

Connections North 2022

CONFERENCE PROGRAMME

19-20 February



Conference registration:

<https://www.eventbrite.com/e/connections-north-2022-tickets-238439548107>

CONNECTIONS NORTH: DAY 1

Saturday, 19 February 2022					+1	Session
<i>PST</i>	<i>EST</i>	<i>GMT</i>	<i>CET</i>	<i>AEDT</i>		
0700	1000	1500	1600	0200*	Welcome	
0715- 0845	1015- 1145	1515- 1645	1615- 1745	0215- 0345*	Canada Gaming Update I <ul style="list-style-type: none"> • Ben Taylor (DRDC) (chair) • Murray Dixson (DRDC) • Robert Engen (CFC) • David Redpath (CJWC) 	
0845- 0915	1145- 1215	1645- 1715	1745- 1815	0345- 0415*	Break	
0915- 1030	1215- 1330	1715- 1830	1815- 1930	0415- 0530*	Canada Gaming Update II <ul style="list-style-type: none"> • Madeline Johnson (Global Affairs Canada) (chair) • Rex Brynen (McGill University) • Philippe Beaulieu-Brossard (Archipelago of Design) • Mia Consalvo (Concordia University) 	
1030- 1100	1330- 1400	1830- 1900	1930- 2000	0530- 0600*	Break	
1100- 1215	1400- 1515	1900- 2015	2000- 2115	0600- 0715*	Gaming Coalitions: Beyond Generic Blue <ul style="list-style-type: none"> • Ben Taylor (chair) • Jim Wallman (Stone Paper Scissors) • Tom Mouat (UK Defence Academy) • David Redpath (CJWC) • Wayne Buck & Aaron Beam (NATO ACT) 	
1215- 1245	1515- 1545	2015- 2045	2115- 2145	0715- 0745*	Break	
1245- 1400	1545- 1700	2045- 2200	2145- 2300	0745- 0900*	Institutional Uptake and "Decision-Based Evidence Making" <ul style="list-style-type: none"> • Stephen Downes-Martin (chair) • MGen Bill Seymour (CJOC) 	
1400	1700	2200	2300	0900*	End of Day 1	

CONNECTIONS NORTH: DAY 2

Sunday, 20 February 2022				+1	Session
PST	EST	GMT	CET	AEDT	
0700	1000	1500	1600	0200*	Welcome
0715-0830	1015-1130	1515-1630	1615-1730	0215-0330*	Promotion de la coopération dans le jeu sérieux <ul style="list-style-type: none"> • Tom Fisher (ImaginetiC) (chair) • Ben Williams (Université Clermont Auvergne) • Patrick Ruestchmann (SCGN-France)
0830-0900	1130-1200	1630-1700	1730-1800	0330-0400*	Break
0900-1030	1200-1330	1700-1830	1800-1930	0400-0530*	Influence Gaming <ul style="list-style-type: none"> • Brian Train (chair) • Sean Havel (DRDC) • Graham Longley-Brown (LBS) • Jim Wallman (Stone Paper Scissors)
1030-1100	1330-1400	1830-1900	1930-2000	0530-0600*	Break
1100-1230	1400-1530	1900-2030	2000-2130	0600-0730*	Whose Game is it Anyway? <ul style="list-style-type: none"> • Rex Brynen (McGill University) (host) • Stephen Dowmes-Martin (UN Naval War College) • Ben Taylor (DRDC) • Jim Wallman (Stone Paper Scissor) • Yuna Wong (IDA)
1230-1300	1530-1600	2030-2100	2130-2200	0730-0800*	Break
1300-1345	1600-1645	2100-2145	2200-2245	0800-0845*	Looking Ahead <ul style="list-style-type: none"> • Brianna Proceviat (CJWC) (co-chair) • Madeline Johnson (GAC) (co-chair) • Stafanie Game (ImaginetiC)
1400	1700	2000	2100	0900*	End of Day 2

BIOGRAPHIES

LTC Aaron Beam is currently a member of the Audacious Wargaming Tiger Team at NATO ACT HQs. He is a Functional Area 57 Officer in the US Army and previously worked at the Joint Staff J7 overseeing digital training tool development and planning large joint exercises. He has substantial multinational experience in training and exercise design and planning, but is a relative newcomer to the wargaming scene.

Philippe Beaulieu-Brossard is the Co-Executive President of the Archipelago of Design and Professor specializing in design, innovation and strategy-making at Canadian Forces College. As the director of project Albatross, Philippe seeks to leverage situational game design to create transformative playing-learning experiences by setting the conditions for player-learners to challenge fundamental beliefs for unlocking new pathways to address complex strategic and operational problems. With 'We did not start the fire,' a first game building on this philosophy, the experience compels four characters with clashing perspectives to address a mysterious problem in the Canadian Arctic in 2035.

