

Year	Section	Title	Authors/Editors			
2023	Keynote	Next Generation Wargaming	Tim Barrick			
2023	Keynote	Wargaming: From the Past to the Future	Peter Perla			
2023	Panel - Analysis and Experimentation	Common Analysis Pipeline for Wargaming	Dario Ballentine			
2023	Panel - Analysis and Experimentation	Experimental wargaming at Sandia National Laboratories	Joshua Letchford, Kiran Lakkaraju, Jonathan Whetzel			
2023	Panel - Analysis and Experimentation	Laboratory Effects in Experimental Wargames	David Dubin, Jacob Fisher			
2023	Panel - Analysis and Experimentation	Wargaming as a Social Science Experiment	Andrew L. Crabb			
2023	Panel - Assessing and Representing Military Units	Correlation of Forces: Unit Value Updates	Guy Younger			
2023	Panel - Assessing and Representing Military Units	Scaling Intelligent Combat Behaviors Through Hierarchical Reinforcement Learning	Scotty Black			
2023	Panel - Assessing and Representing Military Units	Wargaming Autonomous Ground Combat Vehicles	Sean Barnett			
2023	Panel - Climate Change Wargaming	Climate Change Tabletop Exercises	Deborah Loomis			
2023	Panel - Climate Change Wargaming	Navigating the Future: Climate change wargaming for INDOPACOM	Christopher Steinitz			
2023	Panel - Digital Tools for Wargaming	Digital Wargaming for Intelligence Analysts	Patrick Kenney			
2023	Panel - Digital Tools for Wargaming	Digital Wargaming: Tactical & Strategic Fitness	Kevin Williamson			
2023	Panel - Digital Tools for Wargaming	Effectively Integrating Technology into Wargames	Jennifer McArdle			
2023	Panel - Gaming Informing Strategy	Assessing Four Cases of pre-World War I and pre-World War II Wargaming: Implications for Today's US Military	Brian Nichiporuk			
2023	Panel - Gaming Informing Strategy	Gaming the Gray: Paradigm Shifts in Thinking Toward Supporting Allies and Partners in the West Philippine Sea	Lesley Wilhelm			
2023	Panel - Gaming Informing Strategy	Paratus Futurum: Strategic game helping the USCG be Ready for the Future	Michelle Ziegler			
2023	Panel - Gaming Informing Strategy	Strategy Development through War Gaming	Mark Sisson			
2023	Panel - Narrative and Play	Crafting Compelling Heroes in War Games	Ross Berger			
2023	Panel - Narrative and Play	The Next Generation of Play	Elizabeth "Betsy" Joslyn, Stefanie Game			
2023	Panel - Synergies Between M&S and Wargaming	Enabling the Cycle of Research	Karl Selke			
2023	Panel - Synergies Between M&S and Wargaming	Filling the Gap: M&S and Gaming Synergies	Doug Fullingim			
2023	Panel - Synergies Between M&S and Wargaming	M&S and Wargaming Synergies	Lee Ann Rutledge			
2023	Panel - Synergies Between M&S and Wargaming	Simulation Integration Supporting Mission Command System-based Operational Planning	Chuck Burdick			
2023	Panel - Synergies Between M&S and Wargaming	Simulation-Supported Repeatable Wargaming at the Campaign Level	Chuck Burdick			
2023	Panel - Synergies Between M&S and Wargaming	Versatile Assessment Simulation Tool developed in R (VAST-R) support to Operational Wargaming	Morgan Olvera			
2023	Panel - Wargaming and PME	Adding Wargaming to the Curriculum: the Air War College Experience	David Woodley			
2023	Panel - Wargaming and PME	National Defense University's Approach to GEMS & PME	Kenneth Kligge			
2023	Panel - Wargaming in University Education	Wargames as Pedagogical Tools	Mike Fowler			
2023	Panel - Wargaming in University Education	Wargaming with Undergraduates	J. Furman Daniel, III			
2023	Panel - Wargaming Next Generation Challenges	"Cobalt Rocks": Wargaming Seabed Operations in a Platform Design Context	David Manley			
2023	Panel - Wargaming Next Generation Challenges	Sustainment in Wargames	Volko Ruhnke, Mark Greenwald			
2023	Presentation	AI: Key to Unlocking Full Potential of Defense Wargaming	Matthew Caffrey			
2023	Presentation	Beyond the PK: Adjudication of Hard Problems with AI	ED McGrady			
2023	Presentation	Boxing Clever: Designing, developing and publishing strategic games for professional use	Mike Bagwell			
2023	Presentation	ChatGPT as Red Team? Discussing Applications of Emerging AI Technologies for Professional Military Wargaming	Andrew Olsen			
2023	Presentation	Combat Power and Attrition Estimation	Paul Works, Tyler Hitter, Michael Laquet			
2023	Presentation	Enhancing UK Defence Wargaming Capability: Anchoring Cultural Change and Challenge with our People	Eugene Morgan			
2023	Presentation	Futurology: Low-Tech Gaming for Next Generation Futures Thinking	Alicia Sanchez, Glenn Lamartin, Seth Crofton, Pocket Pinata, Sam Roberts, Angie Williams, Frank Kelley, De			
2023	Presentation	Gaming to the Rescue: Gaming Humanitarian Assistance / Disaster Response with Partners and Allies	Erin Sullivan, Sarah Williamson			
2023	Presentation	In the BAG: Bias, Assumptions and Gaming	Jay Mischo			
2023	Presentation	Is Immersion the Basis of Effective Wargaming? The Creation and Effects of Immersion in Games	Evan D'Alessandro			
2023	Presentation	Lessons Learned from Vignette Wargaming	David Goddard			
2023	Presentation	Logistics Determine Your Destiny	Michael Hugos			
2023	Presentation	Mission Impacts of Nuclear Events Software (MINES)	Jim Gifford			
2023	Presentation	Nuclear Wargaming A Case Study in Educational Wargaming	Jim Gifford			
2023	Presentation	Overview of Confrontation Analysis: A Gaming Technique for Continuous Campaigning	John Hanley			
2023	Presentation	Play is the Thing: Games, play and the creation of the new	ED McGrady			
2023	Presentation	Players and Users: Wargaming as a User Experience (UX) Design Problem	Akar Bharadvaj			
2023	Presentation	Playing Red: Building adversary teams to facilitate high quality wargames	Robert Boyce			
2023	Presentation	SAGE DRAGON: A Wargame Exploring Strategic Competition in the South Pacific	Mark Seip, Shane Bilsborough, Curt Hudson			
2023	Presentation	Sharing Results from Operational Games	John Hanley			
2023	Presentation	Triage and Matrix: Wargaming Non-Kinetic Competition	Phillip Pourmelle			
2023	Presentation	Use of random numbers: "It's not just about the math"	Keith Martin-Smith			
2023	Presentation	Wargaming the Non-Kinetic - A Political Science Perspective	James "Pidgeon" Fielder			
2023	Presentation	Wargaming to explore requirements for future naval acquisition projects	Nick Bradbeer			
2023	Presentation	Wargaming within the Nuclear Environment: Integrating Nuclear Effects into Conventional Wargaming M&S tools	Jim Gifford			
2023	Presentation	Whole of Government Grand Strategic Gaming	Matthew Ader, Cosmo Forbes			
2023	Professional Development	Advanced Topics in Professional Wargaming for Wargame Designers and Directors	Stephen Downes-Martin			
2023	Professional Development	Welcome to Wargaming	Matthew Caffrey			

