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# AI-Enabled Wargaming to Improve Mission Readiness

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An aerial photograph of a coastal region, possibly a bay or estuary, with a network of white lines and nodes overlaid on the water and land. The network consists of numerous small white circles connected by thin white lines, forming a complex web. The background shows a mix of blue water, green land, and some urban development. A large ship is visible in the lower right, and several smaller boats are scattered in the water. The overall tone is blue and somewhat desaturated.

# Agenda

- The challenge
- MDO
- The missing piece
- Planning process
- What we discovered
- The requirement
- Conclusion

# The Readiness Challenge

More information does not equal more understanding



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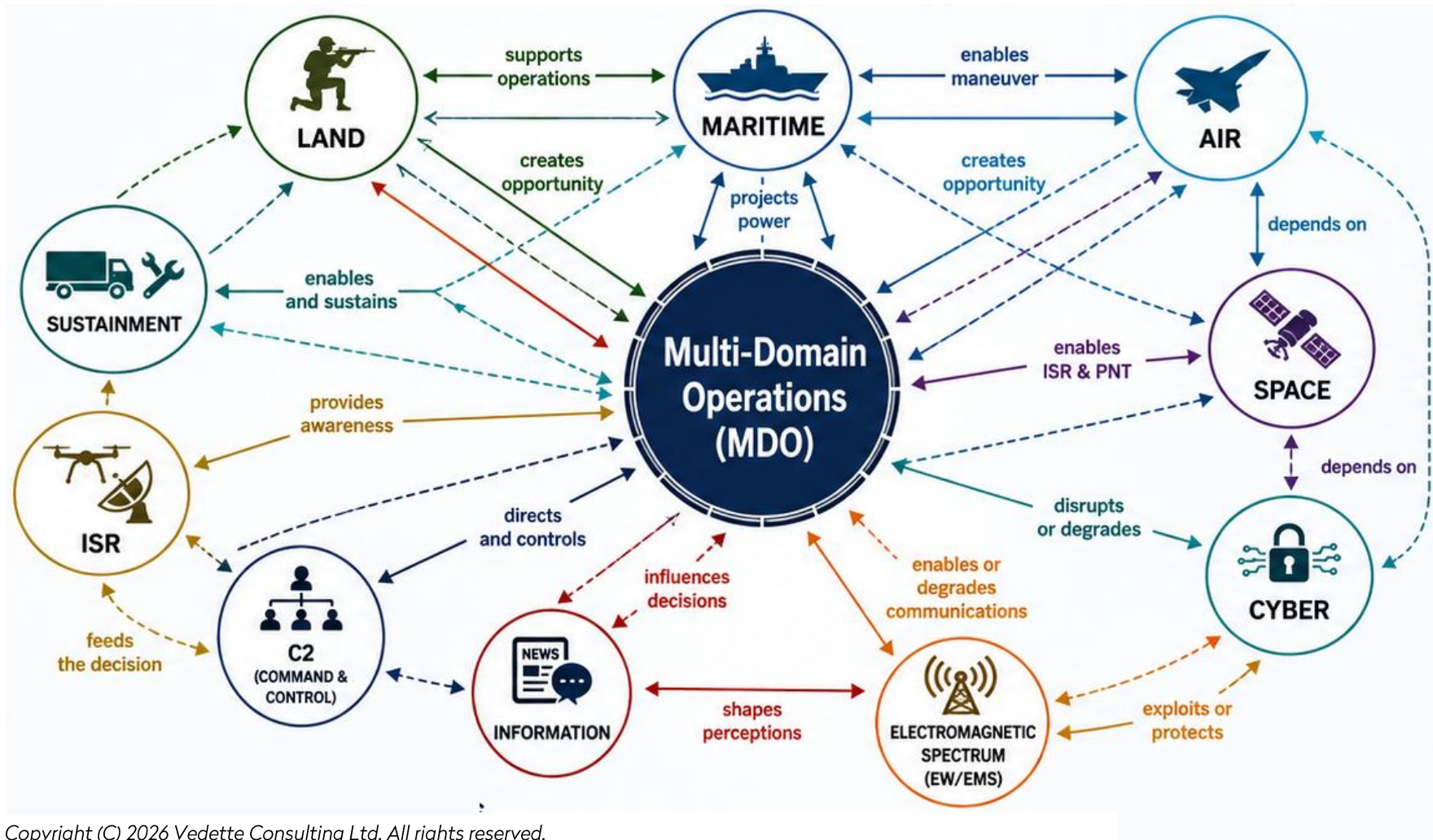


