



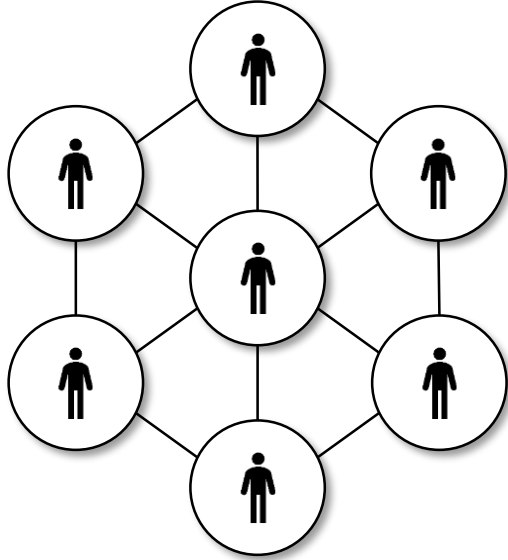
Distributed Gaming Taxonomy

With Pete Pellegrino

Recorded during CONNECTIONS US 2020
13 August 2020

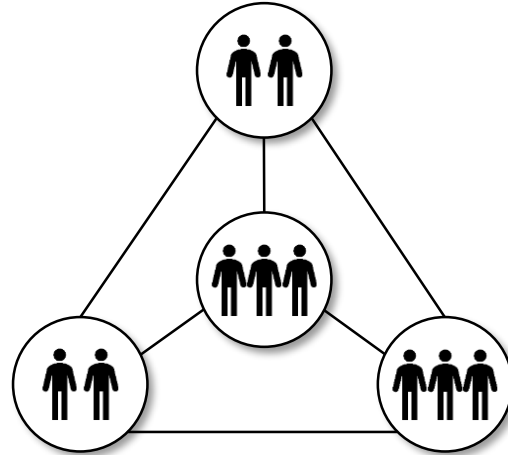


Geographic Separation



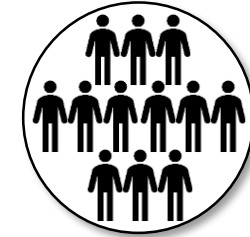
**Geographically
Isolated**

Participants are essentially playing alone from many separate locations.



**Geographically
Clustered**

Participants gather in small groups at specific locations.

