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# Cloaks, Daggers, +Dice

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# Instructions

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- 1 Games as a training tool
- 2 Games as a model for thinking
- 3 Designing games for complexity

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# Player One

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## Using Games to Train Intelligence Officers

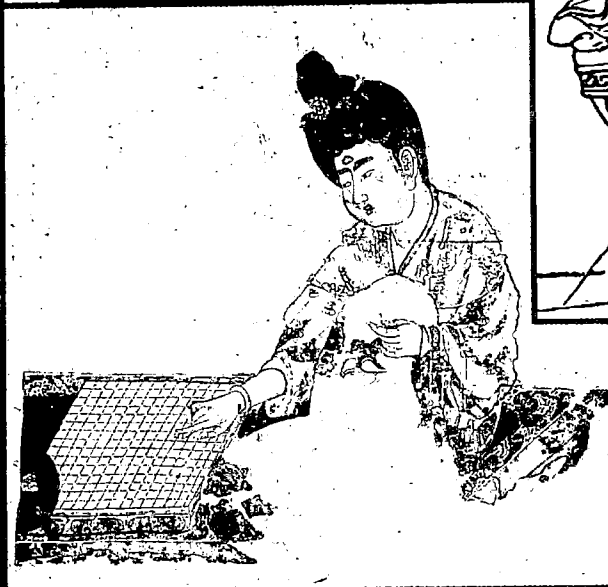


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# Gaming is in our DNA



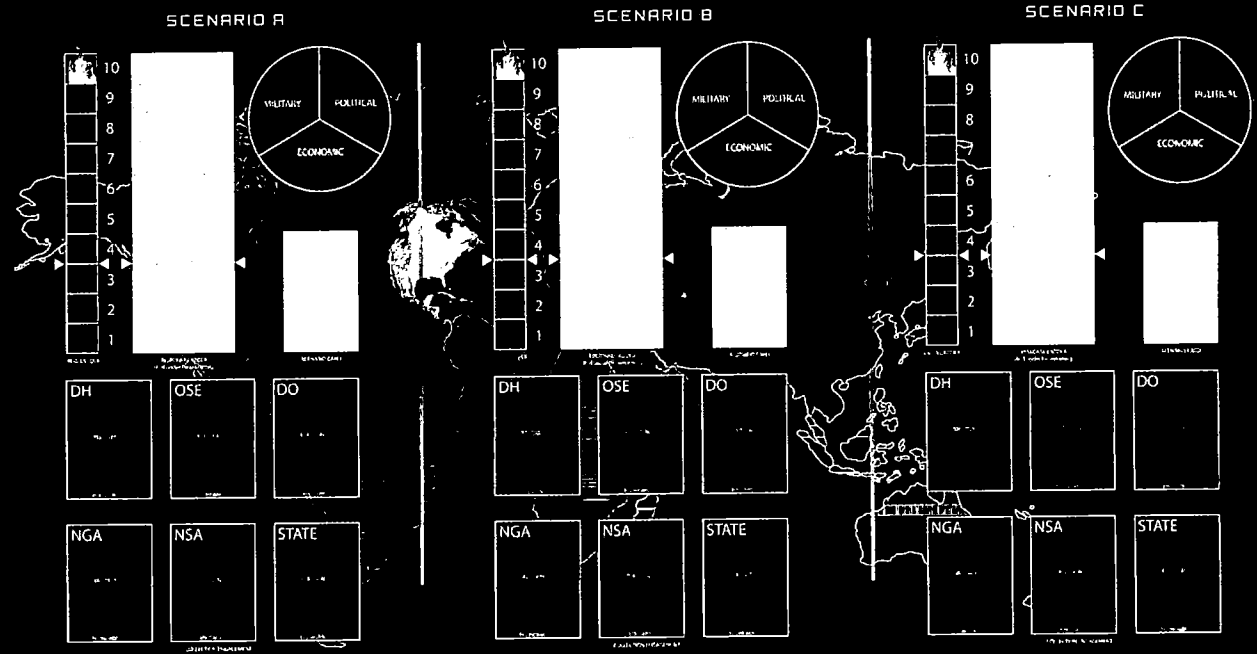
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# COLLECTION

