

Title: Global Strategic Crisis and Competition War Game Brief and Test Play
Speaker: War Gaming Department
Date: 22 March 2023
Time: 1230-1500
Where: C-135A/B
POC: CAPT Michael O'Hara, Chair, War Gaming Department

U.S. Military Academy (West Point) Class of 2023

- Six seniors from the Class of 2023, West Point Interdisciplinary Cadet Capstone Team
- COL Rich Morales, Chair Systems Engineering Department, USMA
- MAJ Matthew McClary, Deputy Director, Defense & Strategic Studies, USMA

SYNOPSIS:

A presentation of research and wargame test play of the improved version of the Strategic Crisis and Competition (SC2) Wargame originally developed by the Center for Army Analysis at Fort Belvoir, VA.

- The Strategic Crisis and Competition (SC2) Wargame is an educational and analytical experience that supports understanding and exploration of the reputational effects of interstate military interventions.
- The project combines aspects of project management, system engineering, strategic studies/international relations, mathematics, coding, and war gaming.
- The prototype gaming system is used by the HQDA, G-3/5/7 Strategy Directorate and every Army Service Component Command during the development of the Global Strategic Framework for military competition.
- With the Cadets' improvements on reputation modeling, holistic scoring, and user interface, the project will support component and combatant command staffs with understanding how military activities in competition nest within and support the other aspects of national power (e.g., diplomacy, information, and economics).
- The Cadets' additions have increased the system's ability to analyze tradeoffs and risks associated with Combatant Commands' Campaign Plans by considering the perspective-based effects on a state's reputation.

The Global Strategic Crisis and Competition War Game (SC2) has been a two-year West Point Cadet capstone research project that aims to improve the efficiency and educational benefit of SC2 by integrating a perspective-based dynamic model that measures the state-level reputational effects of military activities. During the game, players practice strategy formulation, interstate negotiations, then witness the global effects on their reputation/influence across the region using the DIME framework.

- The Cadets also welcome people to test-drive their game, and this is a fun opportunity for anyone interested in strategy and war gaming.