

# › **CONCEPT DEVELOPMENT ASSESSMENT GAMES**

Description, use and some examples | Nicole van Elst

**TNO** innovation  
for life

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# CONCEPT DEVELOPMENT & EXPERIMENTATION

- › Method for solving complex problems
  - › where a clear way to the solution is not obvious
  - › where broad support of stakeholders needs to be developed
  - › where a solution is created using iterative steps
  - › where ideas are to be tested in an experimentation



*Prevent saying : “If we had known this beforehand we would have done it differently”*

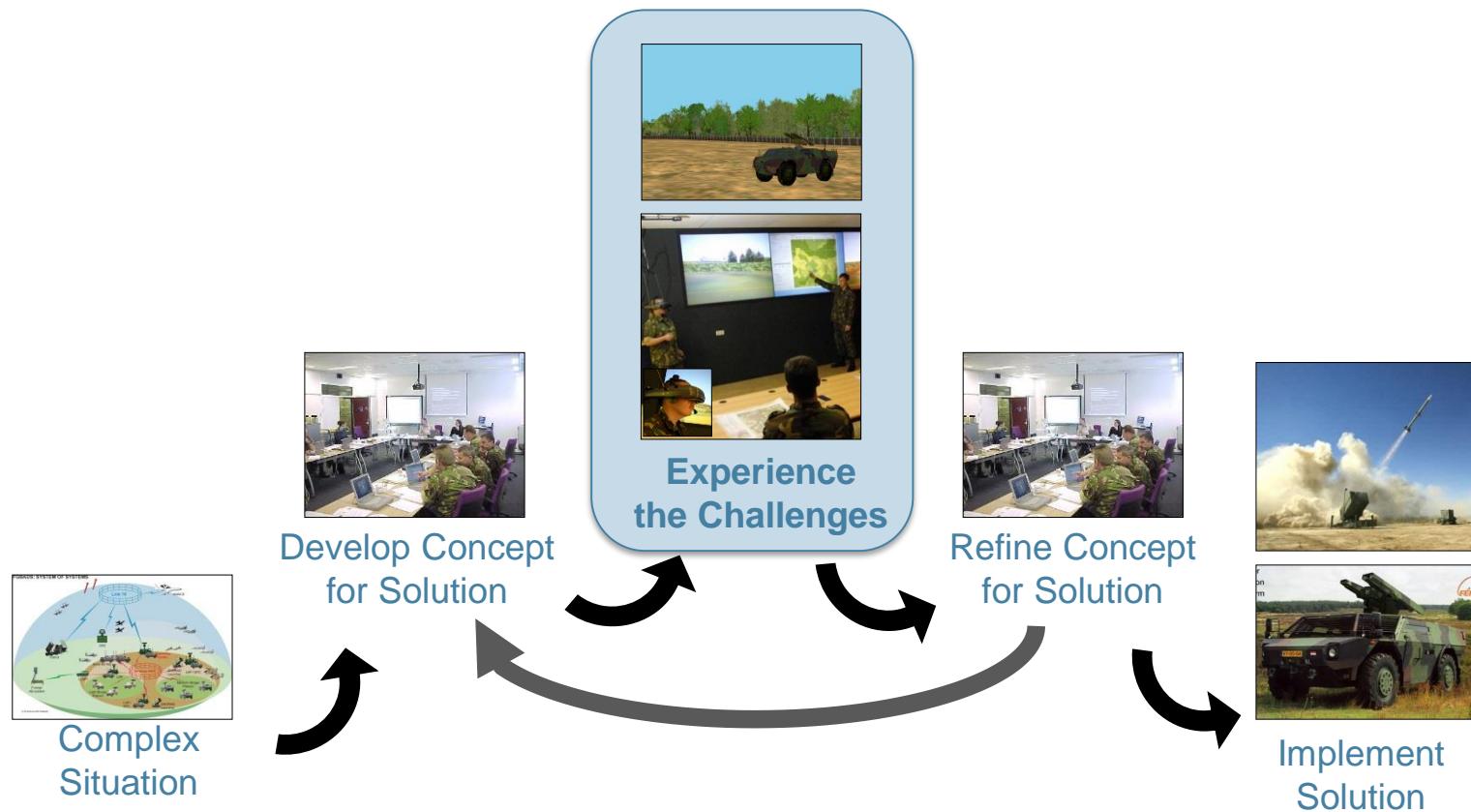
# CAPABILITY DEVELOPMENT



NATO CD&E Policy [MC-0583] (2009):

