Instruction sets to use and test a transformation towards an agreed end non-failing state

SAC@fhs.se
Scope of the Problem, from End-state to Start

- Systematic monitoring of
  - "Country somewhere" represented in a recognizable way
  - Dynamic, interaction, generative capabilities, tracing

- Multiple actors engaged in the “Country somewhere”
  - Actor has different
    - Goals, means, resources, insight of what, how and why
    - Weak knowledge about others enterprise
    - Historically effects on "Country somewhere" towards present time

- Intervening practitioners are hampered with
  - a overwhelming cognitive workload
  - Context is complex
  - Own organization, is complex but known to own
  - Others organization, is complec less known
  - Develop plan, execute plan, assess outcome, RIP and lessons learned

- Wargaming
  - Verify COA combination, BLUE vs GREEN/RED/Yellow
  - Just qualitative answers

- Add persistent Gaming
  - With quantitative answers
  - With optimizations
  - With detailed gaming against adversary's capabilities
  - During hole intervening time

Intelligence

Planning
### Theory and practice

#### EBAO/Engagement space

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<thead>
<tr>
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<th>Political</th>
<th>Civilian</th>
<th>Economical</th>
<th>Military</th>
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<tbody>
<tr>
<td>Plans</td>
<td>STR</td>
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<td>EG</td>
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**Enterprise views**

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“Country Somewhere”
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<tbody>
<tr>
<td>1.1 PV:Blue</td>
<td>2.1 PV:Perceived Threat</td>
<td>3.1 PV:Displaced</td>
<td>4.1 PV:Fraction No Work</td>
<td>5.1 PV:Infrastructure</td>
<td>6.1 PV:Disaffection</td>
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<tr>
<td>1.2 PV:Blue casualties</td>
<td>2.2 PV:Fraction No Medical</td>
<td>3.2 PV:Protected</td>
<td>4.2 PV:Food Days</td>
<td>5.2 PV:Governance</td>
<td>6.2 PV:Polarization</td>
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<td>1.3 PV:Red</td>
<td>2.3 PV:Fraction No Food</td>
<td>3.3 PV:Violence</td>
<td>4.3 PV:Supplied Water</td>
<td>5.3 PV:Ethnic Tension</td>
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<td>1.4 PV:Red casualties</td>
<td>2.4 PV:Fraction No Water</td>
<td>3.4 PV:Ethnic Tension</td>
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<td>5.4 PV:Ethnic Tension</td>
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<td>1.5 PV:Green</td>
<td>2.5 PV:Insurgents</td>
<td>3.5 PV:Fraction Crime Victims</td>
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<tr>
<td>1.6 PV:Green Casualties</td>
<td>2.6 PV:Insurgents casualties</td>
<td>3.6 PV:Water Days</td>
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<td>1.7 PV:Others</td>
<td>2.7 PV:Daily Dead</td>
<td>3.7 PV:Fraction Infected</td>
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<td>1.8 PV:Northern</td>
<td>2.8 PV:Total Dead</td>
<td>3.8 PV:Fraction Recovered</td>
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<td>1.9 PV:Northern Casualties</td>
<td>2.9 PV:Total Dead</td>
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<td>1.10 PV:Pashtuns</td>
<td>3.9 PV:Violence</td>
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<td>1.11 PV:Pashtuns Casualties</td>
<td>3.10 PV:Violence</td>
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<td>1.12 PV:Casualty sum</td>
<td>3.11 PV:Violence</td>
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<td>1.13 PV:Population</td>
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**Indicates rights things done**

- **Disaffection**
  - Variable: Disaffection
  - 0% 25% 50% 75% 100%
  - Total Pashtun Northern Other
Theory and practice

1. Mission
   - Planning
     - Sensemaking
       - Data collection
       - Sensors
     - Effects
   - Frictions
   - Mission accomplished

2. Indicators of Rights Things Done Right
   - Rights
   - Things done

3. Orders, 10 different with three arguments
   - Attack(arg)
   - Defend(arg)
   - Withdraw(arg)
   - Establish Freedom of Movement(arg)

4. Resources (units), shape, definition and practical implementation
   - Water teams
   - Food teams
   - Police teams
   - Medical team

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13th ICCRTS: C2 for Complex Endeavors
2008-06-18
Phased development
War-Gaming, table top

Tool Overview

ETO input to STRATMAS

Simulation run Data fed back to DMSCupol

USJFCOM/J9/JPP/MNE

Unclassified

7-11 March 2005
Tool Overview / DMS Document mgmt.
Africa for near future gaming
Questions?

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