



TradeSpaceSM: Designing A Wargame for USSF Acquisition Program Managers

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Target Audience

- Mid-level acquisition program manager(PM)s

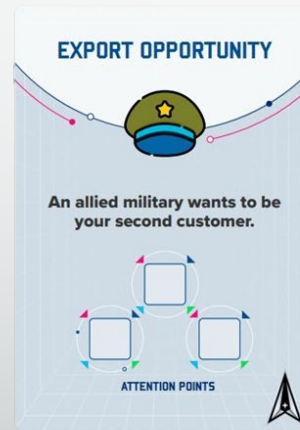
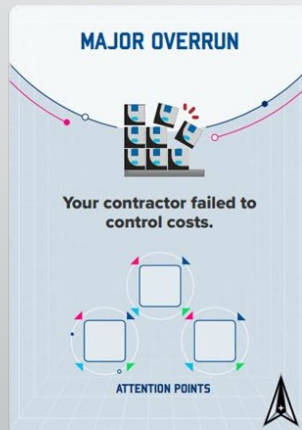
Objectives

- Provide a **safe environment for experiencing risk and the consequences of acquisition failure,**
- Improve PM **critical thinking** and creativity through exposure to acquisition scenarios and challenges,
- Provide a proof-of-concept for the **use of wargames focused on acquisition strategies in space acquisitions.**