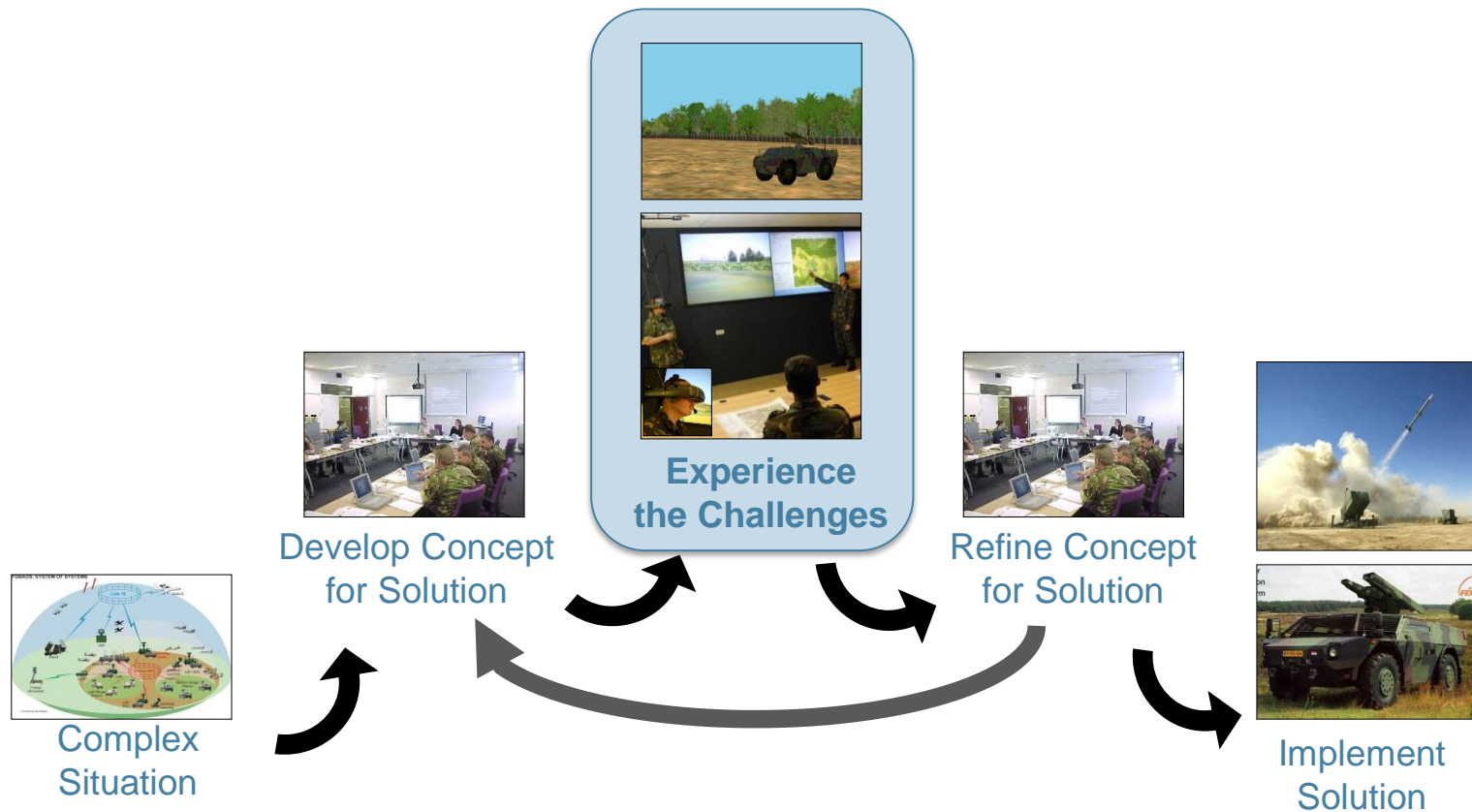
CD&E is one of the tools that drives NATO's transformation by enabling the structured development of creative and innovative ideas into viable solutions for capability development.