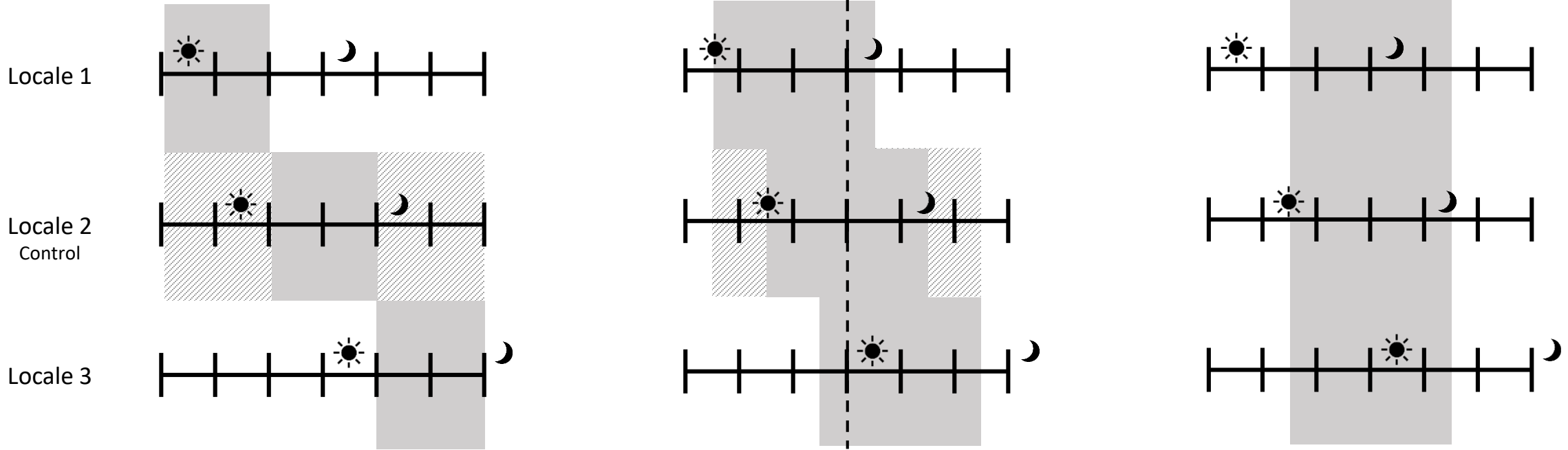


**Geographically
Co-located**

Participants gather all together at one location.



Time Separation



Asynchronous*

Participants are online at different times. Live interaction is limited to those online at any given time. Game play starts and stops locally at different times.

Staggered*

Participant play overlaps at specific times for live interaction; the remainder of the time play is essentially asynchronous.

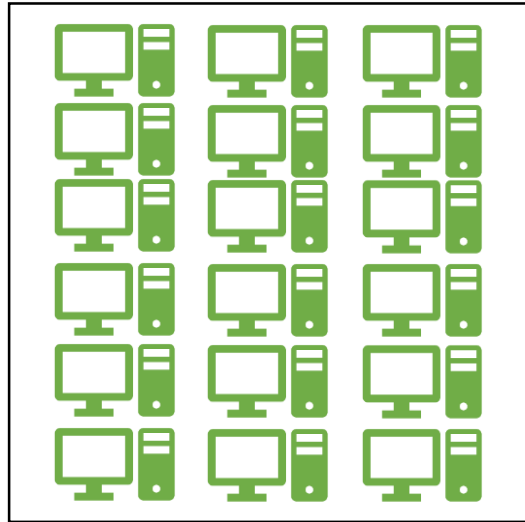
Synchronous

All participants are online and interacting at the same time. Game play starts and stops for all players simultaneously.

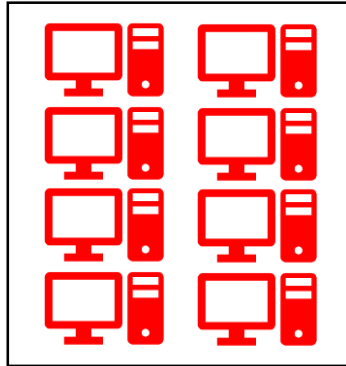
** Control is typically required to be available any time a player locale is active.*



