li> <li>• Rex Brynen (McGill University), <i>Serious Games and Peacebuilding</i></li> <li>• Jim Wallman (Stone Paper Scissors Ltd), <i>Gaming Peace Operations</i></li> <li>• Anja van der Hulst (TNO), <i>Reflections on Peace and Stabilization Games</i></li> </ul>

15h15-15h30	Coffee
15h30-19h00	<p><b>Games Fair</b></p> <ul style="list-style-type: none"> <li>• <i>Barwick Green</i> (contemporary peacekeeping operations, 6-12 players) – Jim Wallman</li> <li>• <i>We Are Coming, Nineveh</i> (the Iraqi liberation of West Mosul, 2-5 players) – Rex Brynen</li> <li>• <i>Reckoning of Vultures</i> (a matrix game of coup plotting in a fictional republic, 5-10 players)— Tom Fisher</li> <li>• <i>District Commander Maracas</i> (counter-insurgency in the fictional megacity capital of the equally fictitious country of Virtualia, 2 players)— Brian Train</li> <li>• <i>Nights of Fire</i> (1956 Hungarian rebellion, 2 players)—Brian Train</li> <li>• <i>Trump’ets at Dawn</i> (hypothetical MEU landing in Venezuela, 6-10 players)— David Redpath</li> </ul>

## SPEAKER BIOGRAPHIES

**Rex Brynen** is Professor of Political Science at McGill University, where he teaches a course on conflict simulation design. He is author or editor on a dozen books on various aspects of peacebuilding, conflict, and politics in the Middle East. He is senior editor at the conflict simulation website PAXsims (<http://www.paxisms.org>), and has worked a consultant to Global Affairs Canada, the PCO Intelligence Assessment Secretariat PCO, the World Bank, and various UN and other agencies.

**LCol Michel (Mike) Beauvais** is a Senior Intelligence Officer in the Canadian Armed Forces. His experience covers 10 years in the Armour Corps and the last 30 with Military Intelligence, including command of the School of Military Intelligence and Chief of Intelligence for the Canadian Joint Task Force in Afghanistan. His current job is to lead the development of Wargaming and Red Teaming as new capabilities at the Canadian Joint Warfare Centre.

**Murray Dixon** is an Operational Research Analyst with Defence R&D Canada. Over the course of his career, he worked at Canadian NORAD Region HQ and HQ NORAD / US Space Command on cruise and ballistic missile defence and space surveillance issues. He led Canadian analytical teams supporting combat ID technology demonstrations and was the science and technology liaison to the 2010 Winter Olympics security. His current work is on applying wargaming and force structure analysis to the strategic planning of the Canadian Armed Forces. He also Co-Chairs a NATO Research Task Group on course of action analysis for NATO planning.

**Stephen Downes-Martin** is a Research Fellow at the US Naval War College and is an independent scholar researching, teaching and supporting wargaming, game theory, confrontation analysis, systems thinking, decision support and analysis, negotiation analysis, deception and assessments methods applied to problems at the strategic, operational and tactical levels of warfare and business. A research focus is on how to manipulate such methods to deceive decision makers, how decision makers misuse such methods to deceive themselves, how to detect such attempts and protect

decision makers from them. He works with and for a wide variety of government, military, aerospace, academic and commercial organizations in the US and internationally. His full bio is at: <https://sites.google.com/site/stephendownesmartin/>

**David Last** teaches at Royal Military College in Kingston and the Canadian Forces College in Toronto. He chairs the Military Education Working Group of the International Society of Military Sciences, and is experimenting with cooperative simulations for military academies

**David Redpath** is Director Special Projects for Revision Military, and an independent wargaming advisor for the Department of National Defence and the US Department of Defense. He is a former British Army staff officer (infantry, commando, recce) with operational experience in covert operations. He is also been a hobby wargamer since 1973 with published sets of rules in the air, naval, land domains (and taught by Paddy Griffith and Peter Young!).

**Ben Taylor** is a senior operations research analyst at Defence Research and Development Canada. He has spent many years working on long-term defence force development issues in the UK and now in Canada. Dr. Taylor is currently exploring the potential applications of gaming techniques in this domain.

**Brian Train** has been designing conflict simulation games for the civilian market for over 20 years, with 50 published designs to date. His articles and games have been published by a wide range of large and small organizations. His special interests in game design are irregular warfare, "pol-mil" games, concepts of political influence in games, and asymmetry in games generally. In his spare time, he is an Education Officer in the Ministry of Advanced Education of British Columbia. His personal website can be found at <https://brtrain.wordpress.com/>.

**Anja van der Hulst** holds a MsC in Educational Technology and a PhD in Artificial Intelligence and Education from the University of Amsterdam. She is a researcher and practitioner in conflict gaming at The Netherlands Defence lab TNO and in the coming weeks, visiting professor at Duke University. She is one of the co-organisers of Connections Netherlands.

**Jim Wallman** is a professional game designer (<https://www.stonepaperscissors.co.uk>) specialising in wargames for developing insights, strategy and team development and for education, with over thirty years' experience in the field. His 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. His background and training is primarily in the social sciences, 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 as well across the UK.