



Joint War Gaming & Experimentation

23 October 2019

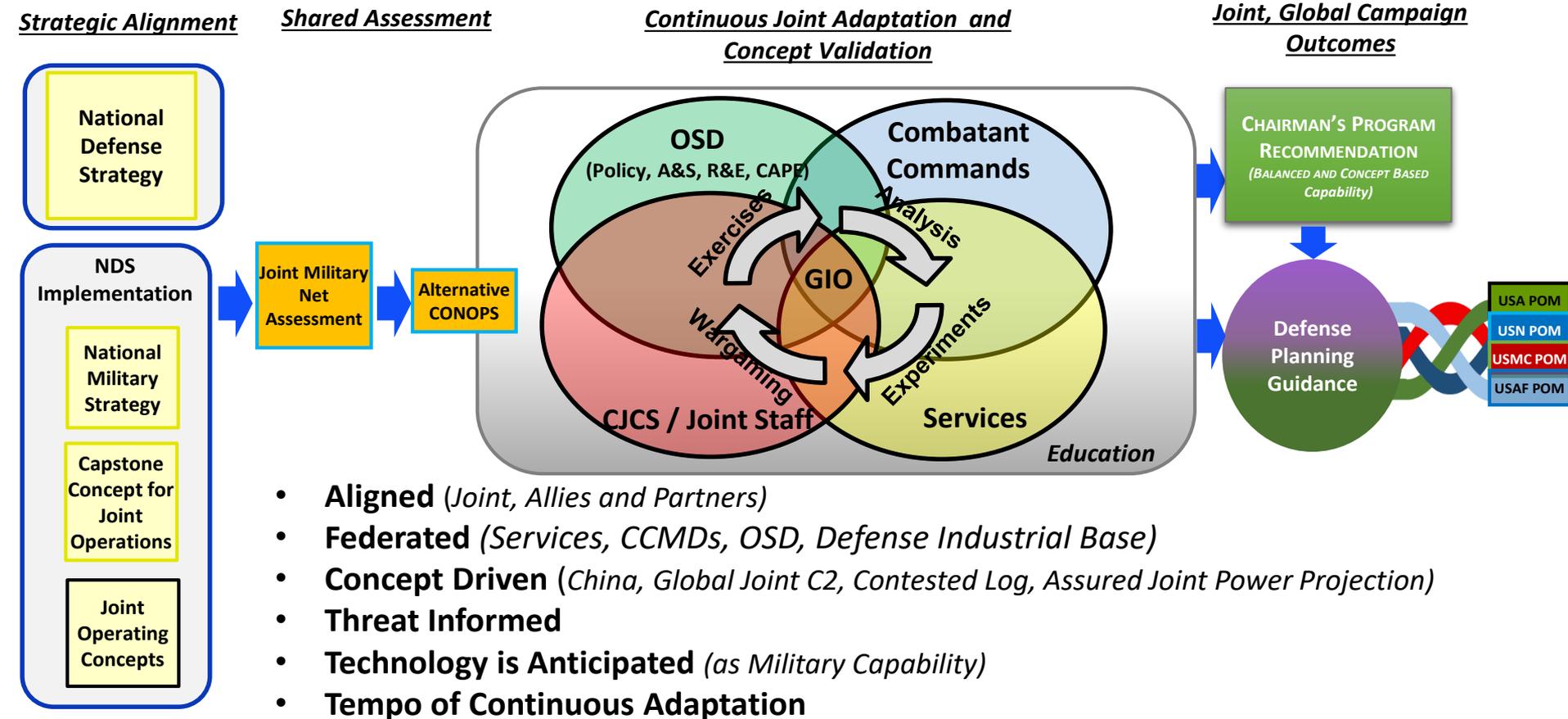
The overall classification of this brief is:

