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MTS Technologies, Inc.

Management and Technical Services

2007 Joint Service Power Expo

**Planning and Decision Support
for
Enhanced Power & Energy Management
through
Seminar Gaming and Analysis**

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MTS Seminar Games

Game Objective(s)



- Games are specifically designed to focus on client's needs and concerns
- Games require pre- and post-game analysis
- Games can be combined with facilitated workshop to enhance:
 - Analysis
 - Issue resolution

Tailored to Client needs

How can the Game best deal with client concerns?

Concerns

- **Power & Energy Independence for the warfighter at the**
 - **Tactical level**
 - **Operational level**
 - **Strategic level**

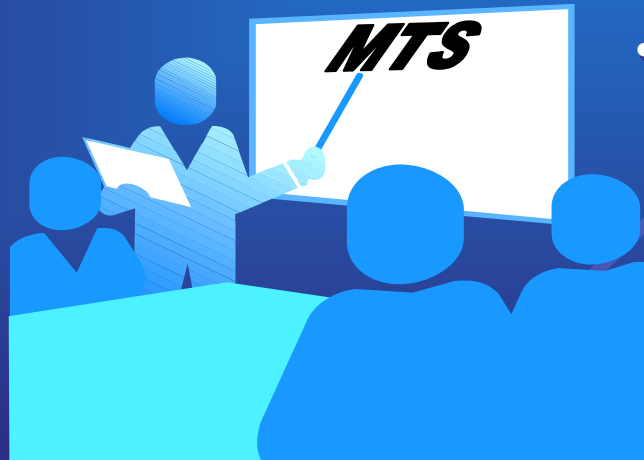
Pre-game Identified Issues

- **Laws/ Regulations/ Doctrine/ Policy/ Habits**
- **Invalid Assumptions**
- **HD/LD Items**
- **Energy independence required to exploit technological advantages**

MTS Seminar Games

Classic seminar game

- Loosely structured
- Players fulfill most, or all, game input requirements:
 - Role players
 - Discussants
 - Threats
 - Controllers
 - Assessors