# CD&E: EXPERIENCE THE CHALLENGES



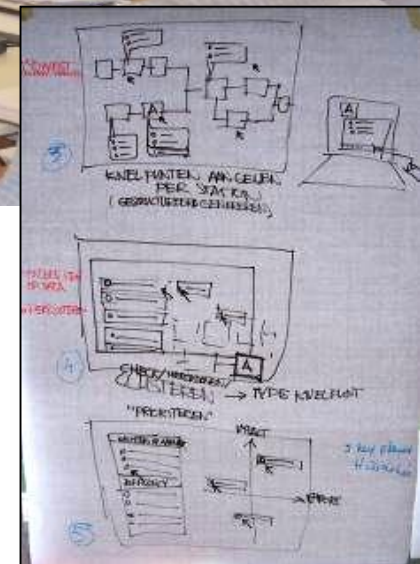
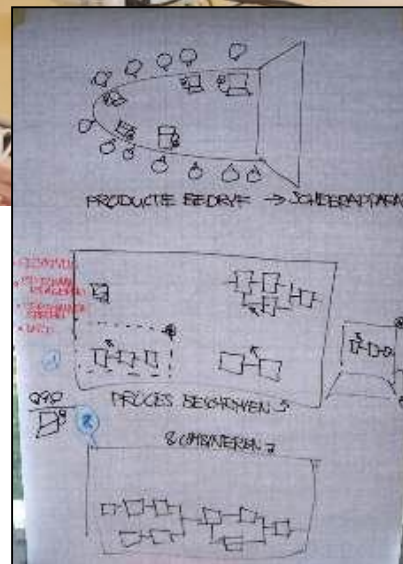
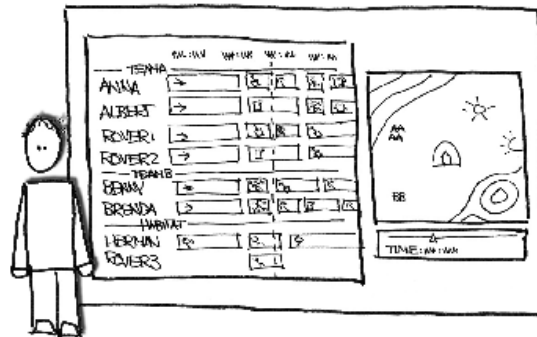
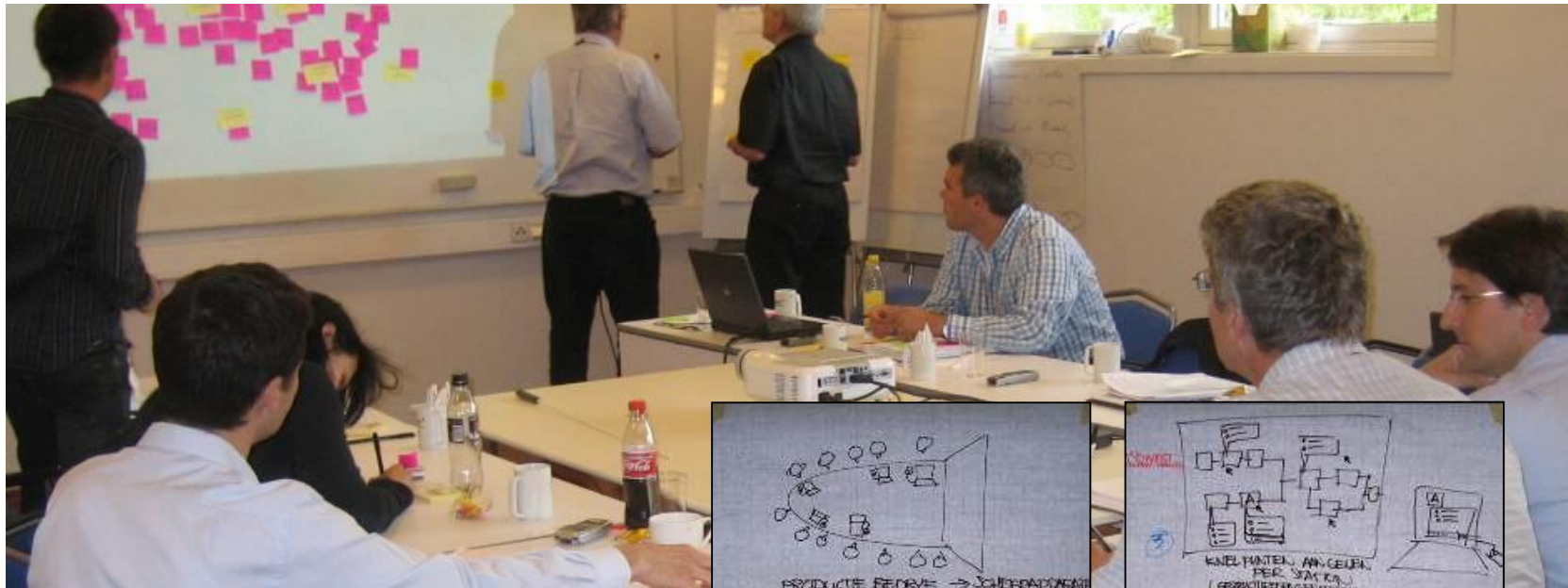
**Experience brings change of mindset  
Change of mindset brings a better solution faster**