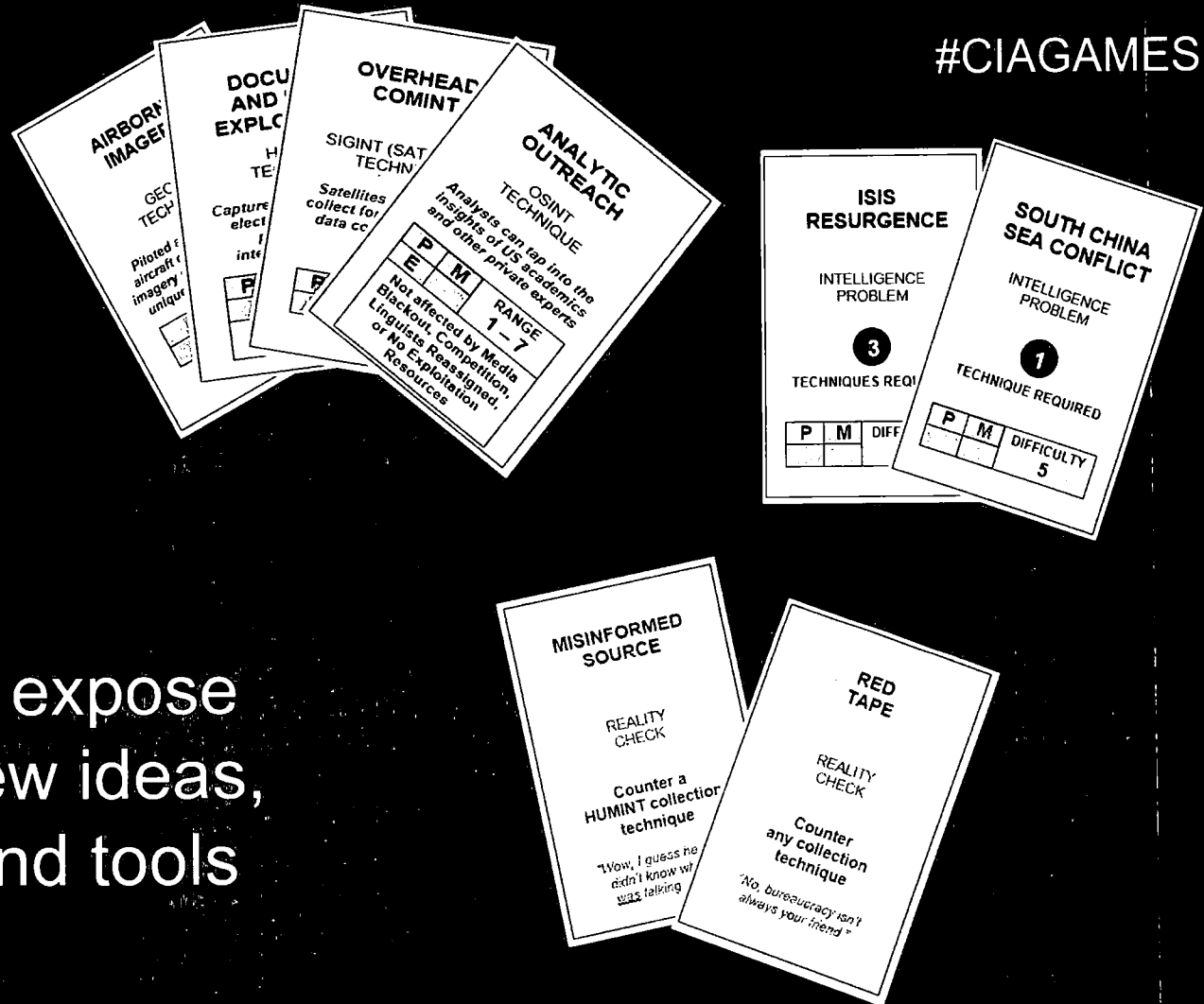
Games can model and reinforce best practices