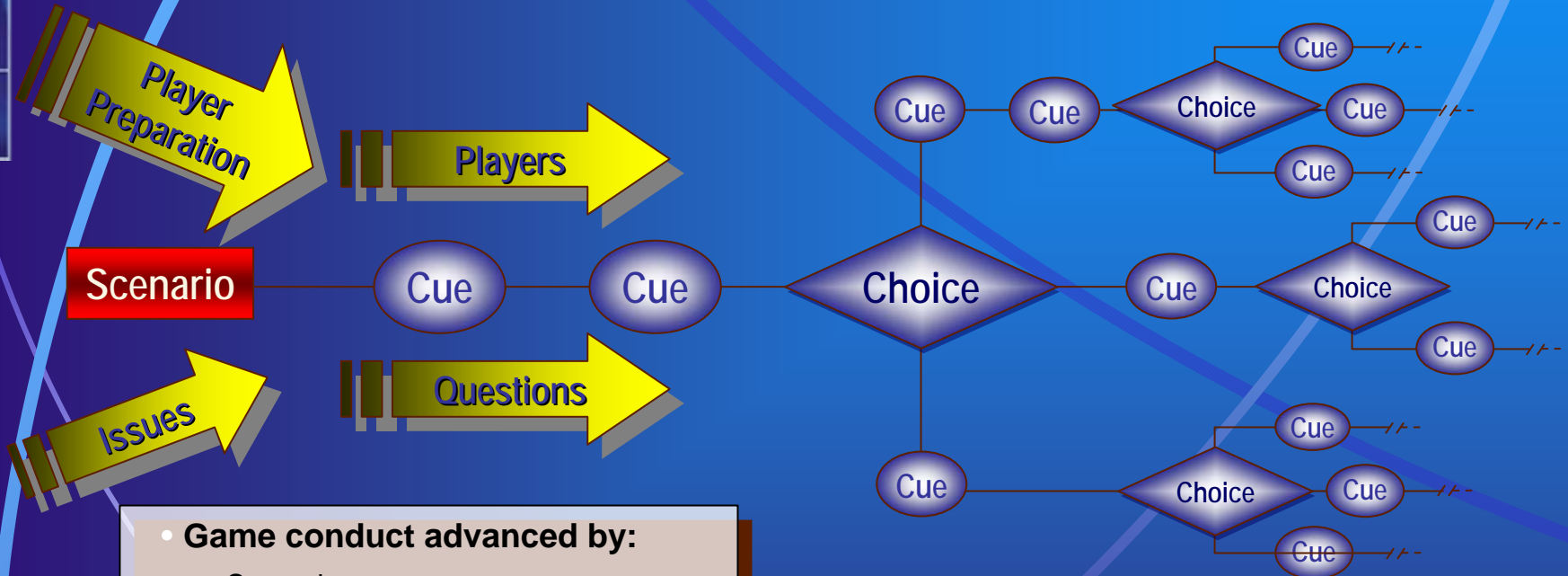
MTS seminar game

- Systematic issue introduction
- Participants play themselves or their parent organizations
- Non-attribution policy
- Facilitators:
 - Provide external inputs
 - Control game tempo & direction

Designed to ensure key issues come into play

MTS Game Design & Execution

Issue-based, modified, branching seminar game



- **Game conduct advanced by:**

- Scenario
- Player Preparation
- Cues (issues)
- Player inputs
- Focused enabling questions

- **Players perform actual roles as members of a staff, interagency working group, advisory board, etc**

- **Relies upon player intellectual curiosity and participation in discussion**

Attributes of Successful Gaming

- **Early identification of game objectives**
- **Frequent client / *MTS* interaction during game development**
 - Game design
 - Game validation
- **Participant pre-game preparation**
 - Players' Seminar Guide
 - Reference Manual
 - One-on-one briefs

Attributes of Successful Gaming

- **Participant interaction**
 - Moderator (normally senior player) is assisted by *MTS* gamers
 - Focused enabling questions
 - Off-line discussions
- **Post-game analysis and reporting**
 - Captures the game
 - Documents results, finding, insights and observations for follow-up and future action
 - Always the property of the client

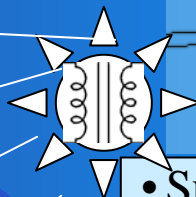
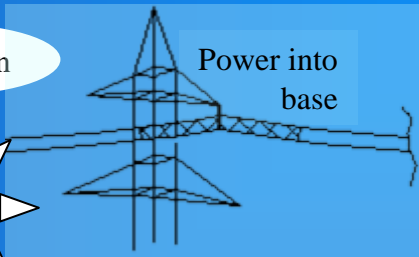
Scenario Gaming Results

- **What can Scenario Planning & Gaming do for Power & Energy Management?**
 - At minimal cost, enhance organizational preparedness to deal with a variety of events
 - Identify problems for which existing policy, processes or funding levels are inadequate
 - Exercise plans, processes, and interactions before an event actually occurs
 - Assist in the resolution of problems through analysis and remediation
 - Support team building by bringing together stakeholders in a collegial, non-stressful environment

Military Energy Distribution Issues



Distribution



- Suitability of existing plans
 - Validity of assumptions
 - Points of vulnerability
 - Critical areas of interactions
- Feasibility of workarounds
 - Conflicting priorities
 - Competition for resources
 - Logistics
 - Personnel
 - Time
- Acceptability of risks
 - Level of assumed risk
 - Cascading failures



Questions?