# CD&E: EXPERIENCE THE CHALLENGES



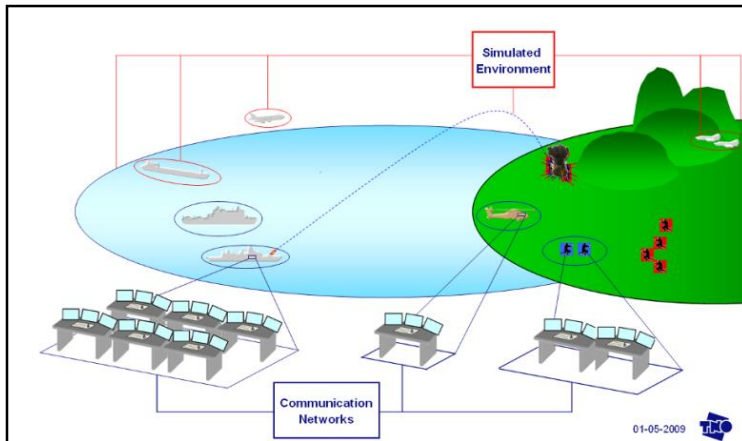
**HOW**

# CONCEPT DESIGN WORKSHOPS





# SIMULATION



Concept Development Assessment Games

# TABLE TOP GAMING



**TNO Payload concept 7**

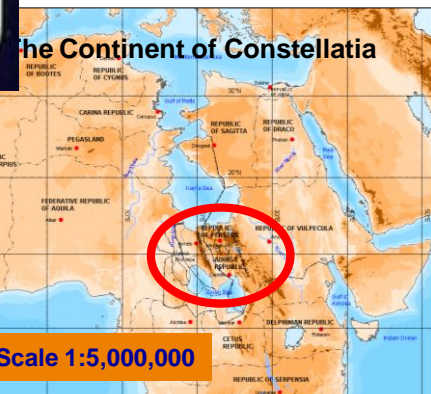
- Payload waarmee artilleriegeschut gekalibreerd kan worden en vervolgens beiden verkregen kunnen worden
- Beperkingen / Mogelijkheden
  - Lokaliseren van artilleriegeschut
  - Plaatsbepaling 30 m op 1 km afstand
  - Detectie met akoestische sensor is waarschijnlijk gevoelig

