# Connections North 2023

# CONFERENCE PROGRAMME

9 June 2023

Canadian War Museum, Ottawa

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| 0900-0915 | Conference registration and welcome |
| 0915-1015 | **Canada Gaming Roundup I: National Defence**<br>• Ben Taylor, DRDC (chair)<br>• Bruce Chapman (DRDC)<br>• Christian Caron (Army Experimentation Centre)<br>• Anne Reiffenstein (CDA)<br>• Anthony Robb (CFC)<br>• Tony Chainho (CJWC) |
| *1015-1030* | *Coffee break* |
| 1030-1145 | **Canada Gaming Roundup II: Policy Gaming**<br>• Tom Fisher, Imaginetic (chair)<br>• Stefanie Game, Imaginetic (chair)<br>• Jason Garcia (Policy Horizons)<br>• Bianca Popa (CRA)<br>• Philippe Beaulieu-Brossard (Archipelago of Design)<br>• Brian Train[†]<br>• Scott DeJong (Concordia University) |
| *1145-1345* | *Lunch*<br>• Lunch available for purchase (War Museum Café)<br>• Game demonstrations and networking (Atelier)<br>• Wargaming exhibition (War Museum) |
| 1345-1530 | **Game Lab: Gaming Ethical Challenges**<br>• Wendi Winter, CDA (chair)<br>• Rex Brynen (McGill University)<br>• Stefanie Game (Imaginetic)<br>• Anne Reiffenstein (CDA)<br>• Shannon Lewis-Simpson (CFC) |
| *1430-* | *Coffee provided during game lab* |
| 1530-1700 | **Building and Gaming Future Scenarios: Canadian Perspectives**<br>• Madeline Johnson, GAC (chair)<br>• Claire Woodside (Policy Horizons)<br>• Andy Lee (DRDC)<br>• Stefanie Game (Imaginetic) |
| 1700 | *End of conference* |

**Lunch** is available (for purchase) at the War Museum Café. To avoid overcrowding, participants will be assigned to either a 1200 or 1230 dining session.

[†] recorded or remote presentation.

**Conference registration:**

https://www.eventbrite.ca/e/connections-north-2023-tickets-565666673247

**BIOGRAPHIES**

**Philippe Beaulieu-Brossard** empowers leaders in shifting mindsets in national security organizations across NATO members and partners to better set conditions for evolution and address complex situations. Philippe believes in transformative strategic games as one of the most effective means to achieve this mission. As Co-President of the Archipelago of Design. Philippe is leading a global independent community of national security professionals and an inspiring team mobilizing a crowdsourcing approach to transformative games. This approach proved successful resulting in the critical and popular appraisal of Breakthrough, a mystery role-playing game taking place in the Canadian Arctic in 2040. Following this success, Philippe is leading an emerging Space domain video game version with Wero Creative, a game project to accelerate cultural evolution in the Canadian Armed Forces and is intrigued by the potential of measuring intangibles in games.

**Rex Brynen** is Professor of Political Science at McGill University, and senior editor of the conflict simulation PAXsims (www.paxsims.org). He is author, coauthor, or editor of a dozen books on various aspects of Middle East politics, security, and global development. He has served as a serious gaming consultant to the Department of National Defence, Global Affairs Canada, the Public Health Agency of Canada, Agriculture and Agri-Food Canada, the US State Department, the UK Ministry of Defence (Dstl), NATO, the World Health Organization, the READY Initiative, *The New Yorker*, CNN, and others. *

**Christian Caron** is a Canadian Army Armoured Officer. Prior to his current post, he was an instructor and taught wargaming at the Canadian Army Command and Staff College in Kingston, ON. He is currently employed with Calian as an Activity Lead, managing various training events and the Head of the Serious game portfolio at the Canadian Army Simulation Centre.

**Tony Chainho** is a Naval Warfare Officer in the Canadian Armed Forces. Prior to his current post he was the Director for the Maritime Operations Centre in Halifax, NS supporting deployed maritime units on various operations. He is currently serving as the section head for Wargaming at the Canadian Joint Warfare Centre.

**Bruce Chapman** spent 25 years as an Artillery Officer (Air Defence). He spent the last 10 years of his military career working in Operations Research and Modelling and Simulation. Mr Chapman retired from the CAF in July of 2010 to take up a position as a Defence Scientist with the Centre for Operational Research and Analysis. His areas of expertise include force development process, modelling and simulation, wargame conduct, and quantitative analysis. He is currently employed as an Operational Research Analyst with the Canadian Aerospace Warfare Centre.

**Scott DeJong** is a Public Scholar, researcher, and Communication PhD Candidate at Concordia University. He investigates challenges in media literacy education and the role of play in Canadian disinformation through serious game design. Building from his background in education and media studies, Scott creates games as research and teaching tools and has built an escape room about echo chambers and a simulation board game about conspiracy theory that received international attention. In addition to his research, Scott co-produces a podcast breaking down humour design in games, is the co-managing editor of First Person Scholar, and is an active member of the Centre for the Study of Democratic Citizenship and the Applied Ai Institute.

