



National
Defence

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FUTURE LEARNING

CANADIAN DEFENCE ACADEMY / ACADÉMIE CANADIENNE DE LA DÉFENSE



Connections North Panel #1

CDA Future Learning

Canada



Background and Mandate

- Future Learning established in June 2021 – based on January 2021 Comd Canadian Defence Academy (CDA) direction
- Based in Kingston, Ontario
- Mandate: Modernization of CAF PD (the Greek house) based on Learning Sciences
- Serious Games is one of several Learning Delivery Method we are exploring with other CDA partners
- Established a small team – SSO FL, FL Project Officer, Project Support Manager, Evaluations Officer and FL Researcher (½ time)

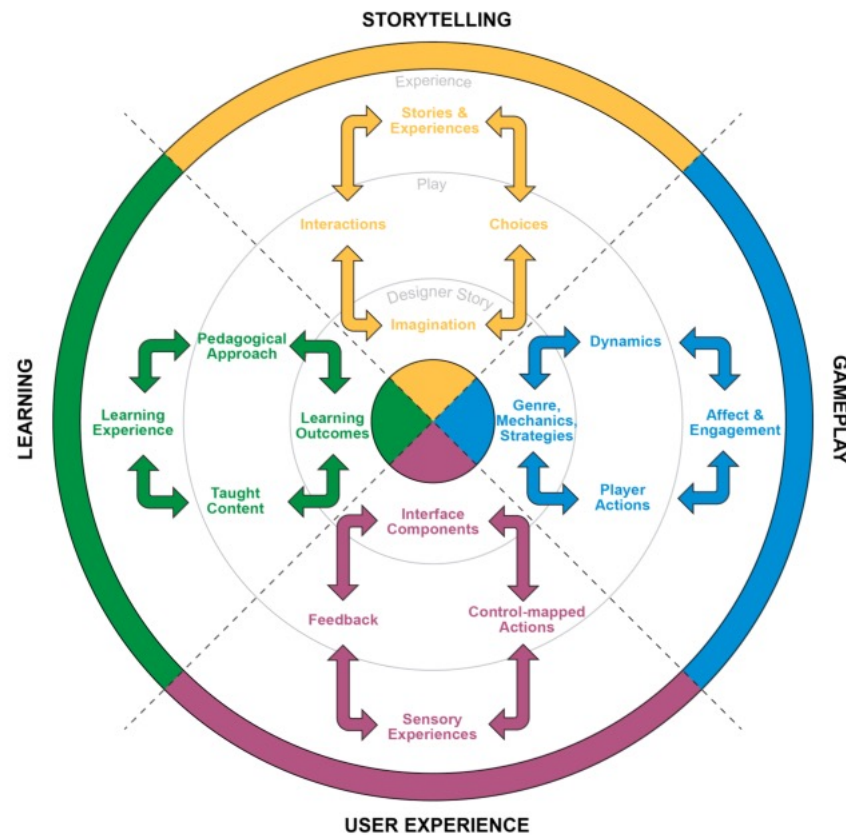


Figure 2. The Art of Serious Game Design methodology circle.

- Game design using the model from Toronto Metropolitan University based on Winn (2009) Design Play Experience model
- Investigate how different game designs can be developed into learning tools for the CAF
- Monthly game testing – with a wide variety of games
 - ETHIKKS (German Army)
 - Cold Case
 - Echoes
 - Alien
 - Lizards and Lies
 - CoD: WWII
 - CPP – Bomb the Village RPG
 - Kahoots - Character and Ethics




TASK FORCE MISSION

WANT TO TALK ETHICS?
After playing a first-person shooter game, your team can use the following questions as an ethics discussion tool.

CHARACTER-BASED LEADERSHIP QUESTIONS

- Which characteristic would you say best aligns with your actions in the game?
- Which characteristic is built throughout the game? Why do you think this?
- A teammate outlines their feelings of frustration with the lack of acknowledgement that they are at war. As a leader, how can you address this feeling within your troops?

ETHICS QUESTIONS

- You face a court martial at home about your actions in the field, how do you justify them?
- How do the objectives of the game reinforce or counter the ethos as outlined in *Trusted to Serve*?
- Which value would you see as most applicable to the game?

HUMANITARIAN LAW/RULES OF ENGAGEMENT

- According to the Law of Armed Conflict, CAF members can use force in the achievement of legitimate military objectives. Were there any moments in the game that you think contradicted this? Which or why not?
- In your perspective, would the principle of proportionality come into play in a fire fight in a civilian location?
- According to the CF Code of Conduct, all CAF members have an obligation to disobey a manifestly unlawful order. Were there any moments in the game that you would say were manifestly unlawful?