# Why MDO is Difficult

Interconnections and interactions



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# The Missing Piece

Understanding 'why' is key



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1

## Data

Decisions be based on evidence not gut instinct

2

## Decision Advantage

Converting evidence into understanding, and that understanding into viable options and timely adaptation relative to an adversary

3

## Mision Readiness

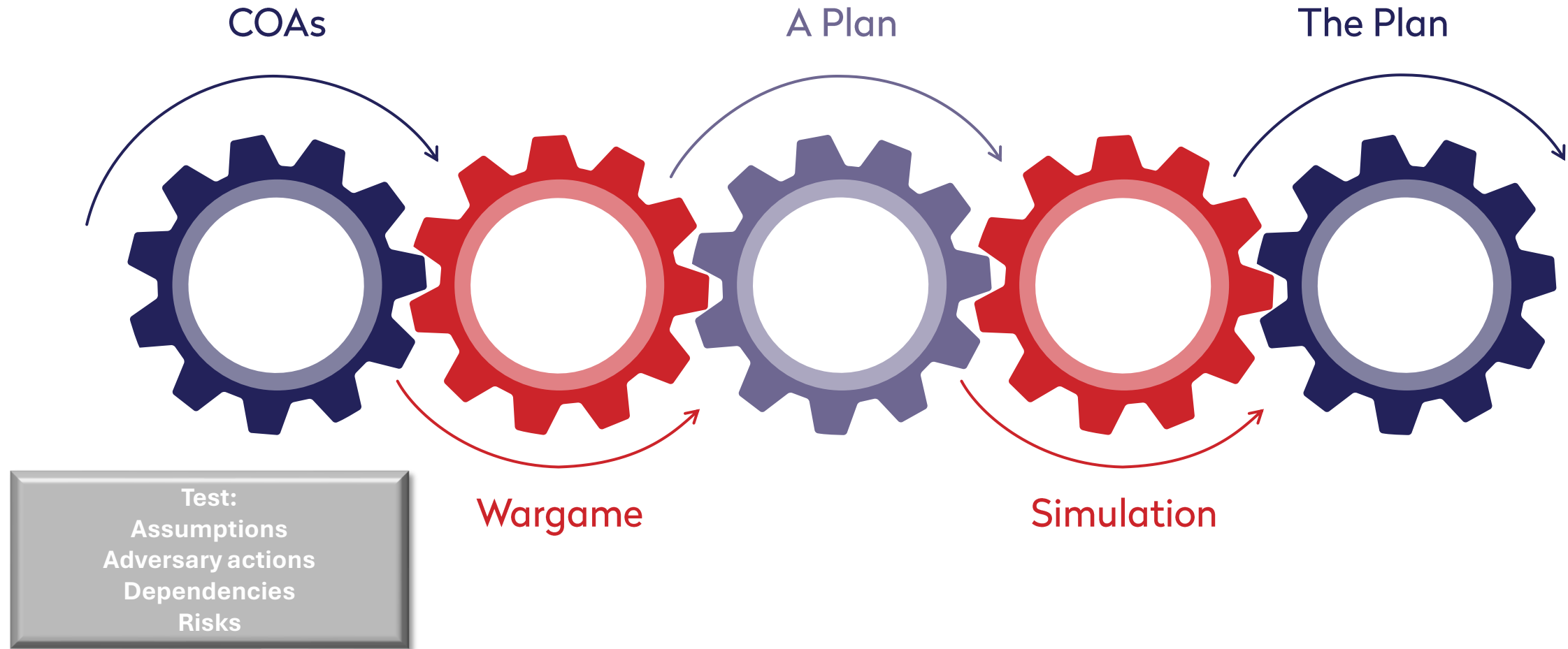
The ability to repeat this process consistently under pressure