Year	Title	Authors/Editors
2022	Assessment Planning Guide for Educational Wargamers	Kathleen Kuehn, Anthony Arciero
2022	Building a New Generation of Wargamers	Akar Bharadvaj
2022	CNA's Staff Lab: a suite of tools for organizational analysis	Ariel Klein, Sawyer Judge, Kelly Diaz
2022	Cyber Maneuver, Operations, and Combat: A Knowledge Wargame	Taylor Bradley
2022	Cyber Wargames	Sarah Chen
2022	Defense Wargaming Alignment Group, Wargaming Incentive Fund, and DoD Wargaming Repository	Hilary Rakestraw
2022	Digital Transition: NDU Wargaming During and "After" COVID-19	Kenneth Kligge
2022	Diversity and Inclusion Best Practice in Wargaming: Lessons Learned from Dstl Initiatives	Jennifer Hart, Rachael Worthington
2022	Divided by a Common Method: Understanding the Wargaming Community	Ruby Booth
2022	Fundamentals of Wargaming	Matthew Caffrey
2022	Gaming Climate & Security in the Long Future	Erin Sullivan
2022	Get Hired and Stay Hired as a Professional Wargamer	Stephen Downes-Martin
2022	Global Contest: A Competency-Based Strategy Teaching Game	Sorin Adam Matei, David Benson, Kira Graves, Robert Kirchubel, Al Montgomery
2022	History of Wargaming From BC to V.I Day	Matthew Caffrey
2022	Keeping It Simple: Mechanics Complexity Metrics for Use in Wargame Design	Ruby Booth
2022	Keynote Speech	Robert "Barney" Rubel
2022	Leaving the Matrix Behind: Debate Style Adjudication	Jeremy Sepinsky
2022	Lesser Evil? Explaining State Alliances with Vigilante Groups	Andrew Miller
2022	Low Yield Nuclear Use in Wargames. Its Not "Game Over Man!"	James Gifford
2022	Malign: Gaming Influence in the Information Age	Emily Yoder
2022	Mission Impacts of Nuclear Events Software (MINES)	James Gifford
2022	My Unicorn Shot First: Wargames Exploring Hypotheticals in the Future of Warfare	Paul Vebber
2022	Operating in a Cyber Contested Environment, Step One in Preparation for Non Kinetic Warfare: Knowing Yourself	Jonathan Avooske
2022	Operational games, scenarios, and pitfalls: HADR to MDO	Ed McGrady
2022	Overview of Experimental Wargaming at Sandia National Laboratories	Kiran Lakkaraju
2022	Overview of the Institutional Review Board (IRB) and conducting ethical research	Kiran Lakkaraju, Craig Nimmo
2022	Perspectives on Schriever Wargame	Brian Raymond
2022	Roll for Initiative: Wargaming Lessons Learned through Online Role Playing Campaigns	Kathleen Bigman, Carolina Ramos, Kate Hu, Samantha Taylor
2022	Tabletop Gaming Through Space and Time	Peter Leveille, Tamara Ambrosio-Hemphill
2022	Waking up to Wargaming!!	Satoru Kishimoto
2022	War Games & Futurism: how games can contribute and best practices for doing so	Daveed Gartenstein-Ross, Betsy Joslyn
2022	Wargame Combat Power and Attrition Estimation	Paul Works, Guy Younger, Robert Steele
2022	Wargame Graphic Design	Michael Markowitz
2022	Wargaming & Experimentation: Permission to Fail	Kori Phillips
2022	Wargaming and Experimentation Working Group Brief	Ruby Booth, Jon Compton, Stephen Downes-Martin, Joshua Letchford, Kiran Lakkaraju, Phillip Pournelle
2022	Wargaming Climate Change Working Group Report	Annalise Blum, Allison Brown, Sharon Burke, Andrea Cameron, Stephen Frano, Chris Kennedy, Julia McQuaid, Swathi Veeravalli
2022	Wargaming Climate Change: Who Plays for the Red Team?	Sharon Burke, Andrea Cameron

