

**QUESTION:**  
 What Factors kept us from achieving Network Centric Operations in GLOBAL 2000?

**ANSWER:**  
 Lack of Player Competency in an Environment without Rules Resulted in Ineffective Information Flow.

**Operational use of the HSV was sub optimized**

The HSV group contends that the wide disparity in speed of engagement across the Blue force meant that some forces were beginning to engage before others had reached optimum position

HSV's used to marry up Marine FIE with equipment at sea

**Game players inadequately prepared for game**

Players lacked competency on Game software

Players frequently asked for IT assistance during game play

Players had one day of training on the electronic equipment

Players lacked familiarity with basic game concepts

Players said they did not understand NCO

Players had to gain familiarity on MPF-F and TSV during play

**Knowledge management was ineffective**

**Bandwidth limits were encountered**

Bandwidth saturation occurred when players sent graphics and other large files

The system froze due to bandwidth

**Knowledge wall ineffective**

Players unable to use knowledge wall information to good advantage

The knowledge wall did not efficiently convey information

Blue JTF players claimed they had difficulty weighing the validity of information on the knowledge wall

The Knowledge Wall contained 15 screens, with up to thousands of data elements per screen

The JTF complained that he could not extract relevant information from the knowledge wall

Knowledge Wall pages did not contain the date and time of last update

**Key information was difficult to find on the Gamenet**

The Global Gamenet had no search engine

The Gamenet was structured as a pure Pull system

Key information, such as SITSUMs, was buried under menu buttons

**Information flow on Gamenet was inefficient**

There were no business rules that governed of information on the Gamenet

Access to electronic Gamenet information was not prioritized; all players had the same folder read/write permissions

Multiple copies of documents, without an obviously authoritative version, populated the game web across all components

Players posted irrelevant data on Gamenet

**Blue intel flow was inefficient**

Blue staff officers did not consult BRAT reports

BRAT reports were long according to Blue CJTF

The JIC did not know the JTF J2's intel priorities

**Major elements of game design were unrealistic**

Blue used fused all-source intel to conclude unambiguous warning

Critical military components were unrealistically modeled

Players regarded the ESG output as unrealistically accurate

Logistics constrictions were not consistently applied

JTF J4 had only three experienced logistics personnel

09-Jul-2001  
 NWC, Newport, RI

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