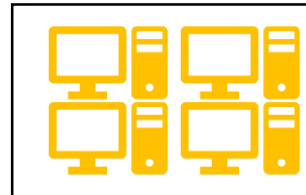
Network Classification*



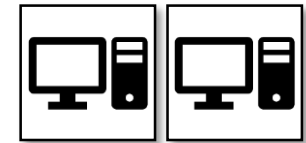
NIPR
UNCLASSIFIED



SIPR, SDREN
SECRET



JWICS
TOP SECRET



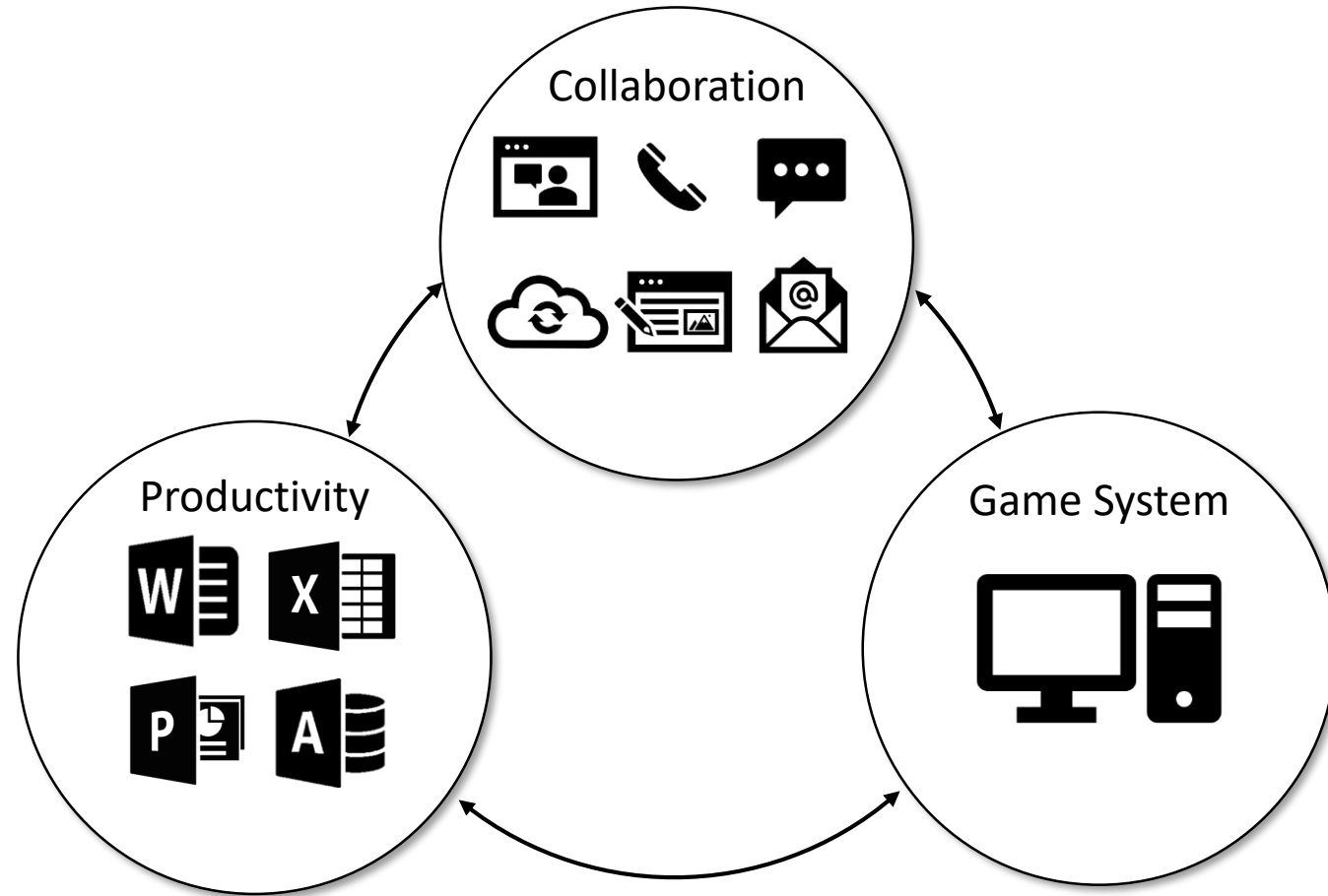
CNET / SIC
SPECIAL

The physical space (e.g. SCIFs) and computer terminals available of the appropriate classification at a given locale can limit the number of participants able to be online at the same time from that locale, which in turn can impact pace of play and adjudication.

** Exclusive of WGD Gamenets*



Game Tools



Ad Hoc Tools

Applications not designed specifically for gaming but can be adapted for the purpose.

Dedicated Tools

Applications designed and optimized for gaming.



