



DS Success Story

Virtual Wargaming for US Naval Exercises

<https://dodiac.dtic.mil>

Customer:	US Navy (USN)
Challenge:	USN required a mechanism to visualize and model the results of exercise decision-making and outcomes. During recent USN exercise planning conferences, the customer tasked Booz Allen Hamilton to design a computer-based virtual wargaming modeling and simulation capability to support the Common Operational Picture, visualization of injects/scenarios, and artifacts for lessons-learned.
Approach:	<p>This annual exercise was designed and conducted by USN, supported with facilitation and subject matter expertise from Booz Allen Hamilton. The exercise focuses on USN's ability to meet theater operational surge requirements. USN staff generate a periodic report to communicate the ability to meet theater requirements based on numerous readiness-based assumptions. The exercise has traditionally been used to validate operational assumptions and staff processes.</p> <p>During the 2019 exercise effort, Booz Allen Hamilton collaborated with USN Innovation Lab, Naval Undersea Warfare Command (NUWC) Newport, NUWC Keyport Ford Island Fleet Integrated Synthetic Training and Testing Facility, and</p>

	<p>a Future Plans team to develop a virtual wargaming modeling and simulation capability that incorporated several innovative wargaming and visualization tools to support this naval exercise. NUWC Newport's Virtual Worlds modeling and simulation program supported visualization and real-time movements. The Navy's Next Generation Threat System, Architecture Management Integration Environment, and Booz Allen Hamilton's OceanLens tools supported visualization of scenario injects. Booz Allen Hamilton applied their deep subject matter expertise and leveraged these tools to replay key exercise events and to display operational impacts related to lessons-learned.</p>
<p>Value:</p>	<p>This virtual wargaming modeling and simulation capability provides the client with an innovative platform to intuitively replay exercise scenarios and capture lessons-learned. It also provides a foundation that will support future wargaming, experimentation, training, and mission rehearsal capabilities.</p> <p>Booz Allen Hamilton minimized technical risk by re-using and combining existing government-owned wargaming and visualization tools. This approach built upon the successes of previous exercises and represented the most timely and cost-effective solution to address client training requirements.</p>

Booz Allen Hamilton supports DS TAT under contract FA8075-14-D-0016.