Year	Title	Authors/Editors
2021	1. Introduction to Wargaming	Matthew Caffrey
2021	2. Breadth of Wargaming	Matthew Caffrey
2021	3. Origins and Evolution of Connections Wargaming Conferences	Matthew Caffrey
2021	Addressing the Wargamers Trilemma	Andrew Reddie, Ruby Booth
2021	Advancing the use of "Manual" Wargames	Thomas Meier, Paul Works, Ken Brown, Bill Harper, Jeremy Sepinsky
2021	AE-701 A Tactical Game for Concept and Material Evaluation	Don Carlucci
2021	Agile Wargaming	Philip Bolger-Cortez, Alexandria Brill
2021	Analysis of Wargames	Ken Brown, Paul Kearney, Paul Works, Andrew Reddie, Jeff Appleget, Eric Berry
2021	Assassin's Mace	Tim Barrick
2021	Building an Army of Wargamers	Damien O'Connell, Nolan Noble, Tim Smith
2021	Building Leaders through Wargaming	Colin Davis, Red Powell, Alec Lloyd, Luke Hughes
2021	Burden of Command: Wargaming Ethical Leaders	Luke Hughes
2021	Can AI Save Us from Unethical Wargames?	Robert Seater
2021	Civil Affairs Operations Force Modernization Assessment (FMA) Wargaming	Paul Works
2021	COA Wargaming	Christopher Krajacich
2021	Competition Wargaming	Mitch Reed
2021	Conducting Wargames in the Digital Age	James Fielder
2021	Continuing Your Professional Development	Sebastian Bae, Matt Caffrey, Ed McGrady, Paul Vebber
2021	Counter-Fire! A Tabletop Sensor-to-Shooter Training Aid	Ben Griffin
2021	Creating, Developing and Marketing a Game	Dana Lombardy
2021	Cyber Wargaming: Practical Ideas from Practical People	Ed McGrady, Nina Kollars, Tom Mouat, John Curry
2021	Defense Acquisition Wargaming	Chad Millette
2021	Double-Ontology of Gaming as a Method	David Banks
2021	EAB (Expeditionary Advance Base) Hunt	Nolan Noble
2021	Educating Wargamers Working Group Briefing	Matthew Caffrey
2021	Educational Psychology and Wargaming	Kate Kuehn, Tony Arciero
2021	Enabling Wargamers	Matthew Caffrey
2021	Ethical Issues in Educational Wargaming	Ivanka Barzashka, David Banks
2021	Ethics of the Opposing Force	Thomas Meier, Mike Dunn, David Millikan
2021	Ethics of Wargaming	Ruby Booth, Stephen Downes-Martin
2021	Experiential Learning in Wargames	Roger Mason
2021	Exploit Group Dynamics to Corrupt a Professional Wargame	Stephen Downes-Martin
2021	Game Lab 2021 Report	Stephen Downes-Martin (Ed) et al
2021	Game Showcase: Wargames with Ethical Considerations	Gordon Bliss
2021	Gamify the Onboarding of Analysts - Discussion	Tim Moench, Gary Parker
2021	Gaming Climate Change	Ed McGrady
2021	Gaming Research for Alliance Network Dynamics (GRAND)	Kiran Lakkaraju
2021	Gaming the Irrational Working Group Briefing	Ed McGrady, Justin Peachey
2021	Gaming the Irrational Working Group Report	Ed McGrady, Justin Peachey et al
2021	Gaming to Build Ethical Leaders Working Group Briefing	Samantha Taylor
2021	Group Dynamics in Malign Wargaming	Stephen Downes-Martin
2021	How to Build Unethical Wargames	Ed McGrady
2021	Information Security in Online vs. In-Person Strategic Analytical Wargames	Ivanka Barzashka, Jonathan Rich
2021	Integrating Social Science and Wargaming for Education - Discussion	Pijus Krūminas, Steven Lohr, Anne M. Johnson, Ryan M. Kennedy
2021	Introduce Academic Rigor to Wargaming - Discussion	Tim Moench, Anne M. Johnson
2021	Landpower - Division	Todd Guggisberg, Tim Brown
2021	Layers of Ethics Surrounding Wargaming: How and Why Some Wargames Were "Unethical" in Japan	Hiroyasu Akutsu
2021	Lessons Learned from Red Teaming for Wargaming - Discussion	YOSHIZAKI Tomonori, Hiroyuki Kanemura, Ryan Kennedy
2021	Lessons Learned from Scenario Development - Discussion	AKUTSU Hiroyasu, Alexandria Brill, Robert Doinaigue
2021	Methods of Distributed Wargaming	Sebastian Bae, Mitch Reed, Philip Wohrab, Peter Pellegrino, Sean Fannon
2021	NATO SAS-139: NATO Analytical Wargaming Presentation	Katie Hughes, Matthew Caffrey
2021	Pedagogical Principles & Design for Simulations Based PME	James Sterret, Tim Smith, James Lacey, James Fielder, Sebastian Bae
2021	Playing on the Edge: Avoiding Ethical Pitfalls in Wargaming	Ruby Booth
2021	Professional Game Designer Skills - Discussion	Ed McGrady, Michael D'Alessandro, Tristian Martinez, Nolan Noble, Tim Smith
2021	Rio 2016, COVID 2020: Lessons Learned and to Be Learned	Doug Samuelson
2021	Rolling Up Combat Results - Discussion	Ed McGrady, Peter Pellegrino
2021	Simulation Systems and Wargaming - Discussion	Charles Turnitsa, Jeffrey Sugden, James Snyder
2021	Strategic Level Space Wargame - Discussion	Samantha Taylor, Tracy Johnson, David March
2021	Targeting Human Trust in Cyber Wargaming	James Fielder
2021	Time Travelers Guide to Being an Wargaming Practitioner	Matthew Caffrey, Paul Vebber, Ed McGrady, Sebastian Bae
2021	Unethical from the Beginning: Wargaming and the Culture of Winning in the former Warsaw Pact Countries	Zoltán Harangi-Tóth
2021	Unethical Professional Wargaming Working Group Briefing	Stephen Downes-Martin
2021	Unethical Professional Wargaming Working Group Report	Stephen Downes-Martin (Working Group Chair & Editor)
2021	Unethical Wargaming Panel	Joel Kurucar, Hiroyasu Akutsu, Zoltán Harangi-Tóth
2021	Unethical Wargaming Taxonomy for Practitioners and Observers	Robert Seater, Joel Kurucar
2021	Unethical Wargaming: Let us be Incompetent!	William Owen
2021	US Army Wargaming: Domains and Goals	Jeff Hodges, Paul Works, Don Carlucci, James Sterrett
2021	Wargame Design for the Digital Environment	Mike Markowitz, James Fielder
2021	Wargaming and Simulations in Military Special Operations	Arnel David, Fred Kagan, Thomas McGrath, Brian Hilliard, Wesley Williams
2021	Wargaming Ethics Keynote	Richard Keller (LTG Ret)
2021	Wargaming Ethics Keynote	Shannon French
2021	Wargaming Experimental Dilemmas	Kiran Lakkaraju