**Tom Fisher** is president and founder of the Imaginetic Game Studio, and the LEGEND Serious Games and Facilitation courses, is a serious analytic game, and simulation-based training designer, developer, teacher, and facilitator with over 30 years experience. He was part of the development teams that produced *AFTERSHOCK: A Humanitarian Crisis Game*, *MaGCK: The Matrix Game Construction Kit*, and *CASES: Crime Analysis and Simulation Exercise System* among many others. Currently Tom and his team are developing novel tabletop, digital, and hybrid games worldwide for various organizations including UN agencies, NATO, CRC, and private corporations on topics ranging from multi-domain warfare, emergency supply chain management, pandemic response, through IT crisis management, and humanitarian aid camp management. *

**Stefanie Game** has a B.A. in Political Science and International Development from McGill University, and is currently working at Imaginetic as the Design Team Lead, where she has designed over 150 games for Imaginetic on topics ranging from humanitarian aid delivery to

environmental conservation, and has delivered projects for Global Affairs Canada, the United Nations, and various humanitarian and women's NGOs, among others. In addition to her professional achievements, Stefanie is also a co-founder and chair of an international professional gaming conference focused on DEI (Diversity, Equity, and Inclusion) called Connections Next Generation.

**Jason Garcia** is a Senior Policy Analyst working at Policy Horizons Canada, helping other federal departments to launch and build upon their own strategic foresight capacities. In a previous position at Natural Resources Canada, he worked with colleagues and experts to develop a serious game called Branches in order to teach staff about the methods and principles of strategic foresight, based on Canada's forest sector. Jason would tell you that strategic foresight and serious games partner very well together because both provide ways of experiencing alternative futures and drawing lessons on how to achieve or avoid them.

**Madeline Johnson** has just joined Canada Revenue Agency's Fraud Redteam as a Senior Analyst. She is shifting her professional direction after 13 years as a Canadian diplomat managing bilateral relations and strategic foreign policy in Eastern Europe, Central America and West Africa, including a posting to Nigeria from 2014-2016. She fell in love with serious games as part of a position working on foreign policy research starting in 2017. Her enthusiasm for the file led to her appointment as Global Affairs Canada's first-ever Strategic Gaming Specialist. Her academic background is in International Studies, with a focus on Latin America, and in Community Health and Epidemiology. *

**Andy Suk-Bin Lee** is a junior defence scientist at the Centre for Operational Research and Analysis, Defence Research and Development Canada. He worked with Dr. Ben Taylor to produce an endorsed scenario set for use by the DND/CAF, and is currently conducting work to support the upcoming cycle of the Capability Based Planning process.

**Shannon Lewis-Simpson** is an Assistant Professor of Defence Studies at Canadian Forces College, and a researcher at the Dallaire Centre of Excellence for Peace and Security Studies, where she researches aspects of human security, especially NATO and national approaches to cultural property protection, culture change in professional military education and the use of serious gaming in PME/human security education. Her

most recent co-edited volume Evolving Human Security: Frameworks and Considerations for Canada's Military has just been published by CDA Press in May 2023.

**Bianca Popa** is the Assistant Director for the Canada Revenue Agency Red Team. She spent 22 years managing operations at the Canadian Security Intelligence Service, where she served both domestically and abroad.

**Brianna Proceviat** is a wargame designer and analyst for the Canadian Joint Warfare Centre (CJWC) and associate editor at PAXsims. She holds a Bachelor's degree in Political Science from McGill University and has designed and run multiple games for the Canadian Armed Forces. She previously served as a researcher for a recent study on serious games for humanitarian training (Lessons Learned Simulations and Training and Imaginetic, 2020). Her fields of interest include conflict, security, and democracy. *

**Anne Reiffenstein** is a retired artillery officer who joined the Canadian Army in 1989 and served 29 years. She leads the Canadian Defence Academy culture initiatives and the development of the Canadian Armed Forces (CAF) Learning Ecosystem concept. As part of this work, she is leading a team developing serious games to support socialization of the CAF Ethos. The first of these games is Military Dilemmas, a team based mobile game app. She is also working on her Doctorate investigating how to foster Digital Phronêsis in Canadian Military Leaders.

**Anthony Robb** is a curriculum development officer at the Canadian Forces College. He's facilitated a number of wargames during his tenure there and is interested in furthering their integration into operational-level professional military education.

**Ben Taylor** is a senior defence scientist at Defence Research and Development Canada. He has worked as an analyst in both Canadian and British governments supporting national force development planning. In recent years he has led efforts to introduce wargames to this work in Canada. Since 20201 he has also been developing games to explore policy making by governments facing pandemics. *

**Brian Train** is a freelance writer and game designer who has published over 50 games and many historical articles with a wide range of civilian publishers. His special interests in game design are irregular warfare, "pol-mil" games, and asymmetric games generally. His blog *Ludic Futurism* can be found at https://brtrain.wordpress.com/ *

**Wendi Winter** is a National Defence employee working at the Canadian Defence Academy. She works on a variety of projects including the study of serious gaming within the Canadian Armed Forces and its use for professional development opportunities. Prior to joining the Government of Canada, she worked as a teacher and learned the importance of gamification in instruction. *



*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 profession (war)gaming:

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



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