UNCLASSIFIED

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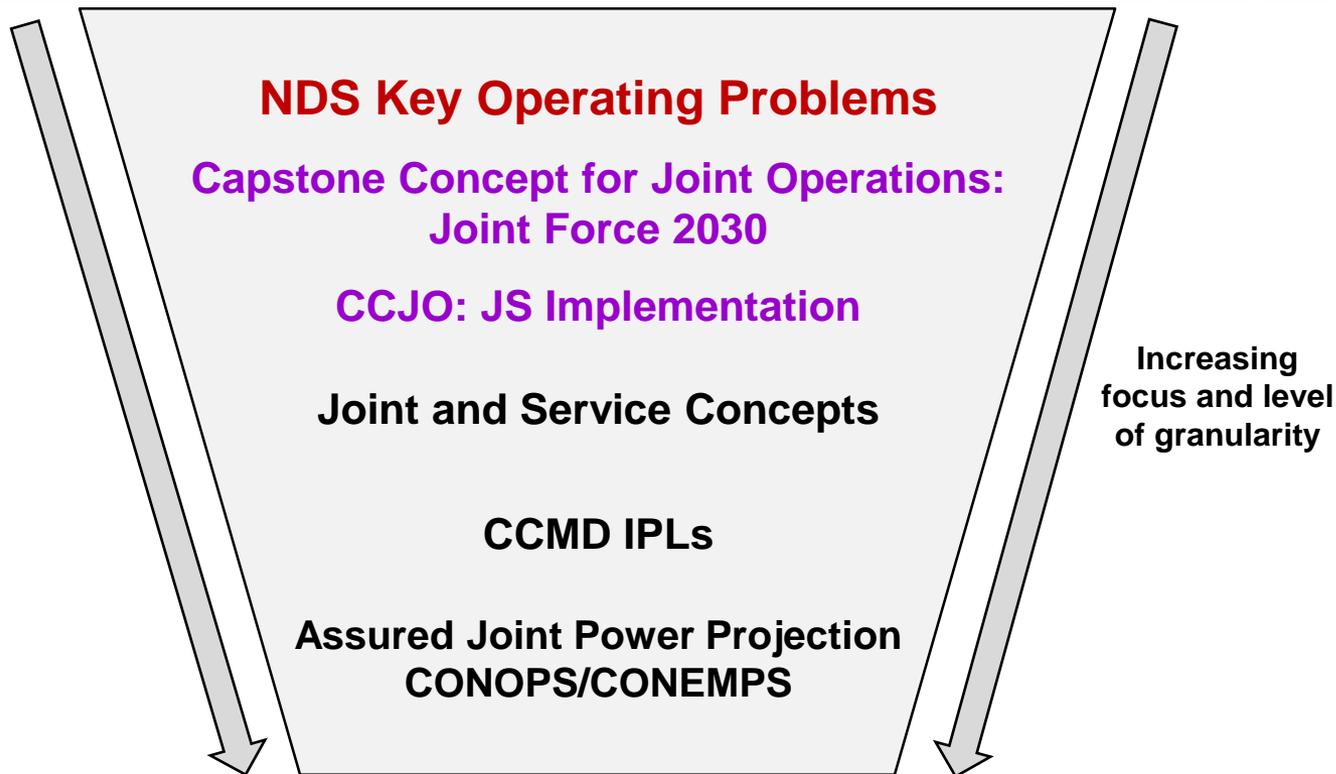
Joint Concept Driven, Threat Informed Capability Development



23 Mar 2019 DMAG:

- **A gap** exists in our ability to align and prioritize experiments, wargames, exercises and analysis towards joint campaign outcomes
- **Specified Task:** Develop guidance for experiments, wargames, exercises and analysis.
 - Requires a Joint, global, all domain approach that includes Services and CCMDs

Derivation of Joint Experimentation Roadmap Priorities



Joint Experimentation Thrust Areas
-
Each with priority experiment questions

Global Joint Command and Control	4 Priority Questions
Information Advantage	8 Priority Questions
Global Fires	6 Priority Questions
Contested Logistics	7 Priority Questions
Homeland Defense	5 Priority Questions

30 Total Priority Questions

Joint Experimentation Affiliate Network (JExNet)



“Learning Event” Definitions / Terms of Reference

General Definitions

Experiment: An empirical means of establishing cause-and-effect relationships through the manipulation of independent variables and measurement of dependent variables in a controlled environment. [Guide for Understanding and Implementing Defense Experimentation [GUIDEx, 2006]

Field Experiment: A defense experiment based on live simulation. [GUIDEx, 2006]

Live Simulation: Simulations of military operations in a live environment with actual military units and real military equipment and operational prototypes, with only weapon effects being simulated. [GUIDEx, 2006]

Wargame: Representations of conflict or competition in a synthetic environment in which people make decisions and respond to the consequences of those decisions. [JP 5-0]

Exercise: A military maneuver or simulated wartime operation involving planning, preparation, and execution, that is carried out for the purpose of training and evaluation. [JP 3-0]

Context-Specific Definitions

Experiments: **Future-oriented** testing of **proposed capabilities** to evaluate their ability to enable preferred ways of operating in the anticipated future operating environment

Exercises: **Current-oriented** events primarily supporting **commanders' training and readiness objectives** for a training audience, can be leveraged as venues for experiments

Wargames: **Future-oriented** events employing **innovative future forces and capabilities** in representative **future operating environments** to gain insights about potential operating approaches and requirements against anticipated future challenges

Joint Experimentation Knowledge Platform

- Contains event details and results for 463 events (FY18 and forward)
- Events categorized by 46 sortable fields
- 128 results/findings reports received and posted
- Hosted in Joint Data Repository
- Downloadable as spreadsheet

46 Sortable/Searchable Fields, Including:

Event Title	Start Date	End Date	Sponsor	Experiment Objectives	Scenario - Environment	Research Areas
Results Report Data	Event Purpose	Hypothesis /Problem	Source of Problem	NDS KOP	Thrust Area	Classification
Deliverables	Transition Plan	Intended Impact	Major Milestones	Exercise Association	Funding Source	POC

Open, Transparent, Collaborative