

VEDETTE

AI-Enabled Wargaming to Improve Mission Readiness

James Blair

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



VEDETTE

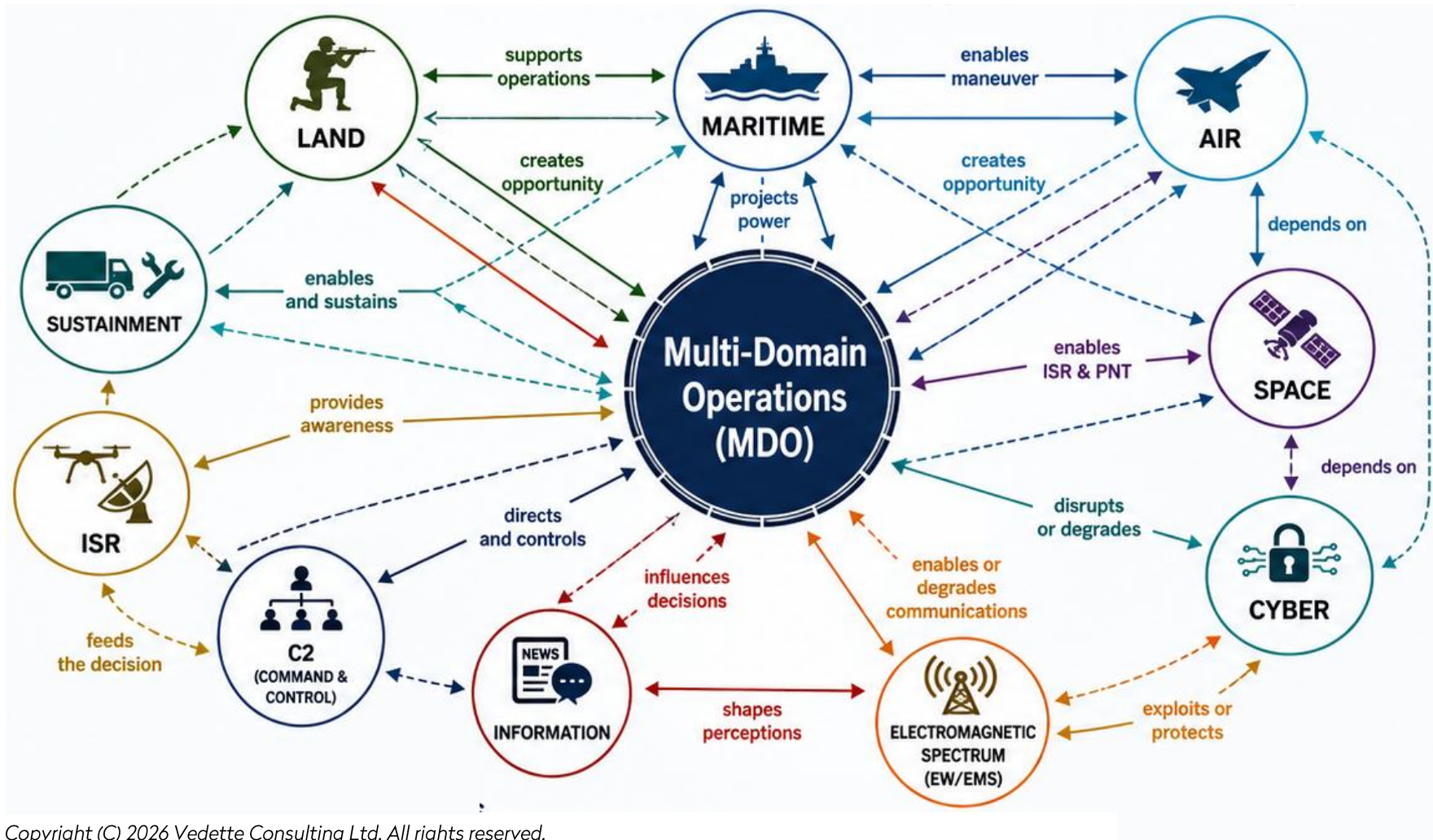


Why MDO is Difficult

Interconnections and interactions



VEDETTE



The Missing Piece

Understanding 'why' is key



VEDETTE

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

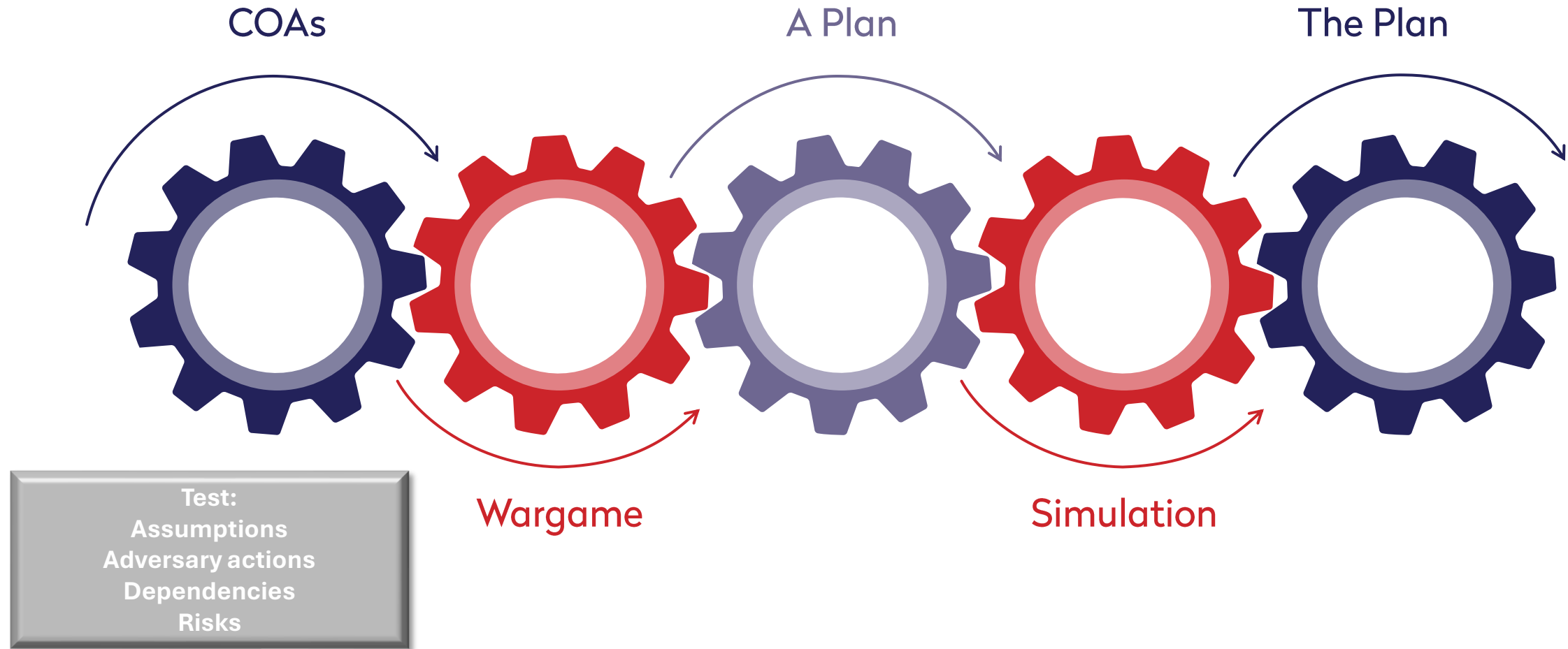
The ability to repeat this process consistently under pressure

