



# ISMOR 2007: Modelling Human Decision-Making in Simulation Models of Conflict

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# Ashby's Law of Requisite Variety

**Industrial Age**

**Info Age**

LOW

**Variety of Controller**

High by Design



LOW by Design

**Variety of Controlled System**

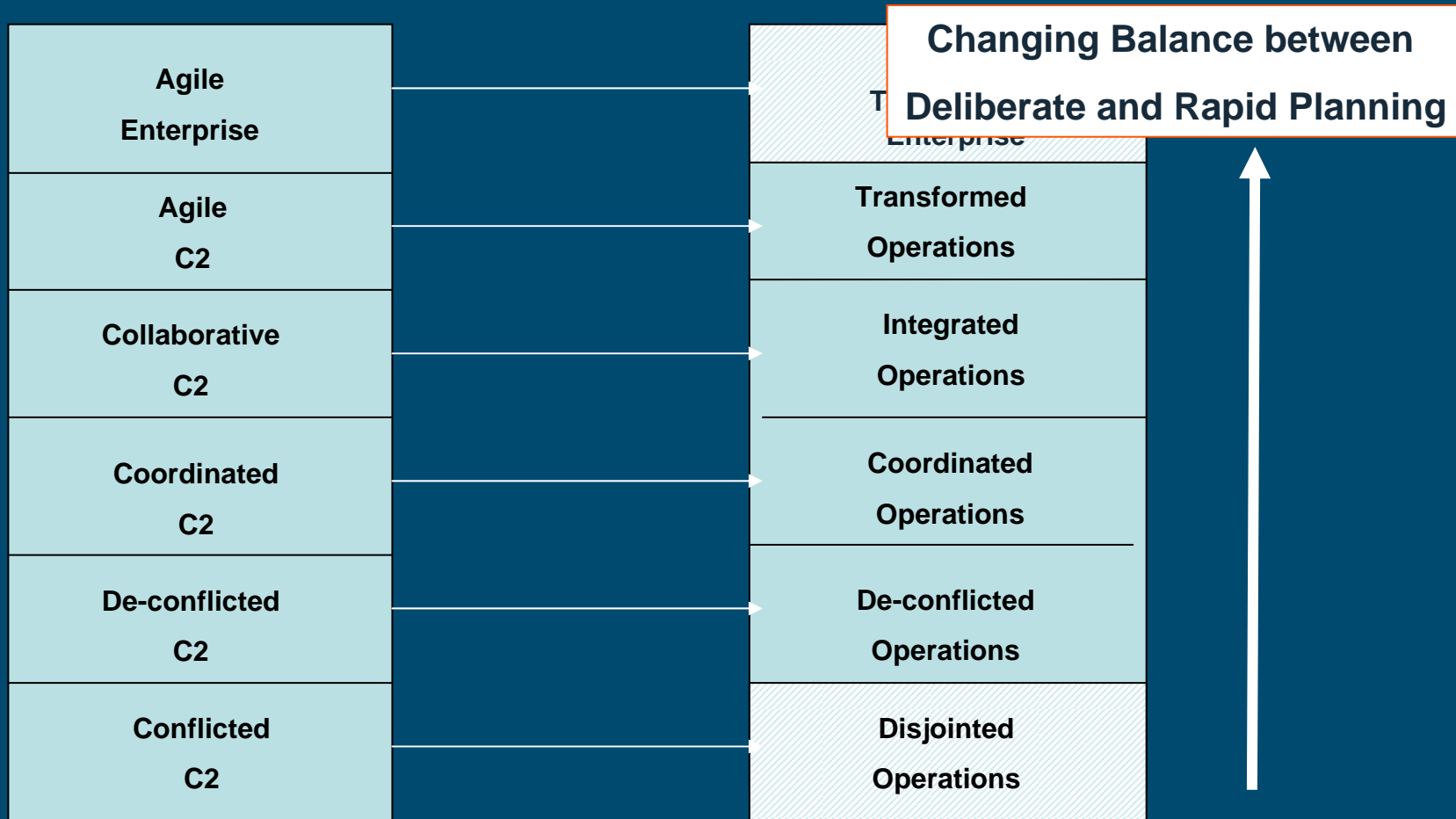
HIGH

**Deliberate Planning**  
*creates requisite variety*

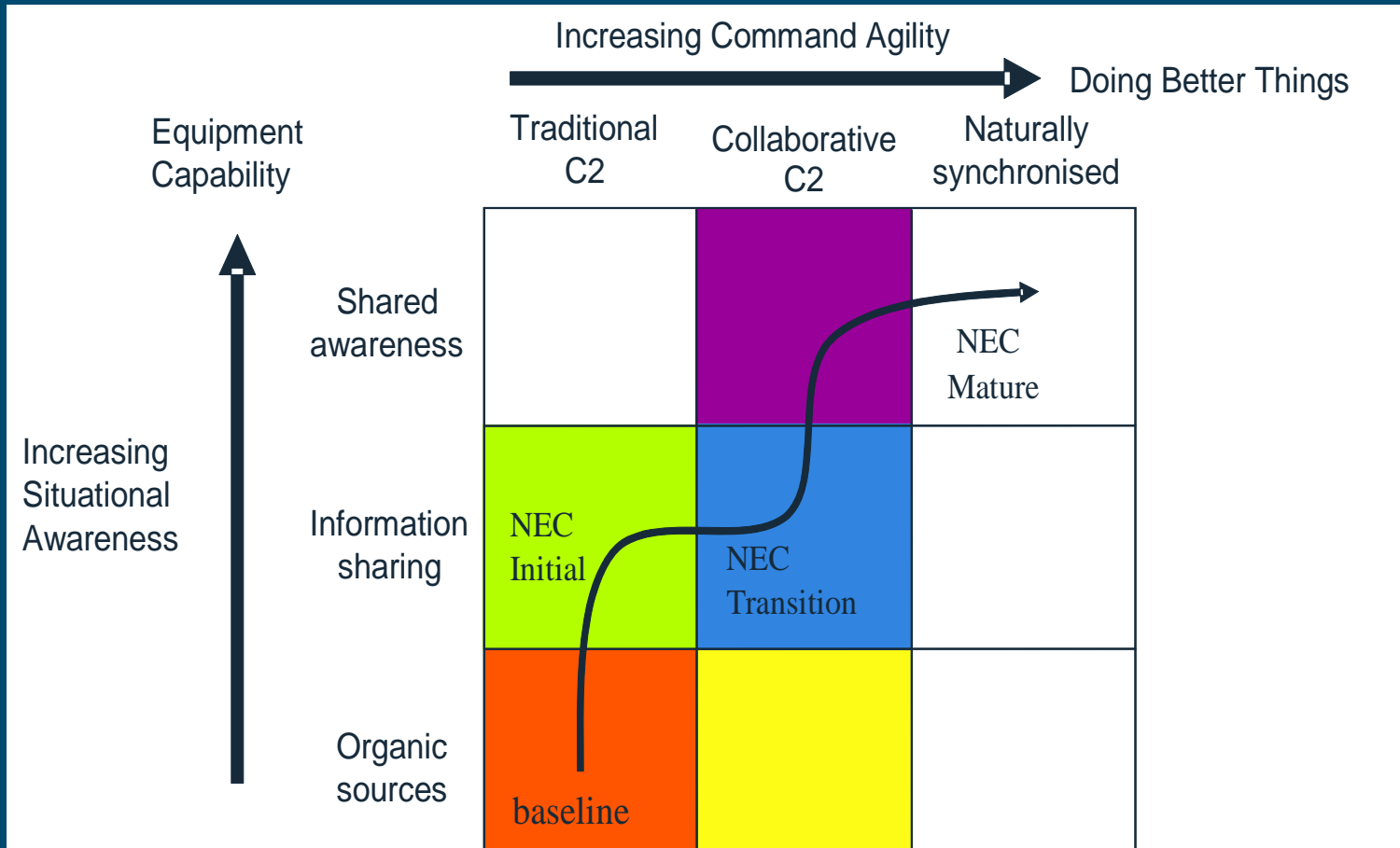