Year	Title	Authors/Editors
2021	Wargaming for (Military) Technological Innovation - Discussion	AKUTSU Hiroyasu, Michael Fowler, Murray Dixon
2021	Wargaming for Education Working Group Briefing	James Fielder, Caitlyn Leong, Tim Smith
2021	Wargaming Fundamentals	Matt Caffrey, Paul Vebber, Ed McGrady, Sebastian Bae
2021	Wargaming in the Future (attribution, AI and machine learning)	Paul Works, Matthew Santaspirit, Justin Peachey
2021	Wargaming when war is not the Answer	Ruby Ruth
2021	Warpaths: Virtual Strategic Wargaming	Tom Nagle
2021	Welcome to Connections US 2021	MGen Don Hill

Year	Click for File	Title	Authors/Editors
2020	pptx	Bringing Commercial Games To Defence	Iain McNeil
2020	pptx	COA Wargame Analysis Algorithms	William DeBerry, Richard Dill
2020	pdf	Connections International Panel	Matthew Caffrey, Colin Marston, Rex Brynen
2020	pdf	Conscious and Unconscious Priorities in Referee Adjudication	Marc Gacy
2020	pdf	Course of Action Generation with ML and a COTS Wargame	Jeff Sugden
2020	pdf	Cyber AWARE - Improving the Efficiency, Effectiveness and Dynamics of Cyber War Games	James Curbo
2020	pptx	Design and Execution of Wargames During COVID-19	Chad Briggs
2020	pptx	Developing Combat Behavior through Reinforcement Learning	Jonathan Boron
2020	youtube	Distributed Gaming Taxonomy	Peter Pellegrino
2020	pdf	Enhancing Wargames with Realistic Logistics	Michael Hugos
2020	web page	Establishing a Wargaming Insurgency at the University	Sebastian Bae
2020	pdf	Evidence of the Unthinkable: Experimental Wargaming at the Nuclear Threshold	Andrew Reddie
2020	pdf	Gaining a Competitive Advantage Through Wargame Enhanced Innovation Working Group Briefing	Matthew Caffrey, Nathaniel Fritz et al
2020	pdf	Games in a Cycle of Learning	John Hanley
2020	pptx	Improving AI Competitiveness through Wargaming	Larry Lewis
2020	pdf	Integrating OSINT with Traditional Intelligence Sources	Khaled Basrawi, Richard Dill
2020	pptx	Introducing Fog of War Effects into AFSIM	Dillon Tryhorn
2020	pdf	Introduction to AI and Machine Learning	David Broyles
2020	youtube	Introduction to COMMAND PE	Brandon Johnson
2020	pdf	Is the Success of the Western Approaches Tactical Unity Relevant for Wargaming Today?	Philip Sabin
2020	pdf	Liminality in Wargame Design	James Fielder
2020	pdf	PANDEMIC TEMPEST 2020	Peter Pellegrino
2020	pdf	Peering into the Future of AI-enabled Wargaming	Alec Barker
2020	pdf	Random Thoughts on Wargaming and AI: Cost Effective or Shiny Toy?	Tom Mouat
2020	pdf	Representing Artificial Intelligence in Wargames Working Group Report	Ed McGrady (Chair), Justin Peachey (Chair), Dennis J. Rensel, Kristan J. Wheaton, Megan Hennessy, Abram Troesky, Joseph Saur, Jeremy Sepinsky, John T. Hanley
2020	pdf	SIGNAL Postmortem: Lessons Learned Building an Online Experimental Wargaming Platform	Jon Whetzel
2020	pdf	Simulating Future Policy Challenges: A Report from Japan on Two Recent Examples	Hiroyasu Akutsu
2020	pptx	Simulation and Wargaming: Potential with Caution	Charles Turnitsa
2020	pptx	Successful Professional Wargames: A Practitioner's Handbook - Selected Insights	Graham Longley-Brown
2020	pdf	Swags, Guesses, and Making Stuff Up: Why adjudication is hard – and what we can do about it	Ed McGrady
2020	pdf	Tactical Cyber Wargames	John Curry
2020	pdf	U.S. Navy '360 Wargaming' During COVID-19	Will Startin
2020	pdf	Urban Outbreak 2019 & Implications for COVID-19 Response	Hank Brightman