Back-up Slides

Executive Level Support

Policy & Decision

Studies & Analysis

*Issue Based
Branching*

Range of Support

Policy

Strategy

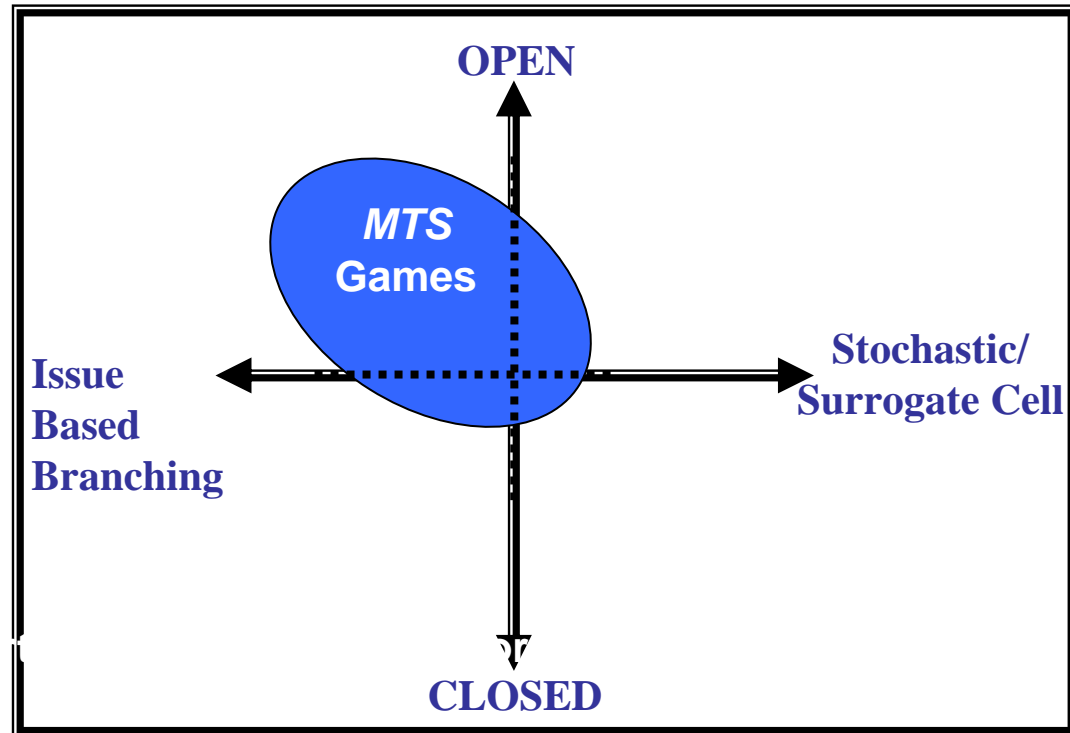
Implementation

- *MTS* offers studies, analysis, and issue based gaming to support Executive-level policy & decision making
- A full range of support is available for all executive needs
- *MTS*' focus is generally high-level

MTS Seminar Games

Game Characteristics

- **Open, issue based seminar game**
- **One sided**
- **Lead by senior player**
- **Assisted by MTS Facilitator**



MTS Products

MTS Studies & Analysis Products

Concepts of Operations

- Functional
- Structural
- System Employment

Risk Assessment

Organizational Assessments

- Management Structure
- Manpower & Personnel
- Readiness & Training

Reports

Briefings

Game References

Game Design

Game Execution

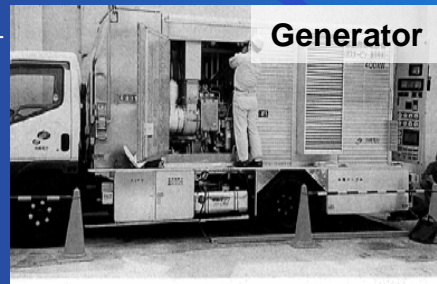
Structure
& Process

Command
& Control

Metrics

Requirements
Definition

Deployed Troop Installation



- Suitability of existing plans
 - Validity of assumptions
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- Feasibility of workarounds
 - Conflicting priorities
 - Competition for resources
 - Logistics
 - Personnel
 - Time
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Battery Charger Alternatives

Off-Base



On-Base



- Suitability of existing plans
 - Validity of assumptions
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