Labels: Laser illuminator, EO/IR camera, Akoestisch

Real-time video	✓	Doelaanwijzing	✓
Tracking	✓	Damage Assessment	✓
Detecteren/lokalisieren van: auto's, individuen, obstakels, artilleriegeschut			
Classificeren van: auto's, individuen, artilleriegeschut			

Payload	✓	✓	✓
Laser illuminator	✓	✓	✗
EO/IR camera	✓	✓	✗
Akoestisch sensor	✓	✓	✓

National Cyber Defence





# TABLE TOP GAMING: (DTAG) CDAG

- › **DTAG:** Disruptive Technology Assessment Game
- › **CDAG:** Concept Development & Assessment Games

*The CDAG methodology is very similar to the DTAG but the focus, scope and goal is different:*

- ❑ DTAG focuses on new technologies and systems
  - CDAG focuses on the development of specific concepts
- ❑ DTAG goal is technology assessment
  - CDAG goal is concept assessment and concept development

# CDAG...

- › ...is a tailor made analytical table top wargame methodology for CD&E
- › ...assesses the usefulness and added value of innovative concepts relatively early on in their development
- › ... offers a method that supports the creative discussion between developers, future users and other stakeholders
- › ...is a flexible, low cost, high value methodology for CD&E

**Concept Push**  
What is possible?



**Concept Pull**  
What is needed?

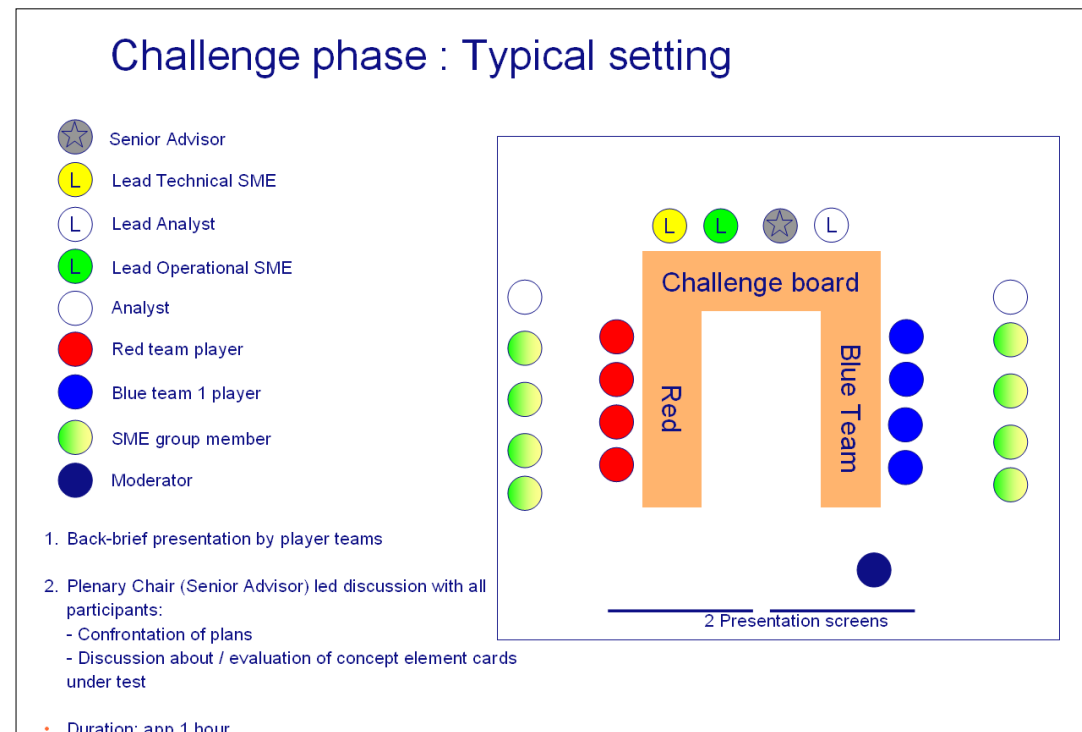
# GOALS OF A CDAG

1. Evaluate concept alternatives on usefulness and usability (in the early stages of their development)
2. Further development of existing concepts
3. Generate new concepts or concept variations



