



Connections North 2023



Welcome

We're Back!!!

Connections North 2023



Agenda

0900-0915	Welcome
0915-1015	Canada Gaming Roundup 1: National Defence
1015-1030	Coffee Break <i>(+Game Lab assignments)</i>
1030-1145	Canada Gaming Roundup 2: Policy Gaming
1145-1345	Lunch <i>(staggered seating)</i>
1345-1530	Game Lab: Gaming Ethical Challenges <i>(coffee served during session)</i>
1530-1700	Building and Gaming Future Scenarios: Canadian Perspectives
1700	End of Conference



Durant la conférence vos questions et vos commentaires sont les bienvenus soit en anglais ou en français. Les présentations seront offertes en anglais, en français, ou de façon bilingue.

During the conference your questions and comments are welcome in English and French. Presentations will be in English, French, or bilingual.

CONNECTIONS NORTH is a proud cosponsor of the **Derby House Principles** on diversity and inclusion in professional (war)gaming:

<https://paxsims.wordpress.com/derby-house-principles/>





Connections North
is part of the
Connections series
of professional
wargaming
conferences



CONNECTIONS ONLINE

N E X T
CONNECTIONS
NEXT GENERATION

Connections North 2023



Connections US

21-23 June 2023

<https://connections-wargaming.com>

Connections UK

5-7 September 2023

<https://www.professionalwargaming.co.uk>

Connections NextGen

21-22 October 2023

<https://connectionsnextgen.org>

DRDC



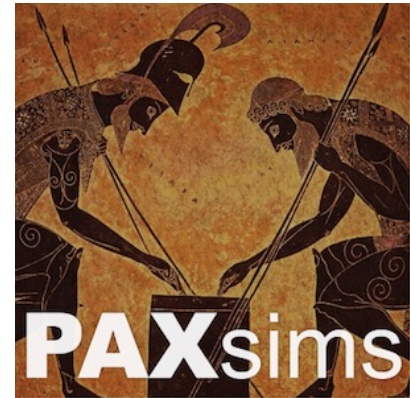
RDDC

Canada 



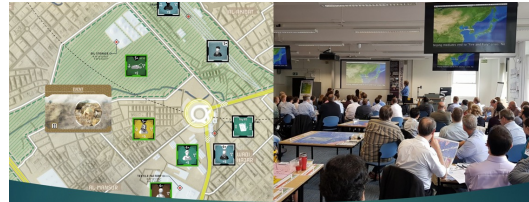
CANADIAN WAR
MUSEUM

-
MUSÉE CANADIEN
DE LA GUERRE





Case Studies



Why Serious Games?



Game Approaches

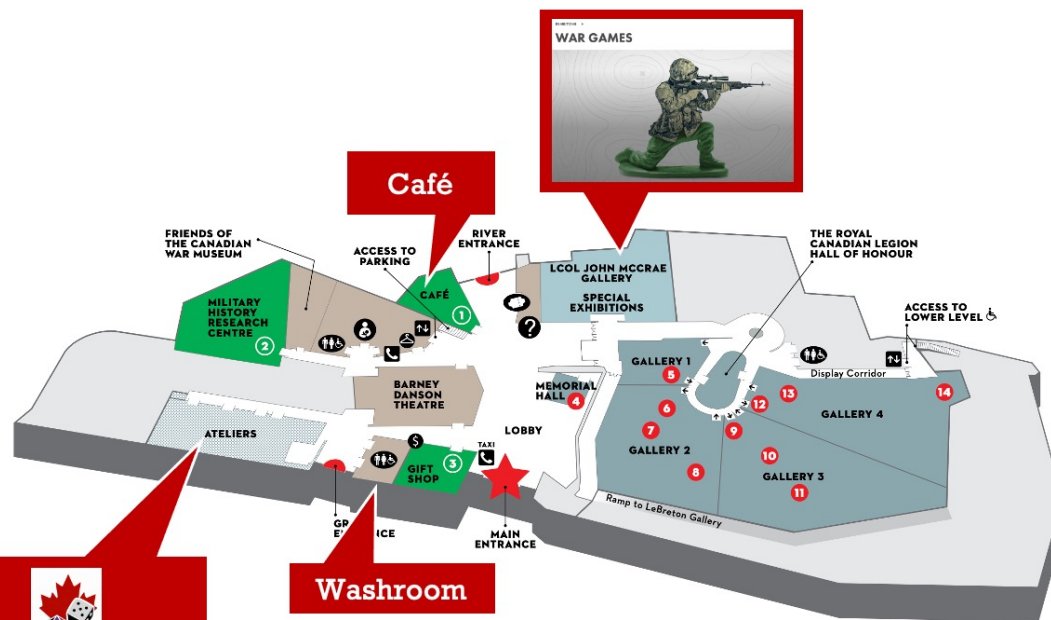
Workshop on Serious Games

18 April 2023

Workshop on Serious Gaming



Game Development




**CONNECTIONS
 NORTH
 conference**

Canadian War Museum

- Between 1145 and 1345 we will take lunch (staggered seating)
- Lunch is available at the museum café.
- Some game demonstrations will be taking place here
- You may also tour the museum's exhibits (including the newly-opened "War Games" exhibit).