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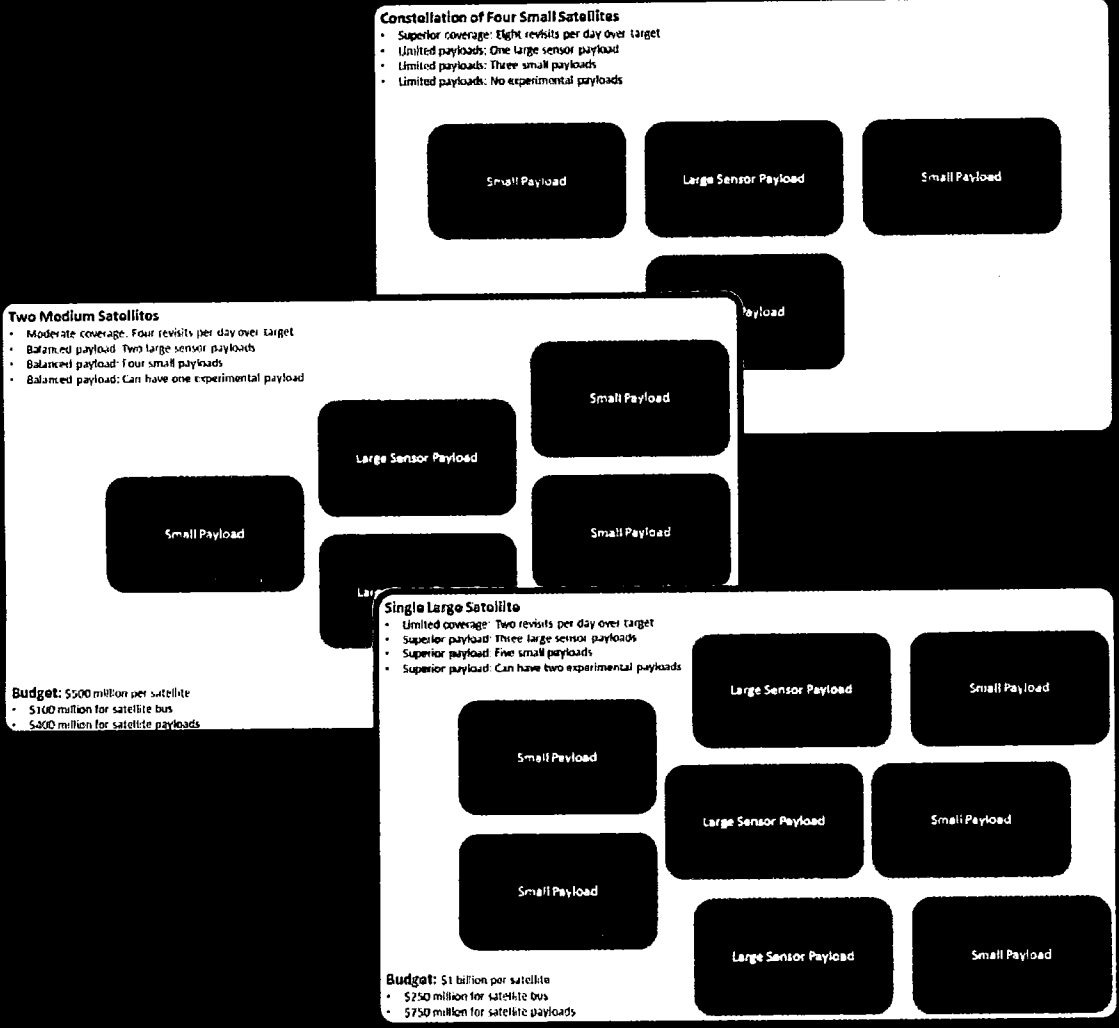


Games can expose players to new ideas, concepts, and tools

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Games can increase our understanding of business processes