**Rapid Planning**  
*creates cybernetic variety*

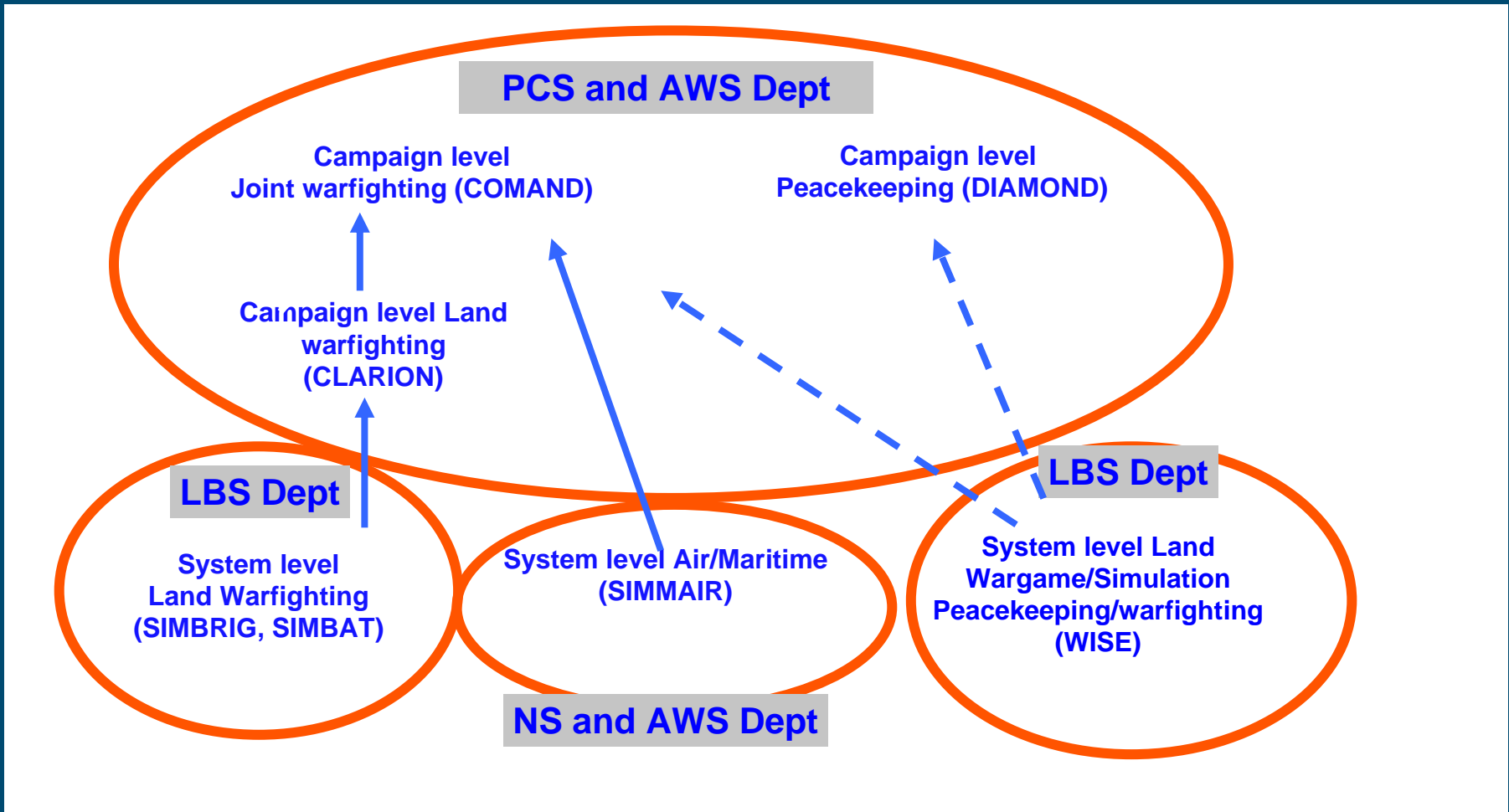
# Increasing Levels of C2 Maturity



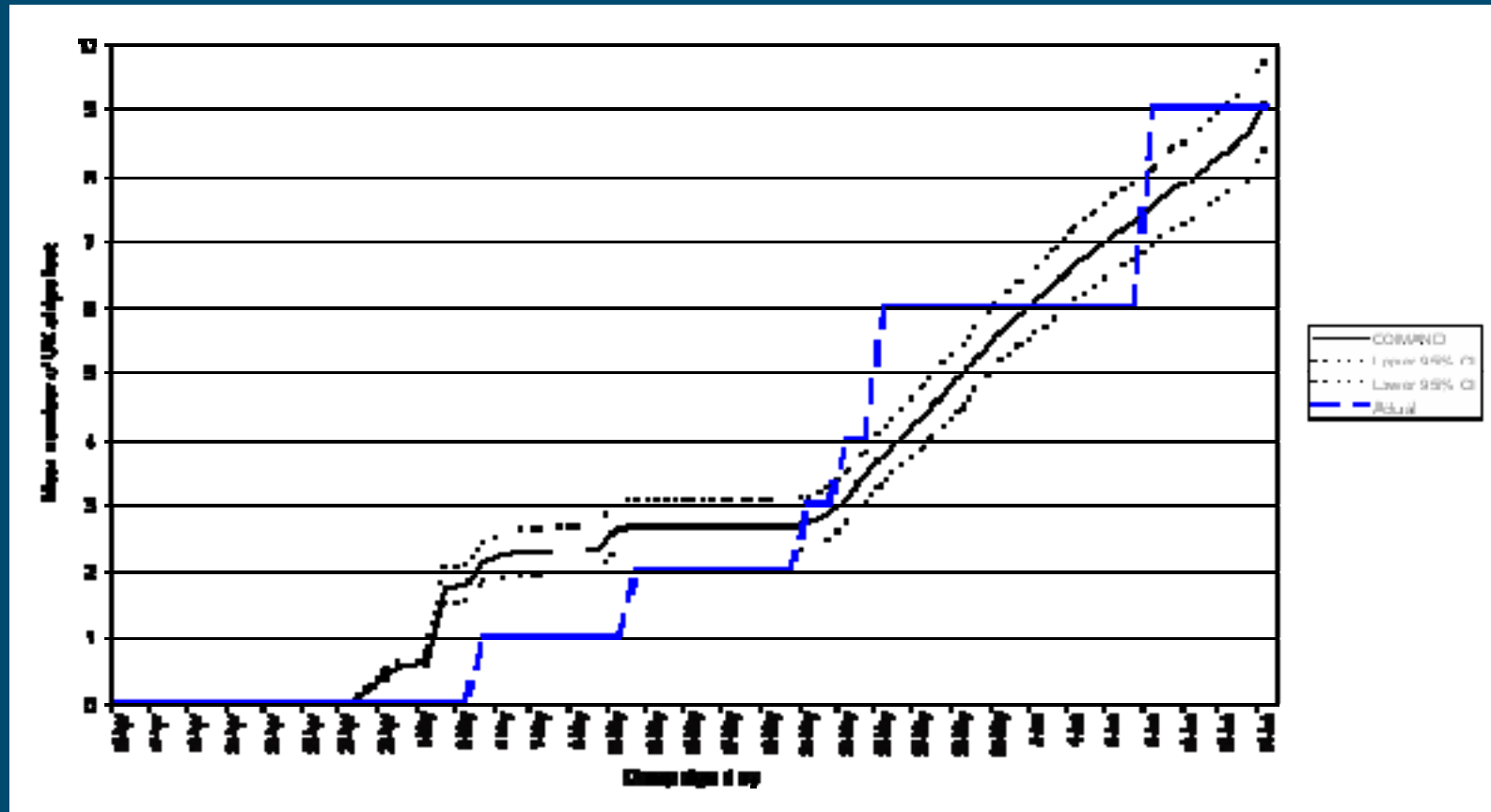