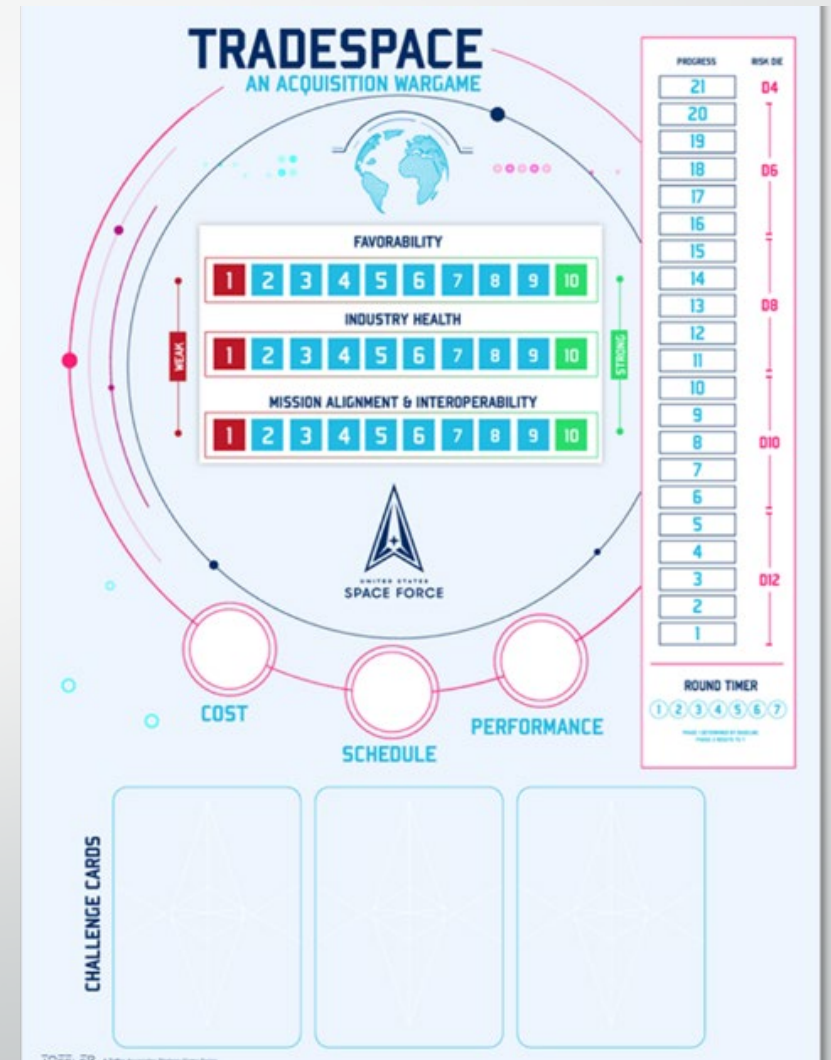
Game Overview



Roles

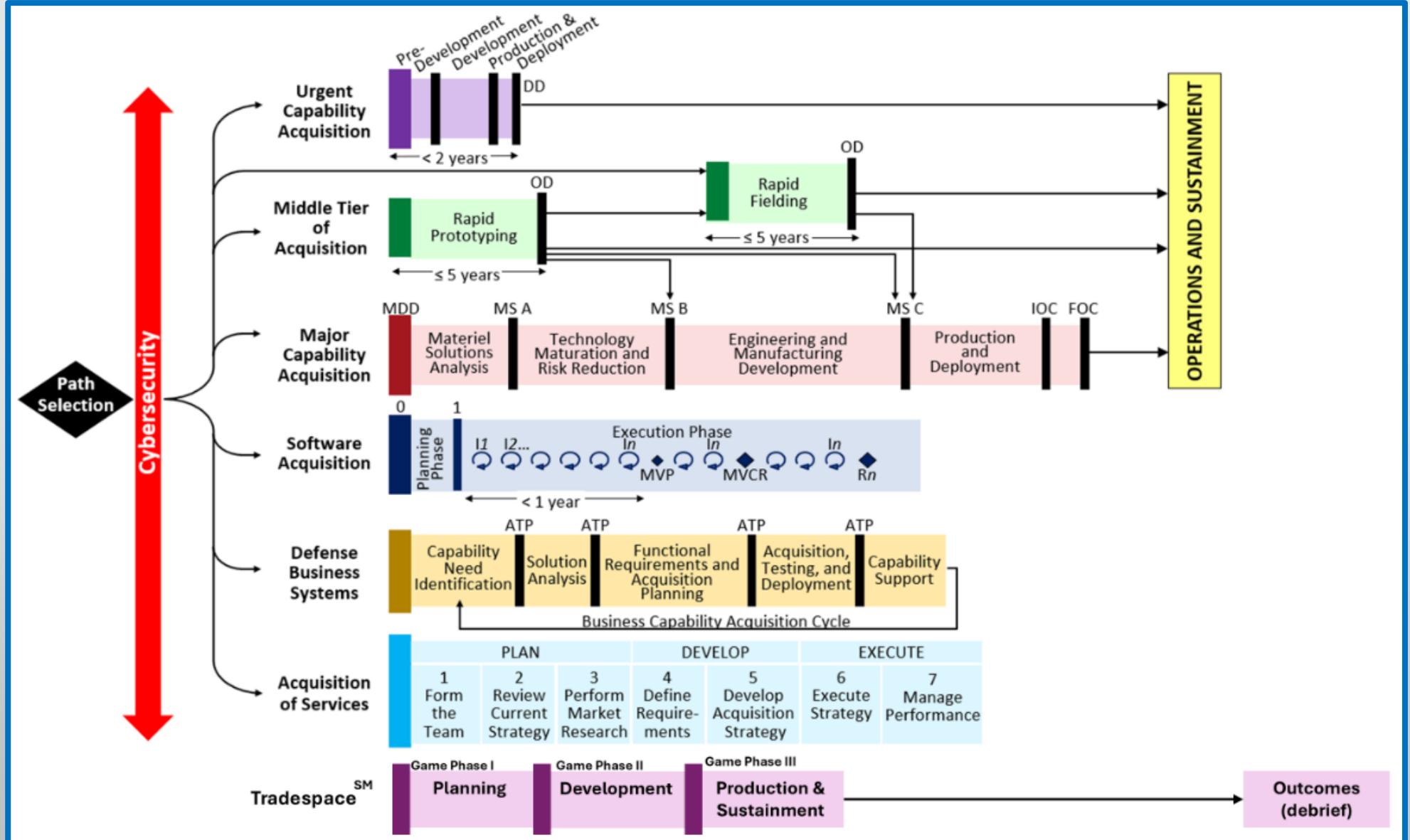


Challenge Cards



Scorecard

Game Representation of the Adaptive Acquisition Framework



Verifying Learning Objectives

Tenet	Relevant Game Mechanics	Proportion Reporting "Improved" Understanding
1. Build Smaller Systems	System architecture tradeoffs	10/10
2. Get the Acquisition Strategy Correct	Enduring consequences of Phase 1 (Planning) choices	10/10
3. PM-Contracting Officer Teamwork	Collaborative decision-making between roles	8/10
4. Executable Contracts	Complexity threshold for vendor progress	9/10
5. Program Stability	Budget and cost injects	10/10
6. Avoid Special Access Programs (SAP)s	<i>none</i>	5/10
7. Ground Before Launch	<i>none</i>	3/10
8. Hold Industry Accountable	Vendor performance and cost control injects	9/10
9. Deliver Capabilities that Work on Schedule and Cost	Management of program scores	10/10



Thank you!

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