Canada

Learning Products developed to date

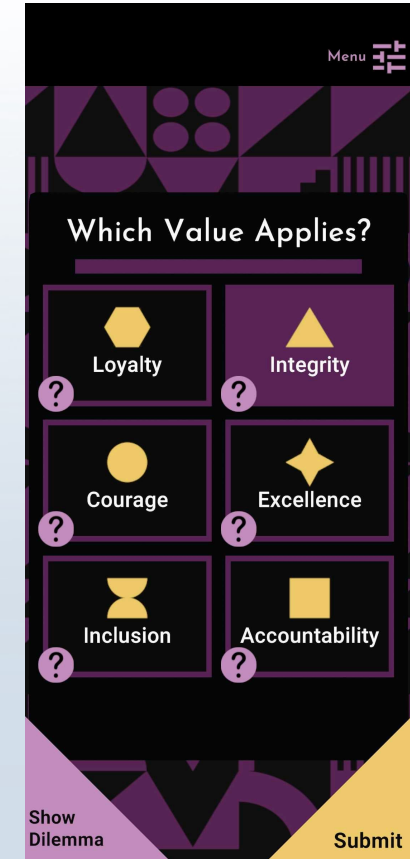
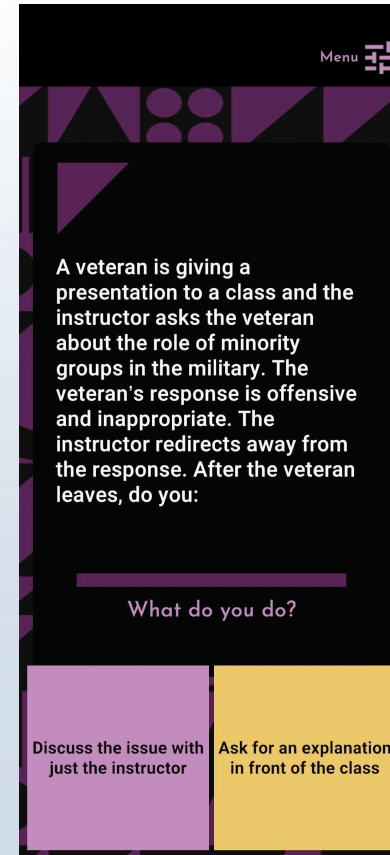
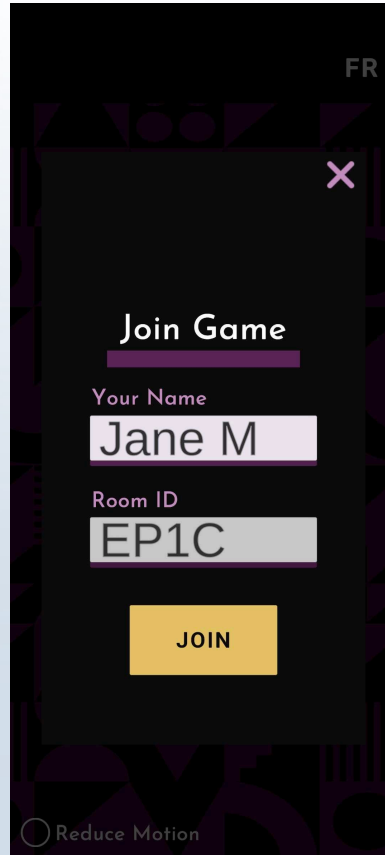
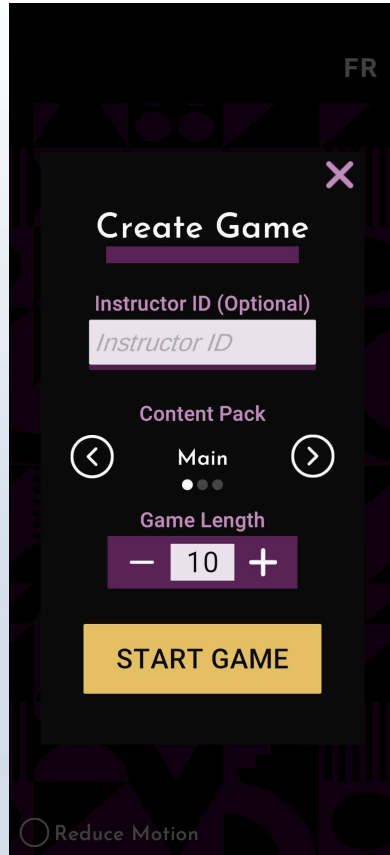
First person shooter games – ethics discussion posters

Military Dilemmas app – group based discussion centred around the game (awaiting for it to exit the pipeline in DSecur)

Kahoots TTS game (pilot with licenses – exam development of CAF learning platform – DWAN friendly)



MILITARY DILEMMAS – CAF ETHOS GAME APP



-Scenario Based Group activity
 -Low Instructor Prep

-Learning sciences based

-Game packs tailored to organizations



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Preliminary work on KRYISIS Domination 2023-2025

Learning

- Enhanced understanding of applied leadership theory
- Socialization of interpersonal skills in diverse working environment
- Applied ethics

Storytelling

- Dystopian hostile space environment
- Captains seeking to climb the ranks through experience and skills to get to Krysis domination

Game Play

- Turn based with 5 max turns
- Problems are three – four elements to master

User Experience

- Gradual levels of effort
- Buy your way to the top
- National ranking board that resets with scenarios every 6 months



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Questions

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