

CONNECTIONS NORTH 2024

Conference Programme



17 February 2024

McGill University, Montreal

0900-0915	<p>Conference registration</p> <p>Welcome</p> <ul style="list-style-type: none"> ● Rex Brynen (McGill University) ● Matt Caffrey (Connections)
0915-1045	<p>Critical Reflections on Matrix Gaming</p> <ul style="list-style-type: none"> ● Madeline Johnson (CRA) (chair) ● Jim Wallman (Stone Paper Scissors) ● Sean Havel (DRDC) ● Video presentations: Joe Chretien (US Army War College ret.), Catherine Jones (University of St. Andrews), Tom Moaut (Defence Academy of the UK), Carsten Roennfeldt (Norwegian Defence University College)
1045-1100	<i>Coffee break</i>
1100-1200	<p>Gaming Deception</p> <ul style="list-style-type: none"> ● Stephen Downes-Martin, US Naval War College (chair) ● Alex Karasick, (CJWC) ● Rex Brynen (McGill University) ● Scott DeJong (Concordia University)
1200-1230	<p><i>Lunch</i></p> <ul style="list-style-type: none"> ● Lunch available for purchase (New Residence Hall or Le Galeries du Parc)
1230-1500	<p>Connections North Expo</p> <ul style="list-style-type: none"> ● Demonstration games, displays and poster sessions ● Archipelago of Design, Calian, Concordia University, Defence Research and Development Canada, HMCS Venture, McGill University, PAXsims, Sheridan College, Stone Paper Scissors, others
1500-1630	<p>Wargaming/Policy Gaming in Canada: Retrospect and Prospect</p> <ul style="list-style-type: none"> ● Ben Taylor (DRDC) (chair) ● Philippe Beaulieu-Brossard (Archipelago of Design) ● Anthony Robb (CJWC) ● Julia Smith (SFU) ● Christian Caron (CASC/Calian)
1630	<i>End of conference</i>

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 website PAXsims. He is author, coauthor, or editor of a dozen books on various aspects of Middle East politics, security, and global development. His game (co)designs include *AFTERSHOCK!*, *We Are Coming*, *Nineveh*, and the *Matrix Game Construction Kit*, and 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. *

Matt Caffrey, Jr. is the founder of the Connections interdisciplinary wargaming conferences (1993) and author of *On Wargaming*. He is a retired Air Force civil servant and retired Colonel in the US Air Force Reserve, and has previously served as the Chief, Wargaming Strategy Development with the Air Staff's Checkmate Division, Professor of Wargaming and Campaign Planning at the Air Command and Staff College (ACSC), and Research Associate for Wargaming at the School of Advanced Airpower Studies—among many other assignments. He has spoken and written widely about professional wargaming.

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 Interim Head of the Serious games portfolio at the Canadian Army Simulation Centre.

Joe Chretien is a retired Models and Simulations (M&S) Army Lieutenant Colonel. As a M&S officer, he served in multiple roles that included Division Simulations officer, Sustainment Battle Lab (SBL) Simulation officer, and Army War College wargame developer. During his time in each assignment, he served as a project officer for

multiple division level training exercises, led joint-level experiments using various tools and methodologies, and helped to bring experiential training into the Army War College curriculum using wargaming tools such as matrix games, board games, and computer games. He is the co-author of several matrix wargames such as Kaliningrad, One-Belt-One-Road, Crisis in the South China Sea, and First Contact. [pre-recorded video presentation]

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.

Sean Havel is a Defence Scientist with Defence Research and Development Canada (DRDC) Centre for Operational Research and Analysis (CORA). His work focuses on developing real-time simulations and wargames depicting operations in the information environment, with the goal of exploring, analyzing, and developing operational strategies to counter adversarial disinformation and information warfare targeting the Canadian Armed Forces (CAF) and NATO allied militaries. Sean has also worked to broaden wargaming's inclusiveness within the CAF, advocating for increased service-member involvement in the design process and using game design methods for furthering operational research.

Alex Karasick is a wargame designer at the Canadian Joint Warfare Center (CJWC), as well as a co-founder at the Strand Simulations Group. A keen wargamer, Alex is particularly interested in finding new and unusual approaches for wargaming. Alex also holds a masters in War Studies from KCL, with a particular focus on wargaming, and has designed and run multiple games for the Canadian Armed Forces, as well as other government partners.

Madeline Johnson is a Senior Analyst at Canada Revenue Agency's Fraud Redteam. She previously spent 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 field 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. *

Catherine Jones is a lecturer at the University of St Andrews. Her research and teaching centres on East Asia and the nexus between security and development. She uses wargames in her teaching as well as a tool to generate

analysis and disseminate her research findings. She is currently interested in exploring how wargames can be used with research methods and as a research method. [prerecorded video presentation]

Tom Mouat MBE MSc PGCE. Major Mouat is an expert in both manual and computer-based simulations, as well as running large scale military training exercises. He ran the Army's principal land-based simulation system for 3 years and served in the UK MOD's procurement organisation dealing with simulation systems for 5 years, where he was awarded the Chief of Defence Material's Commendation for innovation. He has an MSc in Simulation & Modelling and is co-author of several books on simulation and educational wargaming. He is currently Head of the Defence Modelling and Simulation School at the Defence Academy of the UK where he was awarded the Chief Scientific Officer's Commendation for his contribution to science and technology. [prerecorded video presentation]

Carsten F. Rønnfeldt is professor in international relations at the Norwegian Defence University College/Norwegian Military Academy and holds a doctorate from the London School of Economics. He has (among others) published in journals as *Parameters, Armed Forces & Society* and in 2022 as guest editor of the *Scandinavian Journal of Military Studies* special collection on "military exercises and wargaming in professional military education." [prerecorded video presentation]

Julia Smith is an interdisciplinary social scientist, her research interests converge around public health policy, gender analysis, and global health governance. Julia is an assistant professor in the Faculty of Health Sciences at Simon Fraser University and leads the Health and Social Inequities Theme within the Pacific Institute on Pathogens, Pandemics and Society. She uses games in both teaching and research on topics related to global health. She has contributed to game development around pandemic response with Global Affairs Canada and Defence Research and Development Canada, and has co-developed instructional games related to COVID-19 outbreaks and global health negotiations.

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 2020 he has also been developing games to explore policy making by governments facing pandemics. *

Jim Wallman is a professional game designer with over thirty years' experience in the serious game design field. He is Director of Stone Paper Scissors Ltd, specialising in wargames, senior leadership development games and games for developing insights, strategy, team development and education.

*Denotes members of the CONNECTION NORTH organizing committee. Other members of the organizing committee (not present): **Tom Fisher** (Imagentic) and **Wendi Winter** (Canadian Defence Academy).



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/>

Conference registration:

<https://www.eventbrite.com/e/connections-north-2024-tickets-786729347657>

Location: New Residence Hall, McGill University, 3625 Park Ave, Montreal, Quebec H2X 3P8.
Paid parking is available.