2020	pdf	US DOD Modeling Pyramid and a Mixed Resolution Approach	J. Luginsland, John Tiller, J. Rushing, T. Hussey
2020	pptx	Virtual Wargaming Challenges	Scott Abukoff, Mark Takai, Peter Pellegrino, Brian Leong, Lawrence Johnson, Timothy Barrick, Patricia Reed
2020	pdf	Wargame AI and Machine Learning	John Tiller
2020	pdf	Wargame Graphic Design	Mike Markowitz
2020	pdf	Wargaming & System Dynamics Modeling	Anne Johnson
2020	pdf	Wargaming Basics	Matthew Caffrey
2020	pptx	Wargaming Guild	Sawyer Judge
2020	pdf	Wargaming in Finance	Sale Lilly
2020	pptx	Wargaming Influence Operations in the Grey Zone (Onyx briefing)	Peter Williams
2020	pdf	Wargaming Influence Operations in the Grey Zone (Onyx paper)	Peter Williams
2020	youtube	Wargaming Lessons Learned: FY20 Panel	Ellie Bartels, Scott Chambers, Jacquelyn Schneider, Jeremy Sepinsky, Ken Shogren, Becca Wasser
2020	pptx	Wargaming Process, and Metrics for a Successful Wargame	Charles Turnitsa
2020	pptx	Wargaming the Tactical Edge of the Stand-in Force: Crisis in the South Pacific	Jonathan Boron, Daniel Yurkovich, Glenn Hodges
2020	pdf	Wargaming with AlphaZero	Mika Cohen, Farzad Kamrani
2020	youtube	Wargaming: Applying and Resembling Artificial Intelligence and Machine Learning	Robert Work

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2019	Automated Course of Action Tool Concept and Validation	Michael Robel
2019	Brand New World (with apologies to Aldous Huxley)	William Lademan
2019	Break the Forecasting Horizon by Values Gaming	Stephen Downes-Martin
2019	Chinese Computerized Wargaming An Open Source Overview	Dean Cheng
2019	Coming to Grips with Indeterminacy in the Practice of "Futures" Gaming for Strategy Formulation	John Hanley
2019	Common Pathologies and Pitfalls of Wargaming Future Technologies	Sebastian J. Bae
2019	Connections USA 2019 Wargaming Conference Report (Working Groups and Game Labs)	Mark Leno
2019	From World War 3 to Starsoldier: Gaming design and gaming the future	Ed McGrady
2019	Future of Gaming: It's up to YOU! (Keynote)	Ed McGrady
2019	Future of Wargaming Working Group Report	Ed McGrady, Mike Ottenberg et al
2019	Game Support Tools using MSOffice	Mark Leno
2019	Games as a form of play	Ed McGrady
2019	Gaming Urban Terrain	Ed McGrady
2019	Geopolitical Matrix Gaming in 15 and 50 Year Future Scenarios	Deon Canyon, Jonathan Cham
2019	High School Wargame Championships	Tracy Johnson
2019	How to Improve Your Communication Skills	Dana Lombardy
2019	How to Think About the Future	Kristan Wheaton
2019	Imagining the Future	Ed McGrady
2019	Modeling the Player: A Requisite for Structured Wargaming	Karl Selke
2019	Programming with People	Jeremy Sepinsky
2019	Stories of Future Gaming	Ed McGrady
2019	Using Combat Models for Wargaming	Joseph Saur
2019	Using Futuring to Generate Better Wargaming Scenarios	Stephen Aguilar-Millan
2019	War and Wargames Beyond the Event Horizon	Robert Mosher
2019	Wargaming Approach to Computational International Relations	Karl Selke
2019	Wargaming the Far Future Working Group Report	Stephen Downes-Martin (Working Group Chair & Editor)
2019	Wargaming the Future Requires Rigorous Adherence to Best Practices	Graham Longley-Brown, Jeremy Smith
2019	Wargaming the Future: Developing Scenarios and Galvanizing Support	Thomas Choinski
2019	Wargaming the Uncertain Future: War, Games, and Uncertainty 50 years from now	Brian McCue