# Planning Process

A gap between understanding and simulation



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# What we Discovered

Planners told us they really needed



- **Rapid and Repeatable** more relevant than precise
- **Failure and why**, not predicted success
- **Adaptation** verses perfection
- **Transparent** not automation
- **Reasoning** not just outcomes

# The Requirement

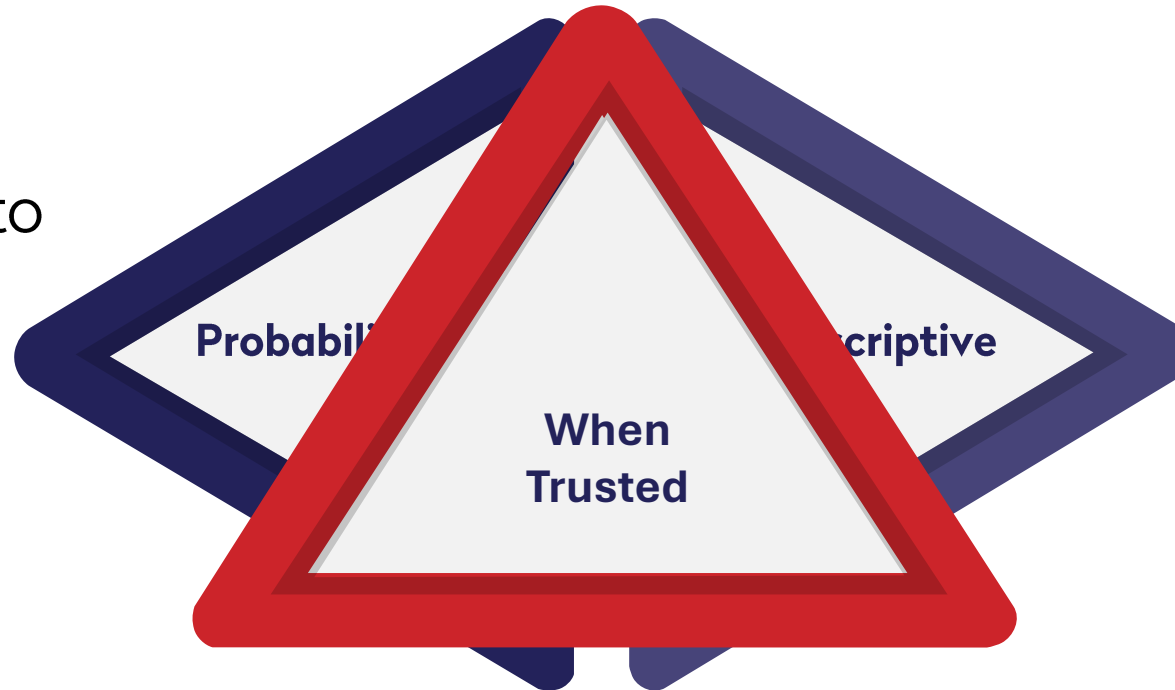
Characteristics of an AI enabled wargaming layer



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Screen and Develop COAs

Suitable abstraction to  
allow for rapid and  
repeatable  
experimentation



Narrative approach  
aids understanding  
Does not determine  
outcomes

Transparent Adjudication

Ensures that reasoning follows a plan

# Multi Domain Wargame

Simple abstraction



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Sense

Decide

Act

Sustain

Communicate

# Conclusion

## Wargame to Readiness



- Simulation remains essential, but it is not sufficient to bridge the gap
- Understanding must be generated while plans can still change
- An AI-enabled wargame can assist converting planning activity into decision advantage

# Questions?



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Get in touch

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