# CDAG: METHOD

- › Tailored *table top wargame*
- › Two **teams** Blue (own) and Red (adversary)
- › Both teams consist of “**operational experts**” often military and “**technical experts**”
- › **Board Team/Challenge board**: confrontation and discussion
- › Extensive **data collection, evaluation and analysis**

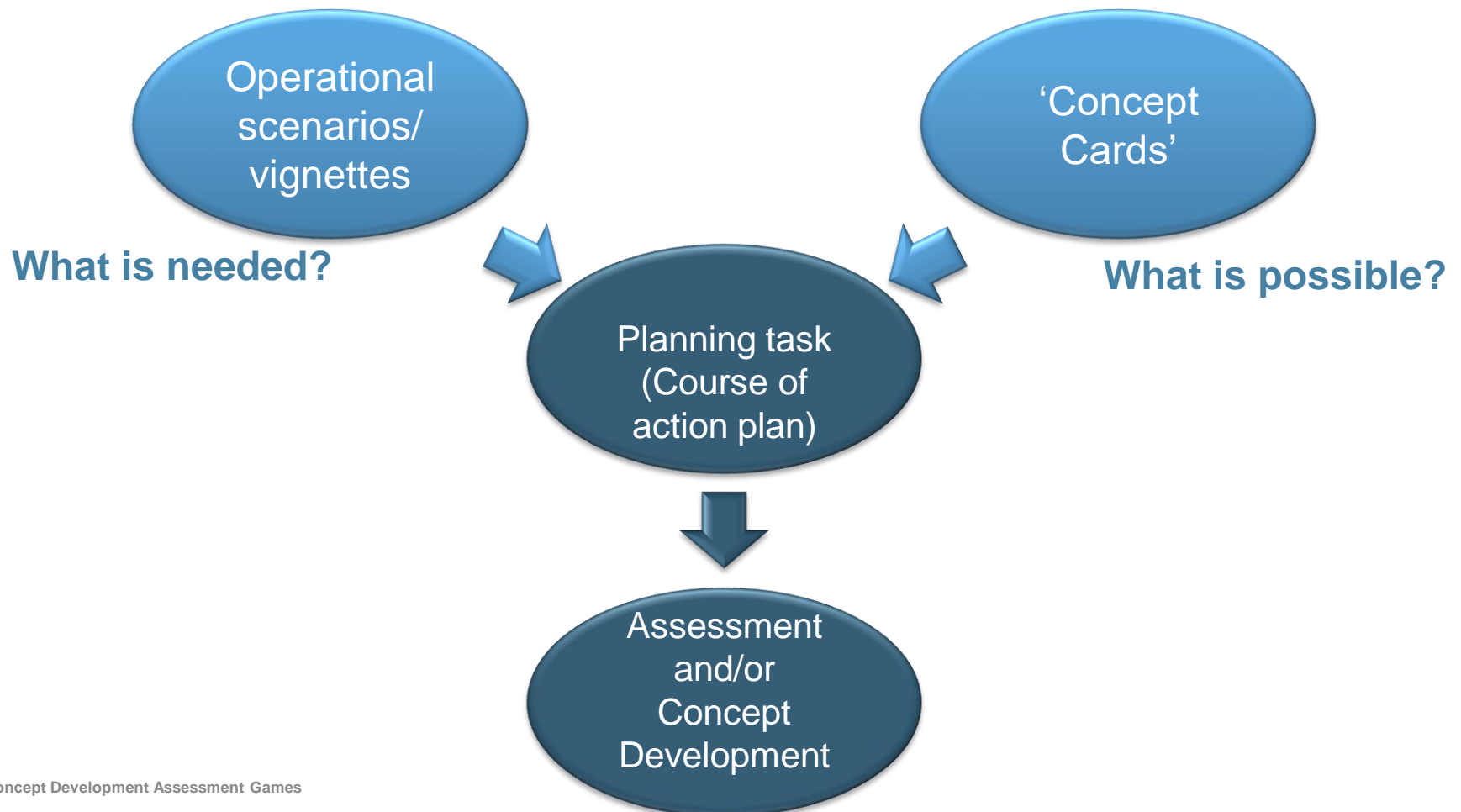


# THE CDAG GAME PROCES

- › Player teams of ‘technical’ SME’s (concept developers) and Operational SME’s (end users) of the concept
- › Teams are assigned a planning task within a number of scripted scenario’s
- › Concept-cards on which (elements of) the concepts are described  
DTAG: Ideas of Systems Cards
- › A selection of these cards can be used (played) in the planning task
- › Challenge board to lead confrontation of plans and discussion on concepts
- › Data collection, evaluation and analysis



# CDAG: GENERAL SETUP



# GOLDEN RULES/PREPARATION

- › Scenario defining the context, including the specific vignettes to be played
- › Prepare the data analysis
  - › What data is required
  - › How to collect data
- › Experts
  - › Blue team/red team
    - › Operational experience
    - › Out-of-the box thinking
    - › SMEs
  - › Challenge Board

## GOLDEN RULES/CDAG

- › Moderator:
  - › focus on facilitating the process and time management
- › Players:
  - › It is not about competition! No winners, no losers
  - › It is not to justify but to discuss!
  - › It is to collect facts, new ideas or appreciation of the use of technology or concepts to “effect” military actions
- › Goal:
  - › Collect the data, e.g. notes and/or surveys

# GOLDEN RULES/ANALYSIS

- › Analyse the data
- › It is important to keep an unbiased and objective perspective and not jump to hasty conclusions!
- › Be aware that the military/operational point of view is a major input.

# TNO CDAG EXPERIENCES

- › NATO Maritime Situational Awareness Concept
- › Reconfigurable sensor Concepts
- › **Tactical UAV Payload Concepts**
- › National Cyber Defence Capability
- › **Counter IED Concepts**
- › Non Lethal Weapons
- › **Capability gap Leopard tank**



Concept Development Assessment Games