Year	Section	Title	Authors/Editors
2017	Complete proceedings in one document	Connections US 2017 Wargaming Conference Proceedings	
2017	1 Introduction	1-1 Host Guidance	William Lademan
2017	1 Introduction	1-2 USMC Wargaming Center	William Lademan
2017	1 Introduction	1-3 Synthesis Group Executive Summary	John Curry, Stephen Downes-Martin, Roger Mason, Peter Perla, Kristan Wheaton
2017	1 Introduction	1-4 Connections 2017 AAR	Tom Mouat
2017	1 Introduction	1-5 Wargaming for Defense Leaders	Matthew Caffrey
2017	2 Keynotes & Seminars	2-1 Confrontation Analysis: The new method on the wargaming / analysis block	John Curry
2017	2 Keynotes & Seminars	2-2 Prediction	Peter Perla
2017	2 Keynotes & Seminars	2-3 War Gaming and U.S. Naval Transformation	Norman Friedman
2017	3. Educating Wargamers	3-1 Innovative Employment of Wargames in PME	James Lacey
2017	3. Educating Wargamers	3-2 MORS Wargaming Class	Ed McGrady
2017	3. Educating Wargamers	3-3 Neophyte Game Lab	Joe Saur
2017	3. Educating Wargamers	3-4 Teaching Wargame Design At CGSC	James Sterrett
2017	3. Educating Wargamers	3-5 UK Wargaming Courses	Tom Mouat
2017	3. Educating Wargamers	3-6 UK Wargaming Handbook	Tom Mouat
2017	4. Demonstrations & Game Labs	4-1 Wargame Demonstrations & Play Testing	Merle Robinson
2017	4. Demonstrations & Game Labs	4-2 Advanced Naval Wargame Design: Naval Operations for Tech Geeks	Paul Vebber
2017	4. Demonstrations & Game Labs	4-3 Wargame Design Workshop	Author's name redacted at author's request
2017	5. Defense Wargaming	5-1 SAGD Provider Perspective	Margaret McCown
2017	5. Defense Wargaming	5-2 Wargaming in CAPE	Jon Compton
2017	6. Commercial Wargaming	6-1 Computer Wargaming Overview	James Sterrett
2017	7. International Wargaming	7-1 NIDS Methods and Applications: Gaming Interactive Policy Decision-Making	Hiroyasu Akutsu
2017	7. International Wargaming	7-2 Reflections on Developments in European Wargaming	John Curry
2017	7. International Wargaming	7-3 Wargaming the Dutch Way	Hans Steensma
2017	8. Wargame Impacts	8-1 Characteristics of Games that Make a Differenc	John Hanley
2017	8. Wargame Impacts	8-2 Dramaturgy, Wargaming and Technological Innovation in the US Navy	Thomas Choinski
2017	8. Wargame Impacts	8-3 Increasing the Military Effectiveness of Defense Wargaming	Matthew Caffrey
2017	8. Wargame Impacts	8-4 Macro Perspectives on Wargame Culture and Innovation	Thomas Choinski
2017	8. Wargame Impacts	8-5 Technology Assessment Using Wargaming	Thomas Choinski
2017	8. Wargame Impacts	8-6 Ways Wargaming Can Increase The Edge Provided by Innovation	Matthew Caffrey
2017	8. Wargame Impacts	8-7 Winning the Innovation Race	Matthew Caffrey
2017	9. Wargaming and Analysis	9-1 Advancing wargaming as Distinct yet complimentary tools	John Hanley
2017	9. Wargaming and Analysis	9-2 Wargaming and Analysis Working Group	William Lademan

