

## War Game Symposium -- DTA, Auckland, 22-23 April 2013

Start	End	Monday	Tuesday
0900	0950	Lecture: <ul style="list-style-type: none"> <li>· Introduction</li> <li>· Comments from Sponsor</li> <li>· Types of War Games</li> <li>· History of War Games</li> </ul>	Lecture: <ul style="list-style-type: none"> <li>· Data Collection and Management Plan</li> <li>· Constraints, Limitations, Assumptions</li> </ul>
0950	1010	<b>Morning Tea</b>	<b>Morning Tea</b>
1010	1100	Lecture: <ul style="list-style-type: none"> <li>· Five Phases: Preparation, Foundation, Scenarios, Execution, and Analysis and Reporting</li> <li>· 15 Steps in a War Game Project</li> </ul>	Seminar: <ul style="list-style-type: none"> <li>· Experiences with War Game Execution</li> <li>· Key Roles: Sponsor, Study Director, Facilitator, Game Designer, Game Analyst</li> </ul>
1110	1200	Lecture: <ul style="list-style-type: none"> <li>· Analysis Planning (intro)</li> <li>· Op Research Support to Game Execution</li> <li>· Prep for Zefra</li> </ul>	Lecture: <ul style="list-style-type: none"> <li>· JMAP - Joint Military Appreciation Process</li> <li>· Military Decision Making Process</li> <li>· The Operational Planning Process</li> <li>· "Design" and Problem Framing</li> </ul>
1200	1300	<b>Lunch</b>	<b>Lunch</b>
1300	1350	Play Zefra Game	Lecture: <ul style="list-style-type: none"> <li>· Analysis Opportunities within War Games</li> <li>· Analysis Report Writing</li> <li>· Presentation of Results</li> </ul>
1400	1450	Lecture: <ul style="list-style-type: none"> <li>· Planning a War Game</li> <li>· Preparation Activities</li> </ul>	Seminar: <ul style="list-style-type: none"> <li>· Experiences with War Game Analysis</li> </ul>
1450	1510	<b>Afternoon Coffee</b>	<b>Afternoon Coffee</b>
1510	1600	Seminar: <ul style="list-style-type: none"> <li>· Experiences Planning a War Game</li> </ul>	Lecture: <ul style="list-style-type: none"> <li>· Admin for a War Game</li> <li>· Review: Critique, Feedback, Assessment</li> </ul>