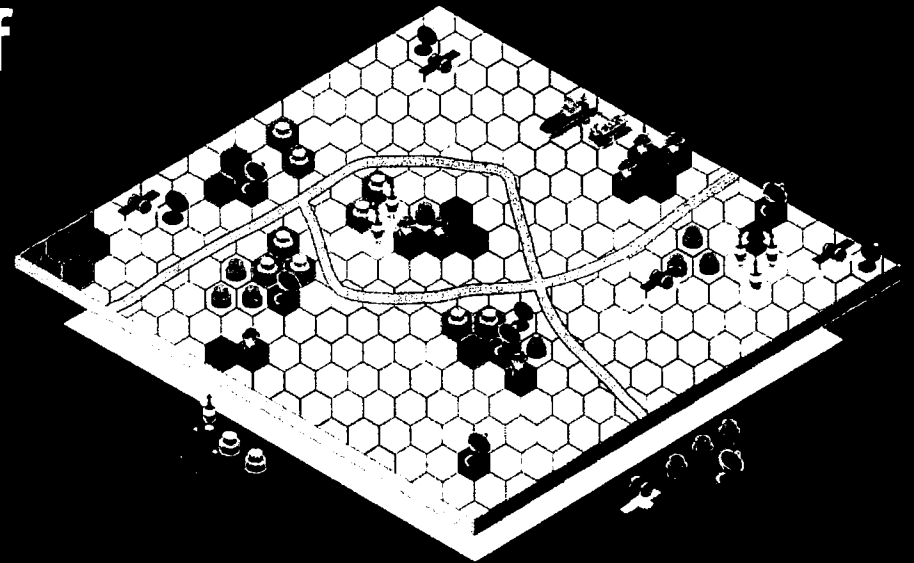
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# Player Two

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## Using Games to Synthesize Models of Intelligence Issues



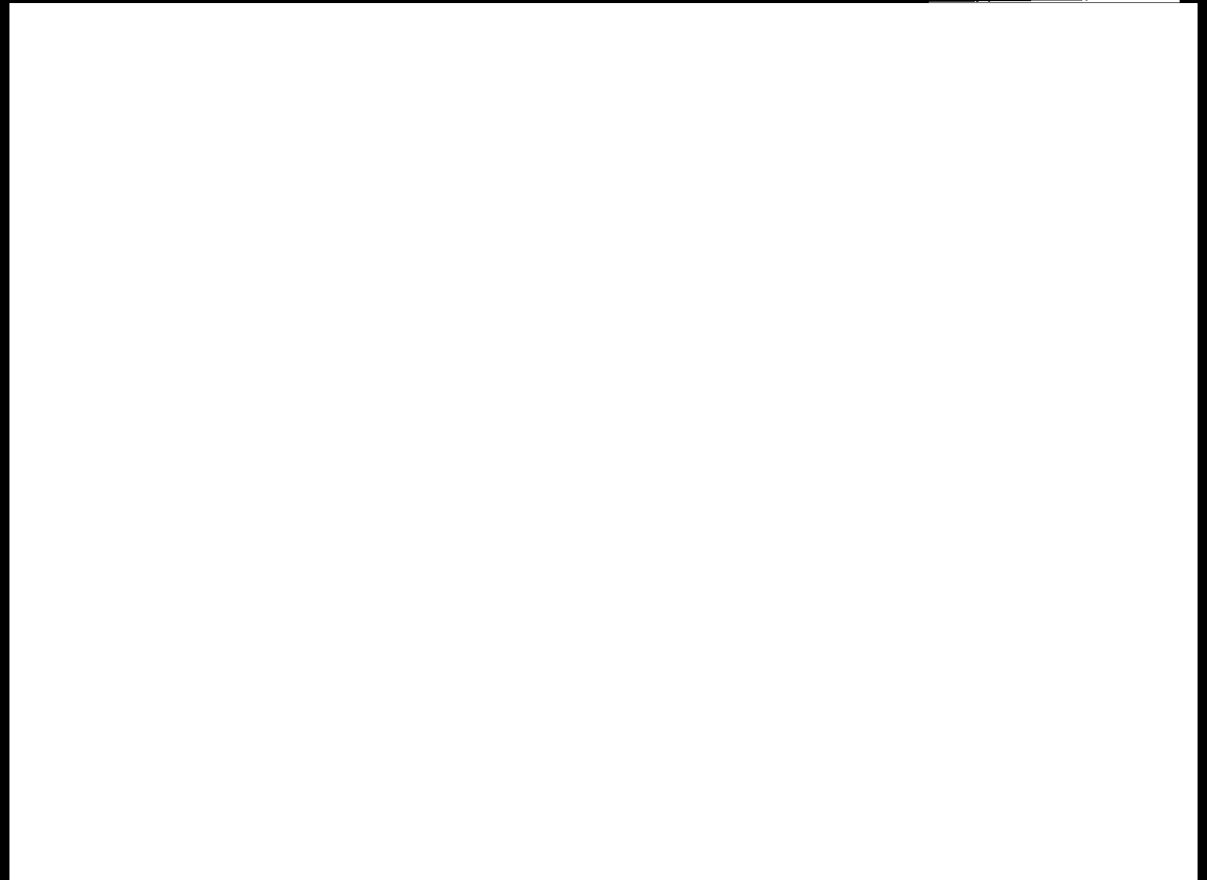
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How can we  
translate our  
mental models?