Rex Brynen is Professor of Political Science at McGill University, and senior editor of the conflict simulation PAXsims (www.paxsims.org). He is author, coauthor, or editor of a dozen books on various aspects of politics, security, and global development. He recently served as a serious games consultant to the READY Initiative on infectious disease outbreak (www.ready-initiative.org), and is a member of the WHO GOARN working group on Online Gaming for Enhanced Outbreak Response. *

Wayne Buck is a NATO International Civilian who has been in the HQ SACT Modelling and Simulation Section since 2005. He co-leads the Audacious Wargaming effort in NATO along with his normal work of coordinating the use of simulations within Allied Command Transformation.

Mia Consalvo is Canada Research Chair in Game Studies and Design and Professor of Communication Studies at Concordia University. Her current research focuses on a variety of issues including socioeconomic class and games, videogame streamers, and player choice in games with ethical dilemmas. Her most recent book is *Real Games: What's Legitimate and What's Not in Contemporary Videogames*, written with Christopher A. Paul and published by MIT Press in 2019.

Murray Dixon is an Operational Research Analyst with Defence R&D Canada. Over the course of his career, he has worked on space surveillance and ballistic missile defence, combat ID technology demonstrations and was the science and technology liaison to the 2010 Winter Olympics security unit. Current work involves leading a project to create a distributed wargaming best practices guide for NATO and supporting continental defence work with NORAD.

Stephen Downes-Martin is a Research Fellow at the US Naval War College and is an independent scholar. His current research focus is how to manipulate decision support tools such as wargaming to deceive decision makers at the strategic, operational and tactical levels of warfare and business, how decision makers deceive themselves and allow themselves to be deceived, how to detect such manipulation and how to 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 formal education includes a PhD in Relativistic Quantum Field Theory from King's College London University, an MA with Distinction in National Security and Strategic Studies from the US Naval War College, and a Master of Advanced Studies in Mathematics from Cambridge University

Robert Engen is an assistant professor in the Department of Defence Studies at the Canadian Forces College (CFC) in Toronto. He is the author of three major works on combat motivation and the historical Canadian military experience. During the pandemic he has spearheaded the effort for using wargaming for professional military

education purposes at CFC and specializes in the development and execution of wargames to support entirely virtual curriculum delivery.

Tom Fisher is president and founder of the Imaginetic Game Studio, and the LEGEND Serious Games and Facilitation courses, is a serious analytic game, and simulation-based training designer, developer, teacher, and facilitator with over 30 years experience. He was part of the development teams that produced *AFTERSHOCK: A Humanitarian Crisis Game*, *MaGCK: The Matrix Game Construction Kit*, and *CASES: Crime Analysis and Simulation Exercise System* among many others. Currently Tom and his team are developing novel tabletop, digital, and hybrid games worldwide for various organizations including UN agencies, NATO, CRC, and private corporations on topics ranging from multi-domain warfare, emergency supply chain management, pandemic response, through IT crisis management, and humanitarian aid camp management. *

Stafanie Game holds a BA in Political Science and International Development from McGill University. She is currently a design associate at Imaginetic where she has worked on projects for Global Affairs Canada, the United Nations, and women's empowerment initiatives for Kisbasina. To date, Stefanie has designed over 100 games for Imaginetic on topics ranging from future warfare to environmental conservation.

Sean Havel is an independent research analyst. His area of research focuses on geopolitical competition in the information environment (IE), understanding the topic through the use of analytical wargaming. This research occurred as part of his term with DRDC CORA in cooperation with the NATO Science and Technology Organisation, studying the employment of non-lethal intermediate force capabilities and their relationship with the IE. In 2021, Sean graduated with a Masters of Arts from Carleton University in European and Russian Studies studying the European Union (EU) as a developing geopolitical actor in the context of hybrid threats.

Madeline Johnson is a Canadian diplomat with over 10 years experience managing bilateral relations and strategic foreign policy in Eastern Europe, Central America and West Africa. Her most recent posting was to Nigeria from 2014-2016. She fell in love with strategic gaming as part of her headquarters position in foreign policy research starting in 2017. Her enthusiasm for the file led to her appointment as Global Affairs Canada's first-ever Strategic Gaming Specialist, a position which may be unique in a foreign ministry. Her academic background is in International Studies, with a focus on Latin America, and in Community Health and Epidemiology. *

Graham Longley-Brown has wargamed for fifty years and been a professional wargamer for the past twenty. He is a published author, of the UK Ministry of Defence *Wargaming Handbook* in 2017 and his own *Successful Professional Wargames: A Practitioner's Guide* in 2019. He is currently co-authoring a forthcoming MOD publication on how to wargame influence.