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Canada Gaming Roundup I: National Defence

- Ben Taylor, DRDC (chair)
- Bruce Chapman (DRDC)
- Christian Caron (Army Experimentation Centre)
- Anne Reiffenstein (CDA)
- Anthony Robb (CFC)
- Tony Chainho (CJWC)



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Gaming Ethical Challenges #1: Civilian Harm Mitigation Toolkit



Engineers Clearing Roads Through Caen (1944), by Captain Orville Norman Fisher. Canadian War Museum Collection.

Following the D-Day landings, there was intense fighting for control of the French city of Caen during June-July 1944. Of the 60,000 people previously resident there, half had fled. Nearly 3,000 civilians lay dead and 1,500 wounded. Thousands lived in caves, cellars, and makeshift shelters. After the city was liberated, II Canadian Corps Civil Affairs took a leading role in assisting the civilian population.



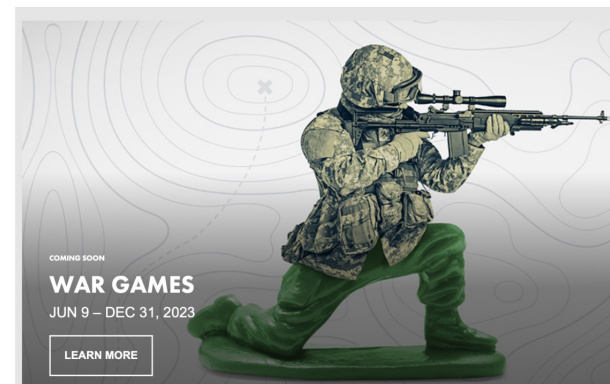
Gaming Ethical Challenges #2: AI and National Security



This "robot" was neither autonomous nor especially sophisticated. It was used by the Canadian Armed Forces for bomb disposal during the 1970 FLQ Crisis. Canadian War Museum collection.



Gaming Ethical Challenges #3: The Exhibition



Museum exhibits and all public representations or commemorations of history must sometimes navigate a variety of views, perspectives and sensitivities.

**During the coffee
break, select a Game
Lab challenge.**



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Canada Gaming Roundup II: Policy Gaming

- Tom Fisher, Imaginetic (chair)
- Stefanie Game, Imaginetic (chair)
- Jason Garcia (Policy Horizons)
- Bianca Popa/Madeline Johnson (CRA)
- Philippe Beaulieu-Brossard (Archipelago of Design)
- Brian Train†
- Scott DeJong (Concordia University)



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Buy your own lunch at the café.

Informal dining order:

1200: Game Lab Challenge #1

1230: Game Lab Challenge #2

1300: Game Lab Challenge #3

*game demo organizers may also dine with the first seating



Visit the Museum
Watch a demonstration
Network

Think about your Game Lab challenge!

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Gaming Ethical Challenges #2: AI and National Security



This "robot" was neither autonomous nor especially sophisticated. It was used by the Canadian Armed Forces for bomb disposal during the 1970 FLQ Crisis. Canadian War Museum collection.



Gaming Ethical Challenges #3: The Exhibition



Museum exhibits and all public representations or commemorations of history must sometimes navigate a variety of views, perspectives and sensitivities.

You have until 1440 to develop your proposal.

- Form groups
- Decide on a rapporteur (who will deliver a 3 minute elevator pitch at 1445)
- Read the Game Lab challenge sheet and address each of the major elements.



Game Lab: Gaming Ethical Challenges

- **Wendi Winter, CDA (chair)**
- **Stefanie Game (Imaginetic)**
- **Anne Reiffenstein (CDA)**
- **Shannon Lewis-Simpson (CFC)**



Ready?



A close-up photograph of a hand pointing to a button on a control panel. The panel is metallic and features a grid of buttons labeled with numbers 4, 6, 8, 10, 12, 14, 16, and 18. A large white number '5' is overlaid on a black rectangular background in the lower-left corner of the image. The hand is positioned at the top left, with the index finger pointing towards the button labeled '18'.

5

RC



Game Lab: Gaming Ethical Challenges

- Wendi Winter, CDA (chair)
- Stefanie Game (Imaginetic)
- Anne Reiffenstein (CDA)
- Shannon Lewis-Simpson (CFC)



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Building and Gaming Future Scenarios: Canadian Perspectives

- Madeline Johnson, CRA (chair)
- Claire Woodside (Policy Horizons)
- Andy Lee (DRDC)
- Stefanie Game (Imaginetic)



**We hope to
see you next
year!**



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