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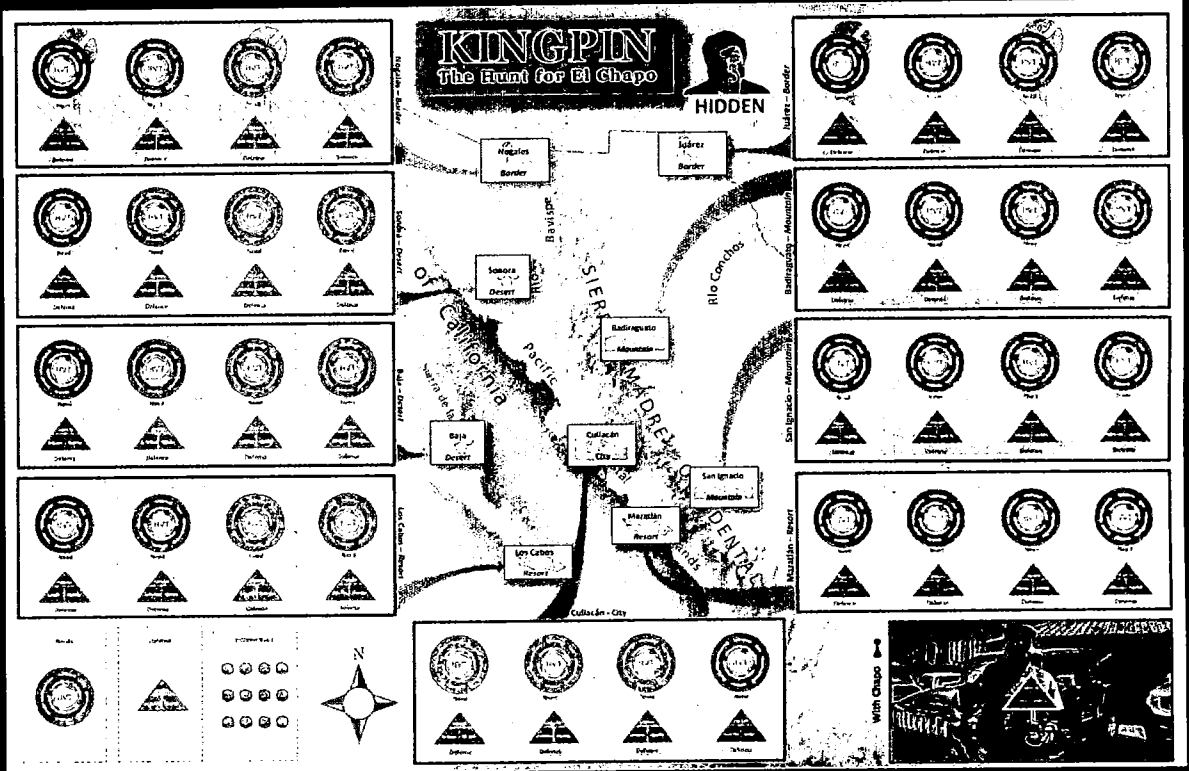
Games invite  
players to share  
mental models  
of a problem