Tom Mouat is a graduate of the British Army Staff College and has served in the Army since 1977. He is an expert in both manual and computer-based simulations and running large scale military training exercises. He served with the Allied Rapid Reaction Corps including 12 months in Bosnia and was awarded an MBE. He also ran the Army's principal land-based simulation system for 3 years and served in the UK MOD's procurement organisation dealing with simulation systems for 5 years, where he was awarded the Chief of Defence Material's Commendation for innovation. He has an MSc in Simulation & Modelling and is co-author of several books on simulation and educational Wargaming. He is currently responsible for Modelling and Simulation at the Defence Academy of the UK where he was awarded the Chief Scientific Officer's Commendation for his contribution to science and technology. Most recently he served on the staff of the Department of Health and Social Care as part of the Government response to the COVID-19 pandemic.

Brianna Proceviat is a junior wargame designer and analyst for the Canadian Joint Warfare Centre (CJWC) and associate editor at PAXsims. She previously served as a researcher for a recent study on serious games for humanitarian training (Lessons Learned Simulations and Training and Imaginetic, 2020). She holds a Bachelor's degree in Political Science from McGill University, where she was once nearly assassinated as President of Brynania and served as Prime Minister during a zombie apocalypse. Her fields of interest include conflict, security, and democracy. *

David Redpath is a Retired British Army Infantry officer (Royal Regiment of Fusiliers). His last posting was as a Chief Instructor at the UK School of Infantry. Since then he has designed and run training games, exercises and simulations for multinational companies - automotive, aerospace, transportation and health services, as well as being a VP, GM and Director in Defence companies. He is currently Senior Wargames Designer for the Canadian DND at the Canadian Joint Warfare Centre and a member of the Military Operational Research Society. He plays guitar badly and is a rugby referee in Ontario and Quebec.

Patrick Ruestchmann is [President of the Serious Games Network - France](#) (non-profit association, organizer of the Serious Games Forum, War College in Paris). He has published games (both serious and hobby wargames) and worked with various Defense and Security French organizations. His academic background includes applied research (AI-Cognitive Science), innovation management and digital transformation. When not serious gaming, Patrick works at the Prime Minister Office as Head of State Digital Transformation. Patrick also graduated from the Institute of Advanced Studies in National Defense and as an Army Reserve Officer.

Major-General Bill Seymour is the Deputy Commander, Canadian Joint Operations Command. He has served in multiple roles in Canada, the US, and in NATO, and has multiple international deployments. He oversaw CJOC's planning for, and execution of, multiple international and domestic operations, and has overseen or participated in numerous tactical, operational, and strategic wargames.

Ben Taylor is a senior defence scientist at Defence Research and Development Canada. He has worked as an analyst in both Canadian and British governments supporting national force development planning. In recent years he has led efforts to introduce wargames to this work in Canada. During 2020-21 he has developed games to explore policy making by governments facing pandemics. *

Brian Train is a freelance writer and game designer who has published over 50 games and many historical articles with a wide range of civilian publishers. His special interests in game design are irregular warfare, “pol-mil” games, and asymmetric games generally.

Jim Wallman is a professional game designer with over thirty years’ experience in the serious game design field. He has worked extensively with the UK defence community, corporate, public, educational, recreational and voluntary sectors, designing and delivering a wide range of games. His background and education is primarily in the social sciences, psychology and military history fields, with a particular interest in the development of immersive and emerging gameplay. His company, Stone Paper Scissors, can be found at www.stonepaperscissors.co.uk.

Benjamin Williams-Rambaud is a professor of finance at Université Clermont Auvergne (France), where he specializes in financial economics, banking, and data science. He is currently the Dean of the School of management. Since spring 2020, Ben has collaborated with Ben Taylor (Defense Research and Development Canada). They have developed a set of matrix games at the national level of a fictitious country, called After the Apex. They currently work on model-supported matrix games. In his spare time, Ben has commanded a broad range of fantasy armies for many decades.

Yuna Wong is a defense analyst at the Institute for Defense Analyses (IDA), where she oversees the wargaming portfolio within the Joint Advanced Warfighting Division. She

supports wargames and analyses for U.S. Department of Defense sponsors, such as Joint Staff and the combatant commands. Recent wargame topics she has been involved with at IDA include deterrence and escalation, cyber, and logistics. Before coming to IDA, she worked as a wargamer at RAND Corporation. There, she led the design team for the wargame *Hedgemony*, which supported the 2018 U.S. National Defense Strategy; and co-led the 2019 NATO Military Strategy Game, which stress-tested NATO's military strategy. She holds a PhD in policy analysis from the Pardee RAND Graduate School and is an adjunct professor at Georgetown University. She is also founder of the Women's Wargaming Network.

*Members of the CONNECTION NORTH organizing committee.



CONNECTIONS: NEXT GEN will take place on 12-13 March 2022, focusing on the emerging generation of serious gamers. Further details are available at PAXsims: <https://paxsims.wordpress.com/2022/01/21/registration-for-connections-next-gen-is-now-open>