PRODUCT DRIVEN

Asynchronous

Isolated



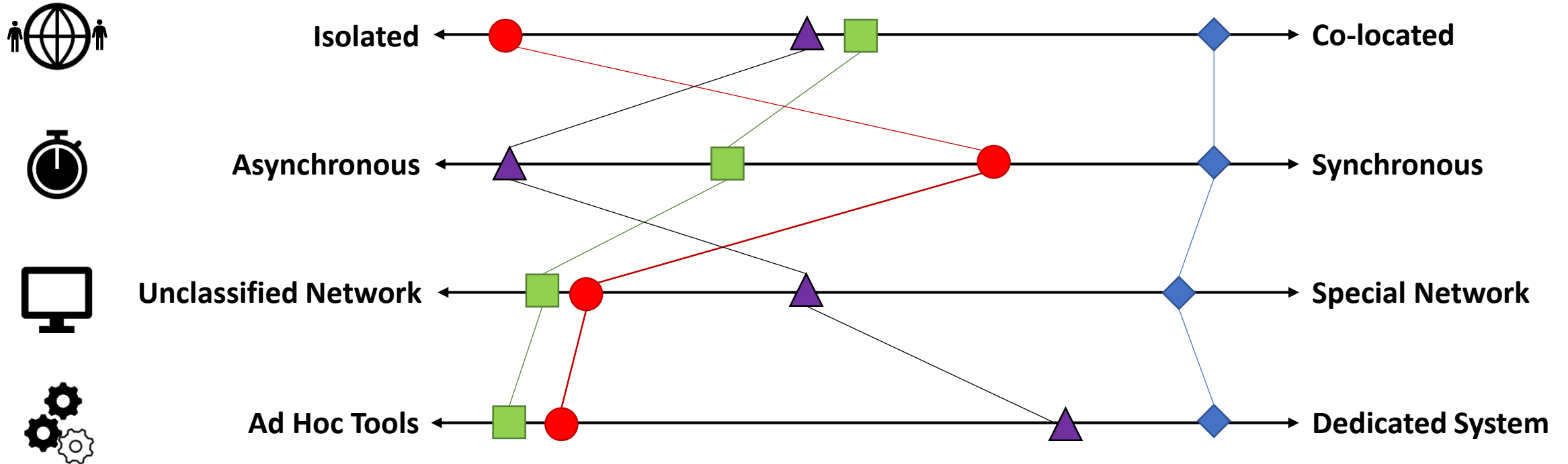
PROCESS DRIVEN

Synchronous

Co-Located


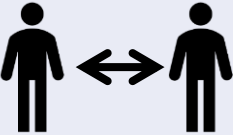





How do these combinations contribute toward meeting the objective?



- ✓ *Scale of game (total number of participants)*
- ✓ *Player interaction (nature of contact between participants)*
- ✓ *Time to play (number of moves within a given time)*
- ✓ *Classification of play (highest classification of game data)*
- ✓ *Scope of Analysis (ethnography, content analysis)*

- ◆ Global 11
- War Game Elective
- NSCC Game
- ▲ JMO Capstone

	Asynchronous/Iso-Clustered	Synchronous/Iso-Clustered	Synchronous/Co-Located
Scale of Game 	<ul style="list-style-type: none"> More people Local distraction Competing interests 	<ul style="list-style-type: none"> More people Time zone differences Local distraction 	<ul style="list-style-type: none"> People limited by facilities “Captive audience” reduces external distraction
Player Interaction 	<ul style="list-style-type: none"> Limited outside of locale Formal email & file sharing Ad hoc game cells 	<ul style="list-style-type: none"> Real time VTC, phone, chat Formal email & file sharing 	<ul style="list-style-type: none"> Formal tools between cells Informal F2F and ‘band of brothers’ interaction.
Time to Play 	<ul style="list-style-type: none"> Slower pace of play More time between moves More player down time 	<ul style="list-style-type: none"> Faster play Collaboration tools add time to moves & adjudication 	<ul style="list-style-type: none"> Fastest pace of play More moves per unit time. Efficiencies gained with use of local networks
Classification 	<ul style="list-style-type: none"> Physical space, computers at appropriate classification can limit the number of participants able to be online at the same time Consequential impacts on pace of play and adjudication. 		<ul style="list-style-type: none"> Local networks, facilities play up to TS/SCI/SAR possible with 400+ participants Limited by terminals
Scope of Analysis 	<ul style="list-style-type: none"> Product-centered analysis of gaps/issues via player moves, adjudication, and player surveys More difficult to explore process and procedure objectives Consideration for ethnos, facilitators TAD to remote game sites 		<ul style="list-style-type: none"> Process-centered analysis via player activity Easier to analyze intra-cell and inter-cell interactions