Year	Title	Authors/Editors							
2016	Back to the Future: Revisiting Small-Scale Wargames & Integration of M&S into Wargame Design	Eric Frahm							
2016	Cyber Considerations for War Gaming	Shawn Burns							
2016	Did Your Concept or Your Wargame Fall?	Yuna Wong							
2016	Encourage Innovation by Risk Taking in Games	Melvin Deale							
2016	Fighting the Naval war in a complex environment	Ed McGrady, Paul Vebber, Sean Brady, Mike Robel, Simon Cordner, Thomas Gingras							
2016	Growing Tomorrow's Wargame Innovators Working Group Briefing	Matthew Caffrey et al							
2016	Headquarters U.S. Airforce Wargaming Enterprise	Rick Langille							
2016	Improving Wargaming in DoD	Phil Pournelle							
2016	Innovation in the Use of Simulation for Outcome-Based training	Mike Robel, Brian Gregg							
2016	JAEX Kickoff	Peter Garretson							
2016	JAEX Posture Bed Down Sortie Generation Spreadsheet	Peter Garretson							
2016	Macro Perspectives on Wargame Culture and Innovation	Tom Choinski							
2016	Navy Gaming	Shawn Burns							
2016	Observations of an NTC/JRTC Roleplayer	Robert Mosher							
2016	OSD-CAPE Wargaming	Mark Gorak							
2016	Project Cassandra	Phil Pournelle, Yuna Wong							
2016	Strategic "Free Play" Wargaming as the Optimum Approach for Testing New Concepts	Jonathan Lockwood							
2016	Success Factors in Wargame Adoption	John Tiller							
2016	Teaching Wargaming at Marine Corps University: Lessons Learned	Joe Saur							
2016	War Game Design	Chris Krajacich							
2016	Wargame Pathologies: What is to be done?	Stephen Downes-Martin							
2016	Wargaming and Organizational Change Working Group Briefing	Paul Vebber et al							
2016	Wargaming at the US Army War College	Kelly Ivanoff							
2016	Wargaming in the Marine Corps	William Lademan							
2016	Wargaming: A Crucible for Concepts Working Group Briefing	Stephen Downes-Martin, Hank Brightman, Kevin Felix, Tucker Hughes, Bethany Kauffman, Frederick Leve, Jonathan Lockwood, Matthew Lytwyn, Phillip Pournelle, Yuna Wong							
2016	Wargaming: Why, What, How	Matthew Caffrey							

Year	Title	Authors/Editors
2015	1992: The Inception of Connections	Matthew Caffrey
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2015	Breadth of Wargame Applications and Methods	Matthew Caffrey
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2015	Debunking Technical Competency as the Sole Source of innovation	Burton Catledge
2015	Educational Wargaming to Develop Innovators Working Group Briefing	Rex Brynen, Tim Smith et al
2015	Expanding the Use of Wargames at CGSC	James Sterrett
2015	Fostering Creativity in a Culture of Compliance	John Price
2015	Game Lab Report	Marc Gacy, Paul Vebber
2015	History of Wargaming	Matthew Caffrey
2015	How Leaders Can Receive More Value From Wargaming	Matthew Caffrey
2015	Improving Wargaming in DoD	Phil Pournelle
2015	Innovative Wargaming for DoD Memo	Stephen Downes-Martin
2015	Options to Reinvigorate Wargaming Through Education	Shawn Burns
2015	Overview of the Game Project Management Process	Shawn Burns
2015	Preserving Wargaming's Gains	Matthew Caffrey
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2015	Sirius Program Overview	Rita Bush
2015	Strategic Wargaming Army War College Command Brief	Jack Pritchard
2015	Stress, Paranoia and Cheating: the Three Furies of Innovative Wargaming	Stephen Downes-Martin
2015	Teach Wargamers to Innovate	Ed McGrady
2015	Wargame Terminology	Phil Pournelle
2015	Wargaming != Innovation	Jon Compton
2015	Wargaming and Innovation	Barney Rubel
2015	Wargaming as a Tool to Address National Security Challenges	Shawn Burns
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2014	Influence of German War Gaming on Other Militaries	Milan Vego
2014	Marine Corps Warfighting Laboratory Wargaming Division	William Lademan
2014	Narrative Analysis in Seminar Gaming	Yuna Wong
2014	On the Culture of Wargaming in Canada	Paul Massel
2014	Reflective Practice in Educational War Gaming	Shawn Burns
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2014	Understanding Cross-Cultural Communications Using Wargames	Jim Wallman
2014	Understanding International Wargame Cultures	Uwe Heilmann
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2014	US Wargaming (transcript)	Thomas Schelling
2014	Viewing the Moot Court Process through a Wargaming Lens	Jeffrey Robins
2014	Wargame Process Overview	William Simpson
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2012	Approaches to Title X Gaming: Concepts or Capabilities	Douglas Ducharme, Shawn Burns	
2012	Archives and Documentation of Military Simulations ... at Stanford University	Henry Lowood	
2012	Beyond Backstory: Rethinking Narrative in Games and Simulations	Anastasia Salter	
2012	Building a Wargame Profession Working Group Briefing	Mike Garrambone, Erik Kjonnerod (Chairs) et al	
2012	Changing Character of Conflict	T. X. Hammes	
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2012	Joint Irregular Warfare Analytic Baseline (JIWAB)	Yuna Wong	
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2012	Wargaming in Support of Science & Technology Decision Making	Paul Vebber	
2012	Your Boss, Players, and Sponsor: The Three Witches of War Gaming (article)	Stephen Downes-Martin	
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2009	National Defense 101	John Gresham, Mike Markowitz
2009	United States Air Force: An Introduction	John Gresham, Mike Markowitz
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2004	WARCON: A Wargame Construction Toolkit for Military Simulation	Dan Fu

