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SL Research Seminar

Change by Game Design in Security Organisations: The Potential of Transformational Playing-Learning Experiences

Dr Philippe Beaulieu-Brossard

Jonas Groesmeyer

Canadian Forces College

Date: Dec 17th, 2021

Time: 14:00-15:00

Teams Link: [Join Seminar](#) (We'd appreciate if you could optionally [register](#) to join our mailing list)

Abstract:

With Project Albatross, we aim to put security practitioners of NATO member countries into situations that will force them to challenge fundamental beliefs in order to better address a complex challenge. In doing so, the game seeks to open up transformational pathways that may raise the disposition of security practitioners for introspection, holism and humility as well as, good judgement. In this presentation, we will share several features of albatross that are designed to achieve this objective such as the co-evolution between challenge framing and solution with preliminary reporting, the incremental progress from single towards triple loop learning (introspection) in four phases, the use of mystery to stimulate abductive thinking and the use of a game master to keep the scenario open-ended. And ultimately, we will share how this game design journey set the conditions for our community to transform itself as well in the process.

Biography:

Philippe Beaulieu-B is the co-founder and co-executive president of the Archipelago of Design. He returned as professor leading the Design & Innovation curriculum for mid and senior level officers at Canadian Forces College (CFC) in Toronto after completing a Marie S. Curie Fellowship at the Centre for Military Studies, University of Copenhagen from 2019 to 2021.

At the Archipelago, Philippe is co-leading 5 major projects: 1. Mentor: The remote/mobile assistance/mentorship programme in design for CAF/DND organisations, their allies and partners, 2. Organic: The development of a CAF/DND organic approach to design, 3. Albatross: the development of a design mind simulator, a virtual learning experience to learn design and reflexive leadership with Jonas Groesmeyer, 4. Strategy: fostering a culture of strategy-making & formulation in Canada and its small-middle power allies and partners, 5. SOF Hive Minds: supporting the independent de-centralized production of transformative insights across SOF communities.

Philippe holds a PhD in International Relations from the University of St-Andrews in the United Kingdom.

Jonas Groesmeyer holds a master degree in political science from University of Copenhagen. Since his graduation, Jonas has worked as a Research Assistant at the Centre of Military Studies, University of Copenhagen, where he has contributed with publications on deterrence in cyberspace, the European security architecture, and the security politics in the Arctic to stakeholders in the Danish Ministry of Defence, Danish Parliament, and NATO. As Project Manager for Project Albatross, Archipelago of Design's project on Reflexive Virtual Organic Learning,

Jonas continues working in the interface between the epistemic communities of academia and the hands-on world of defence practitioners, where he engages his professional experience in defence and security with his passion for the video game industry.

Please [contact](#) Jennifer for any Teams connectivity issues: j.mcculloch@lancaster.ac.uk