Planning Process

A gap between understanding and simulation



VEDETTE



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

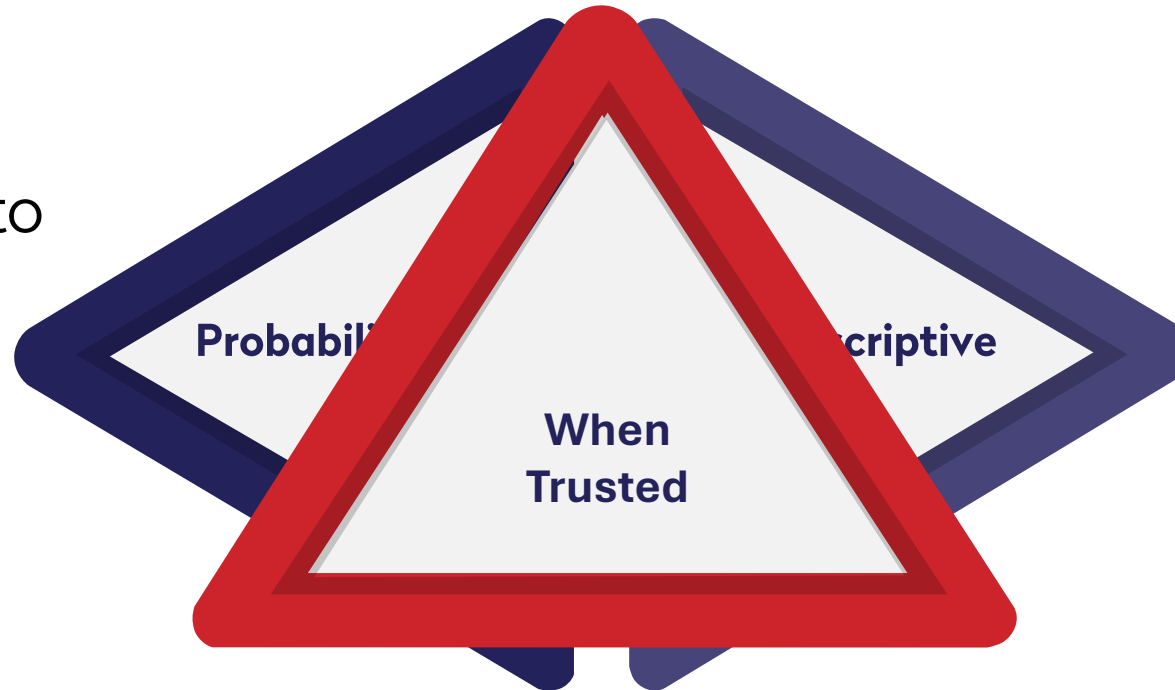
Characteristics of an AI enabled wargaming layer



VEDETTE

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



VEDETTE



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?



VEDETTE

Get in touch

www.vedetteconsulting.com

www.linkedin.com