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CIA uses games to improve skills and understand a complex world



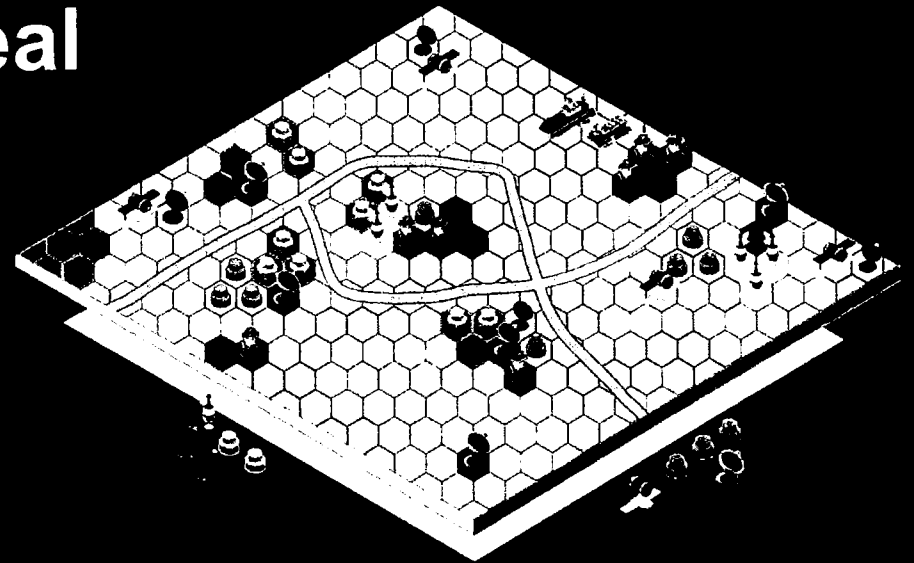
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# Player Three

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## Designing Intelligence Games to Capture Real World Complexity



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## How Do You Design For...

Black swans and unintended consequences?

Realistic, plausible behavior?

Scope and pacing that supports genuine decision making?