# EXAMPLE 1: CDAG UAV PAYLOAD CONCEPTS

## Goal


- › Based upon the operational requirement document for a new Tactical Unmanned Aerial Vehicle (UAV), determine the optimal sensor suite

## Proces/design


- › TNO Sensor Experts produced 9 possible payload concepts
- › 4 scenario's based upon requirement documents
- › 2 day CDAG, played by operational end users and TNO sensor experts

## Result

- › The results of the CDAG were used to define the technical requirements document



### Payload concept 7



- **Payload waarmee artilleriegeschut gelokaliseerd kan worden en vervolgens beelden verkregen kunnen worden**
- **Beperkingen / Mogelijkheden**
  - Lokaliseren van artilleriegeschut
  - Plaatsbepaling 30 m op 1 km afstand
  - Detectie met akoestische sensor is windrichting gevoelig

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Payload	☀️	🌙	👂
Laser illuminator	✓	✓	✗
EO/IR camera	✓	✓	✗
Akoestisch sensor	✓	✓	✓

## EXAMPLE 2: COUNTER IED CONCEPTS

### Goal

- › List expected IED threats
- › Explore possible countermeasures

### Process

- › Morphological analysis (Threats)
- › (Scenario) Workshops (Counter measures)
- › CDAG with operational experts to evaluate counter measures

### Results

- › The results of the CDAG were use to create the roadmap for Route Clearance Detection and Neutralization



## EXAMPLE 3: LEOPARD TANK

### Goal

- › In 2011 it was decided to The Leopard Battle Tank. As a result the following questions had to be answered:
  - › What capability gap(s) result (if any)?
  - › In what operational conditions and with what operational risks
  - › How can these gaps be filled
    - › Existing military materiel (+ operational concept)
    - › Additional military materiel (+ operational concept)

### Process/design

- › 2 workshops
- › Multiple scenarios & vignettes
- › Military people from both the army and the airforce
- › SMEs on protection and weapons

### Results

- › Insight into the gaps and possible solutions



# POINTS OF CONTACT

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› **THANK YOU FOR YOUR ATTENTION**

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