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2003	Further Adventures of SCUDHunt: Using Gaming and Agent Technology to Explore C2	Julia Loughran, Peter Perla
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2002	Print Wargames Overview	Christopher Weuve
2002	Recent Gaming Innovations	Christopher Weuve
2002	Role of Wargaming in Educating Future War Planners	John Hill
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2002	Wargaming Aerospace Power	Matthew Caffrey
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2002	Wargaming at the US School of Advanced Military Studies	William Gregor
2002	Wargaming Review 2002	M. Evan Brooks

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2001	ScudHunt: Using a game for experiments exploring Shared Situation Awareness	Peter Perla, Julia Loughran
2001	Shriever 2001 Wargame: Concept & Execution	John Gentry
2001	Team Trackless	Jim Dunnigan, Mike Robel
2001	Third Generation Wargame: A Joint Combined Planning Tool	Matthew Caffrey
2001	US Air Force Transformation Journey	Paul Manley
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2001	Wargaming Expeditionary Aerospace Power: Creating a Virtual Expeditionary Air Force	Tony Valle
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2001	Wargaming: A New Beginning?	M. Evan Brooks
2001	What is a Wargame	Matthew Caffrey

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Year	Title	Authors/Editors
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1999	American Combat Air Power in Action Aug 98 - Feb 99	John Gresham
1999	Beyond the Horizon: Aerospace Integration	Ralph Millsap
1999	Bin Ladin Retaliatory Strikes	Michael Markowitz
1999	Combat Simulation Analysis of Advanced Technology Weapons Concepts FY 98 STTR	Robert Barker
1999	Commercial Combat Flight Simulation Evaluation	Lou Casale, Charlie Catoe
1999	Commercial Wargames Database 1998	Matthew Caffrey
1999	Computer Wargaming in 1998	M. Evan Brooks
1999	Defense Wargaming 101	Michael Douglass, Bonita McFadden, Jack Rogers, Mohammed Abdelalim
1999	Designing and Developing Computer Wargames	Mark Baldwin
1999	Don't Panic: Or the irony that's missing in Bureaucratic games	Peter Perla
1999	E3 Trainer	Bruce Romeo
1999	Effects-Based Wargaming and Phase 5 Stimulator	John Simpson
1999	Input Leadership or other "Soft Factors" into Models and Simulations	Gerald A. Halbert, Stephen Ketterer
1999	Faster War - Better Peace	Charles Westenhoff
1999	Including Skill and Complexity in Combat Models	Wade Hinkle, Michael Fischerkeller, Stephen Biddle
1999	Incorporating Human Factors in Wargame Design	Frank Chadwick
1999	Logistics and Sortie Generation in Air Force Wargaming	Margaret Ranalli
1999	Modeling Human Factors in Land Warfare Simulations	James Lunsford
1999	New American Security Force	John Warden
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1999	Post-Cold War Wargaming and the American Military Leadership Challenge	Rodger Culkin
1999	Quantifying the Human Factors in Gaming and Combat Modeling	John Hill
1999	State of the Art Depicting Human Factors	Michael Garrambone
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1999	Wargaming and Military Intelligence Training	Eric Walters

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1998	Grey-Market Space: Commercial Space Services for Military Operations at Century's End	John Gresham
1998	Impact of Wargaming	Matthew Caffrey
1998	Liftoff! The Race to Mars Game	Greg Wilmoth
1998	Military Innovation Case Study: British Carrier Aviation	Greg Wilmoth
1998	Military Innovation: Further Readings	Greg Wilmoth
1998	Modeling Maneuver Warfare Incorporating Human Factors and Decision Making in Combat Modeling	Alan Zimm
1998	PGM-101 Precision Strike for Dummies	John Gresham
1998	Revolutions in Military Affairs: Tools for Understanding the Past and Shaping the Future	Matthew Caffrey
1998	Year of Living Boringly: 1997 in Computer Wargaming	M. Evan Brooks

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1997	Connections 1997 Conference Report	Matthew Caffrey
1997	Incorporating Commercial Games into Professional Military Education	Patrick Condray
1997	Information Warfare for the Warfighter	Chris Campbell
1997	Military Thinking and Decision Making Exercises	Rick Eisiminger
1997	Psychological Impact of Warfare	Frank Goldstein

Year	Title	Authors/Editors
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1996	Effective Interfaces for Computer Wargames	Mark Baldwin
1996	Impact of Wargaming on History	Matthew Caffrey
1996	Third Generation Wargaming	Matthew Caffrey
1996	USAF Wargaming: Advocating Aerospace Power	Matthew Caffrey
1996	Wargaming & Simulation for Joint Force Structure Analysis	Vince Roske

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1995	Campaign Planning	Larry Weaver
1995	Converting Board Games to Computer	Jim Rose
1995	Modeling Airpower in Modern Operational Games	Gene Billingsley

Year	Title	Authors/Editors
1994		

Year	Title	Authors/Editors
1993	Harpoon Project (15 May 1993)	Larry Bond
1993	Politics and Conventional War in Wargames	Edward Bever