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Backgrounder

The Protean Critical Thinking Simulation Game

CFB Gagetown, 22/23 February 2006

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Protean Critical Thinking Game, - a chance to sharpen foresight and risk management skills

Concurrent to the speaker presentations on Day 2 and 3 of the **Advanced Simulation Technologies Symposium, to be held at CFB Gagetown, 21-23 Feb 2006**, there will be a one-day exercise using Proteus, a critical-thinking game for training and collaborative efforts that explore the ability of individuals and groups to foresee and managing risk, and adapt to conflicting goals and to complex and ambiguous surprises. This particular demonstration will utilize a scenario of multi-factional interaction (insurgents, military, government, etc.) in a complex security environment. It can be used in the Middle East, large sporting events, civil unrest or for energy and resource applications.

Brought to New Brunswick by The Proteus Canada Institute (PCI), a not-for-profit institute with an extensive genealogy. Following the evolution of a three year relationship as a member of the US-Canada Proteus Consortium, a Canadian institute has been incorporated and launched at a symposium held at the National Press Club of Canada, November 30, 2005. Proteus Canada brings together sector leaders and strategic foresight practitioners concerned with the challenges of anticipating and understanding global change, and with exploring the related implications for their surroundings. As an Institute it will strive to provide insight through training, forums and events that will contribute to the decision-making process of people who must tend to tasks in unfamiliar and multidimensional environments. Its aim is to help its members to:

- Acquire a better understanding and respect for multidimensional human behaviours that are influenced by ideologies, perceptions, environment, inter-relationships, etc.
- Operate in uncharted territory and recognize emerging patterns from resulting behaviours of various agents, however subtle, incremental, dramatic they may be.
- Connect the dots between seemingly unrelated occurrences in multiple planes of influence who when combined can create change

The PCI Programs

- **Training** -- Our Core program is the Protean Critical Thinking Game, unique interactive simulation games;
- **Forums** -- seminars and discussion meetings with subject area experts from industry, academia, government and NGOs;
- **Virtual Consulting in Protean Thinking** – review apprehended situations; examine opportunities and vulnerabilities, identify potential scenarios and provide interactive simulation training to operational personnel;
- **Virtual Conference Centre** – live-online or on-demand participation to forums, discussion groups, consultancy.

The Protean Critical Thinking Simulation Game

It is the core program of the Institute. In short, the software used for the simulation enables the modeling of multidimensional human behaviours influenced by ideologies, perceptions, the environment, inter-relationships, etc. It



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helps users to recognize emerging patterns from resulting behaviours of various agents, however subtle, incremental or dramatic they may be, and to connect the dots between seemingly unrelated occurrences in multiple planes of influence which, in combination can provoke change. This interactive software simulation is operated from desktops, to help those participating in the simulated game advance their training by developing a greater awareness of “*how collective and individual biases may influence operational thinking*”. There are many fields where applications can be customized to meet specific needs.

The PCI Genealogy

In 2003-2004, the Naval Post Graduate School, the National Geospatial Agency, the National Security Agency/Central Intelligence Agency, the National Research Council of Canada, the US Army War College and the National Reconnaissance Office formed the Proteus Consortium, a group dedicated to advancing the development and use of advanced “critical thinking” technologies in the assessment of national security intelligence. In the fall of 2004, a first computerized simulation game involving some 100 Canadian and American participants was held very successfully at the Canadian embassy in Washington, DC. Proteus (the game and the concept) is the result of modeling and simulation work lead by Professor John Hiles of the (USA) Naval Postgraduate School (NPS).

In 2005, members of the consortium have determined that some type of permanent infrastructure had to be created to advance the goals of the original consortium. The answer was to create a not-for-profit Proteus Institution in the USA. The US Army War College has allocated one person year to set up and kick start the US Institution. Similarly, a Canadian Proteus Institution is now incorporated under Federal law.

The registration deadline for the Proteus Simulation is on February 17th and space is limited. Prospective attendees are encouraged to visit the symposium website: <http://www.armylearning.ca/symposium06/index.htm> and follow the registration links. The daily fee for non-members is \$95/person and for LearnNB members is \$65, which includes nutrition breaks, keynote presentations and discussions and lunch. Daily registration check-in is 8am. Detailed speaker biographies and the full **Advanced Simulation Technologies Symposium** agenda can be found at any of the host's websites – www.learnnb.ca; <http://www.armylearning.ca/symposium06/index.htm>; or <http://www.proteuscanada.org/>.

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EDITOR'S NOTE: For further information on the Symposium, please contact the CFB Gagetown Public Affairs Office at (506) 422-2000 local 2466 or Gary Stairs, LearnNB 506.474.1372.

For more information on the Proteus Canada Institute, please contact:

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