QUESTION:

What factors affected the achievement of shared awareness in the phase of the game just completed?

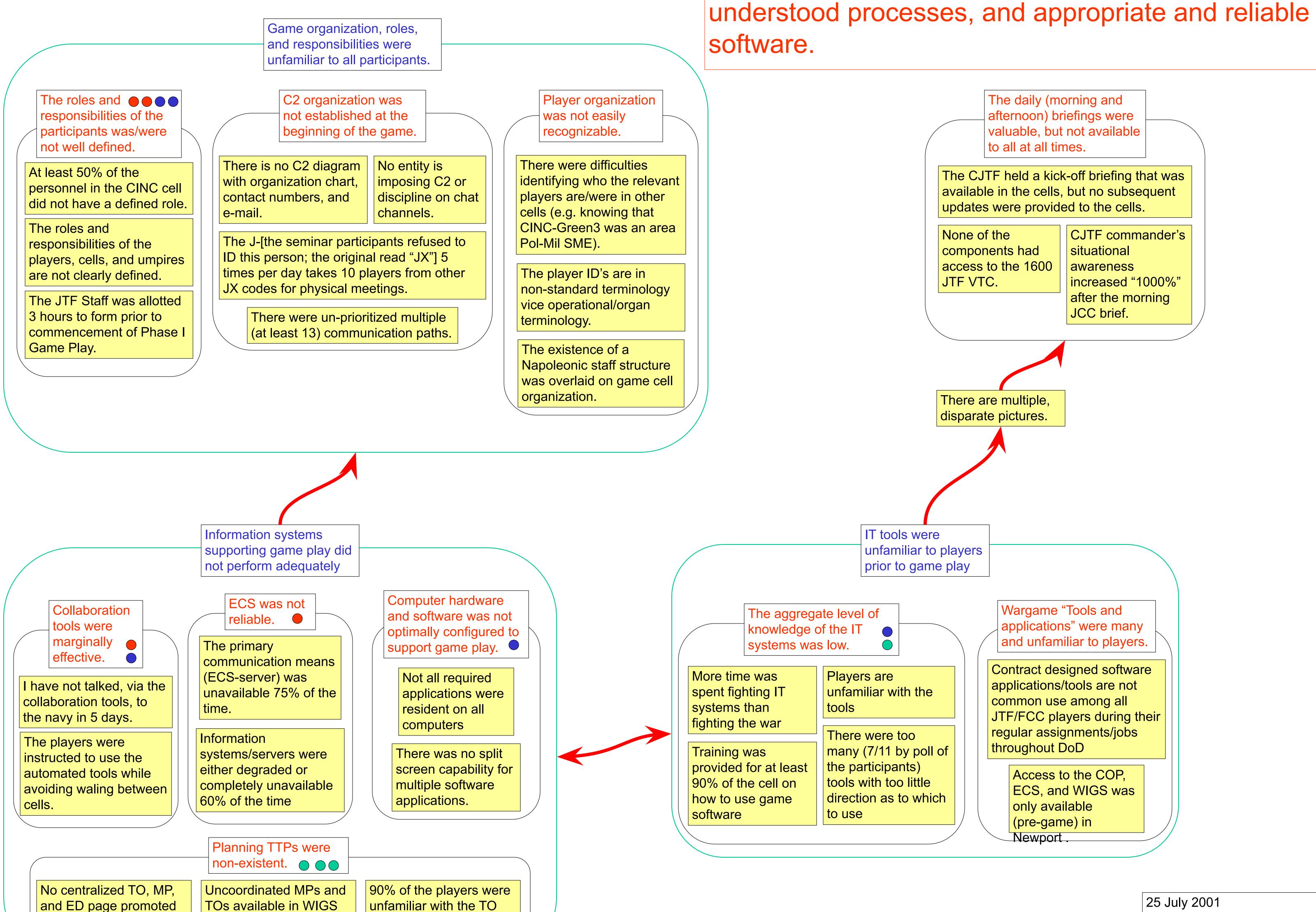
visibility to other players.

conflicted 50% of the

time.

process at the start of

the game.



ANSWER:

In a network centric force, shared awareness will not

be achieved without a well defined organization, well

25 July 2001 Newport, RI Global War Game 2001 Players Shared Awareness LP Session

Process designed and led by Dr. Stephen Downes-Martin