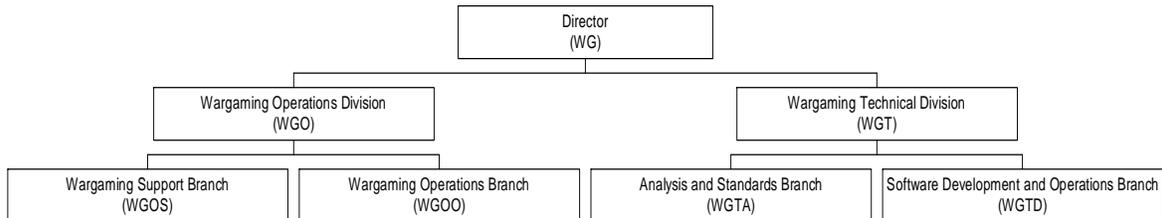


ORGANIZATION

The AFWI is one of six directorates within the College of Aerospace Doctrine, Research and Education. Two functional divisions with a combined staff of 56 officer, enlisted and civilian personnel, and a number of contractors who contribute to the mission and support the AFWI Director (CADRE/WG).



WARGAMING OPERATIONS DIVISION (WGO)

The Wargaming Operations Division is responsible for the entire wargaming lifecycle process, to include definition, design, development, testing/pre-play, preparation, execution and post-wargame analysis. With a \$2M annual budget, WGO provides wargame support to a variety of customers from around the world. The professional men and women assigned to the two branches within WGO provide full-spectrum wargaming to accomplish the AFWI Director's mission.

Wargaming Operations Branch (WGOO)

The Wargame Operations Branch manages the comprehensive wargaming lifecycle process to include wargame definition, design, development, preparation, execution and post-wargame analysis. The branch designs, develops and executes 34 wargames for over 9,000 participants annually. Our highly skilled core of Wargame Directors translate the sponsors' goals and objectives into the design of a wargame in which future commanders and their staffs are given an opportunity to study warfare in a realistic combat environment. Our wargames provide a "laboratory environment" for participants to identify problems in peacetime before they face them in combat. The branch is responsible for identifying the tools, wargame materials, models and subject matter expertise required to successfully conduct wargames and exercises. WGOO designs notional force structures, strategy and plans using Air Force and joint doctrine and participates in Title X and AFWI wargames as controllers or subject matter experts (SMEs) responding to wargame participant inquiries and adjudicates plausible outcomes from player moves. The Program Manager (PM) for each AFWI model resides in the Wargaming Operations Branch.

Wargamers continually hone their skills and knowledge through the Wargaming Professional Development (WPD) program. WPD is designed to provide the critical

knowledge needed to better develop, execute, and adjudicate wargames. The program consists of five areas: Wargaming Basics (WPD-1), Wargaming Tools (WPD-2), Operational Wargame Testing (WPD-3), Joint/Service Doctrine (WPD-4), and Special Topics (WPD-5). WPD is augmented by formal training courses including CADRE's Joint Air Operations Planning Course, Information Warfare Applications Course, and Contingency Wartime Planning Course.

Wargame Support Branch (WGOS)

The Wargame Support Branch provides daily support to the AFWI as well as the preparation and execution of wargames serving the DoD, the Air Force, sister services and our allies. The branch is responsible for the reception and support preparations for over 34 joint wargames and annual events, including Air War College seminar classes, flag officer courses and the CSAF-hosted Air Force Doctrine Summit. The Support Branch manages the \$2M annual budget on behalf of the Director and serves as the administrative hub for the directorate. The Information Technology (IT) Section of the Wargame Support Branch maintains the complex communications-computer infrastructure and computer systems supporting wargaming operations at the AFWI and all IT issues elsewhere within CADRE. The IT section designed, implemented and currently maintains and operates a state-of-the-art local area network (LAN) that serves as the centerpiece of the Institute's information system. This highly configurable network can be rapidly and easily modified to accommodate a wide spectrum of wargaming scenarios, including classified and unclassified events. A cadre of highly-trained computer technicians provides complete hardware and software support for the many workstations, servers and infrastructure supporting wargame operations and software development activities, as well as providing end-user support throughout CADRE. This quick response team is trained to satisfy dynamic requirements, providing our wargaming guests customized desktop computing and seamless connectivity back to their home station. The systems management team provides centralized administration of modern servers operating in the Windows 2000 and Unix environments. The area LAN administration team is responsible for managing all user related issues for CADRE. The section hosts a Technology Working Group whose charter is to evaluate emerging technologies, validate diverse customer requirements and ensure the AFWI computing environment remains on the cutting edge.

WARGAMING TECHNOLOGY DIVISION (WGT)

This division plans, develops, integrates, and maintains web-based, client-server and stand-alone software on a number of hardware and software platforms in support of wargaming events and other organizational needs. The division provides the commander with expertise, advice, courses of action and recommendations on all technical issues relating to software development support and vision.

Analysis and Standards Branch (WGTA)

The Analysis and Standards branch manages the acquisition and maintenance of AFWI's suite of wargaming tools during every phase of the software life cycle, from generating the vision for future software to retiring obsolete software. Branch analysts analyze the latest Modeling and Simulation (M&S) technologies and concepts to develop new CADRE wargaming initiatives for future models. The Air Force Educational Wargaming Toolset Vision document defines the AFWI strategic plan for developing future wargaming models to support customer requirements using leading edge technologies.

Branch engineers manage the Software Engineering Process (SEP), including defining and analyzing software requirements, test design, testing, implementation and maintenance. WGTA analysts investigate the functional and operational capabilities of wargame models and verify and validate the logic and mathematical representation of air and space power in these models to insure doctrinally sound outcomes for AFWI-hosted wargames. Another important product of the SEP is compliance, and our software engineers guarantee this through configuration management, quality assurance and contractor surveillance. From cradle to grave, WGTA ensures CADRE delivers quality software to all our wargaming customers.

Software Development and Operations Branch (WGTD)

WGTD develops, maintains, integrates and operates computer models, simulations and visualization tools to support the adjudication of wargames. As a software development activity (SDA), the division maintains five in-house models. The Air Force Command Exercise System (ACES) is a joint, theater campaign-level, combat simulation model. The ACES is used to support the Air Command and Staff College's (ACSC) capstone wargame, the Air and Space Basic Course's (ASBC) capstone wargame, as well as wargames for the United Kingdom Joint Services Command and Staff College, the Canadian Forces College, and the Australian Command and Staff Course. The Joint Educational Mobility Model (JEMM) is a theater logistics model used to generate time-phased force deployment data (TPFDD) and is used in a number of wargames. The Operations Atlantis model is a real-time, tactical air and space employment model used to conduct exercises for Squadron Officer College (SOC). The ForceView visualization tool is used to support nearly all AFWI wargaming events to display the Order of Battle (OB). Finally, the "Bottom Line" model is used by the College of Professional Development's (CPD) Professional Military Comptroller Course to conduct an Exercise in National Budgeting Priorities (XNBP), which simulates the impact of national budget decisions (presidential, economic, political and military) on the state of the nation. WGTD, in conjunction with WGTA, provide a comprehensive software development support structure, including project management, configuration management, software quality assurance and testing capabilities. Other branch responsibilities include the development, maintenance and administration of CADRE's public, private and wargame-only Websites, site content and Web-based applications.