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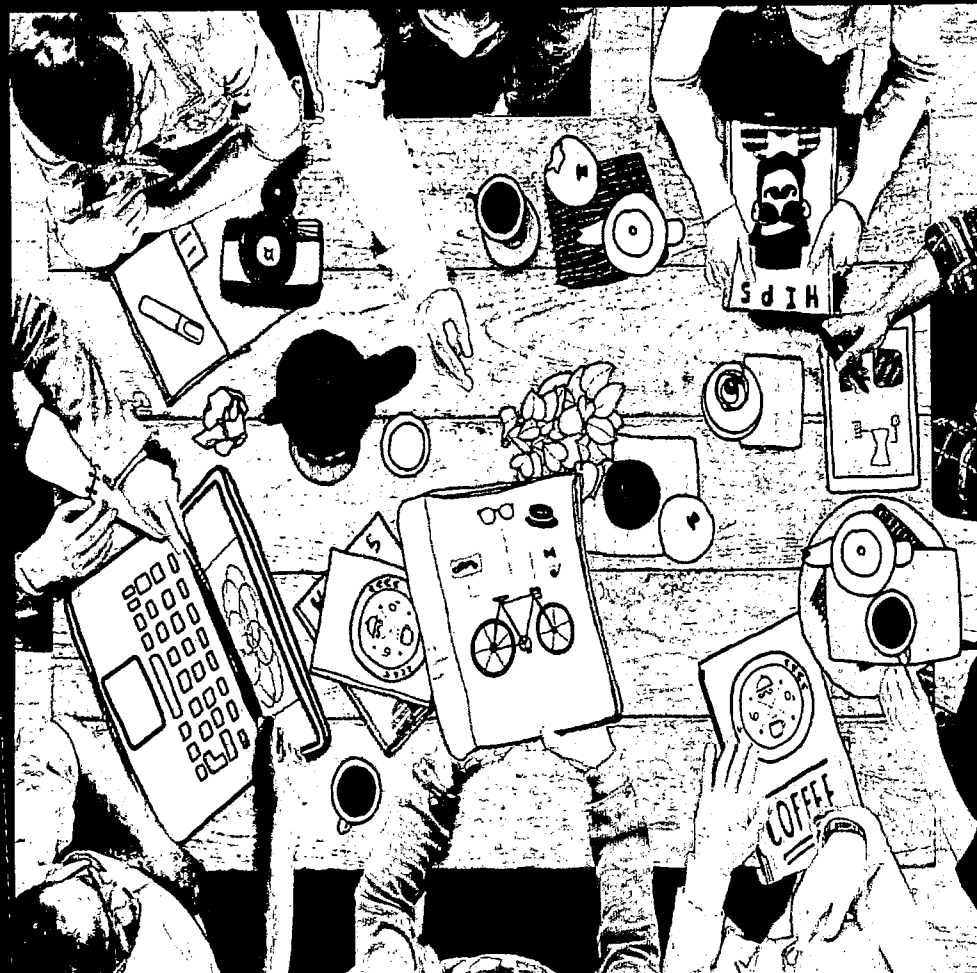
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Nail down the intel  
question & premise  
of the story

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Assemble teams  
compelled to action

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Pull the experts into  
their own adventure

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Launch it and let it go

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Navigate only when necessary

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# End Game

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- 1 CIA uses games to understand our world
- 2 Games help clearly communicate complexity
- 3 Design should connect players to your objective

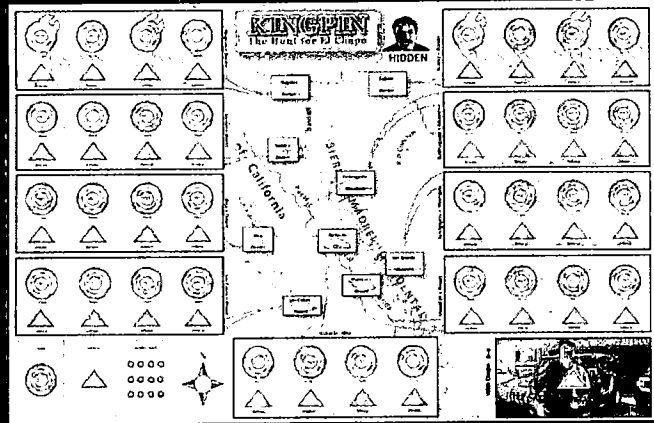
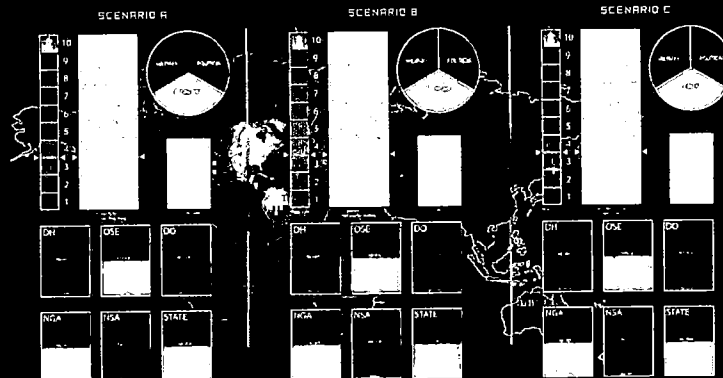
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# Bonus Round!!!

## COLLECTION



Game Demo  
 Tomorrow 5:00 pm  
 JW Marriott Room 208

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