# Agility - The Journey to NEC Mature



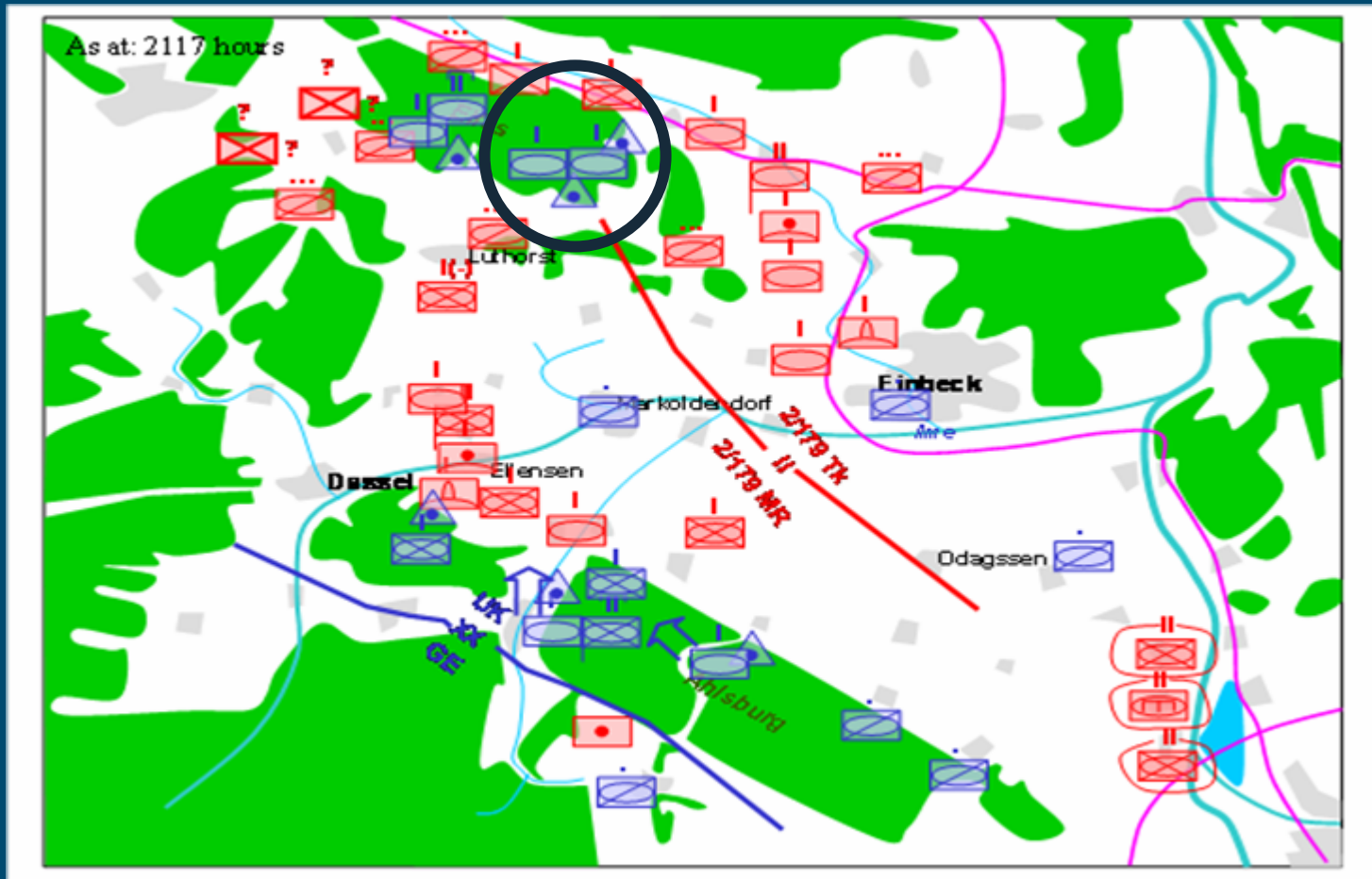
# The Model Set



# Validation (Deliberate and Rapid Planning)

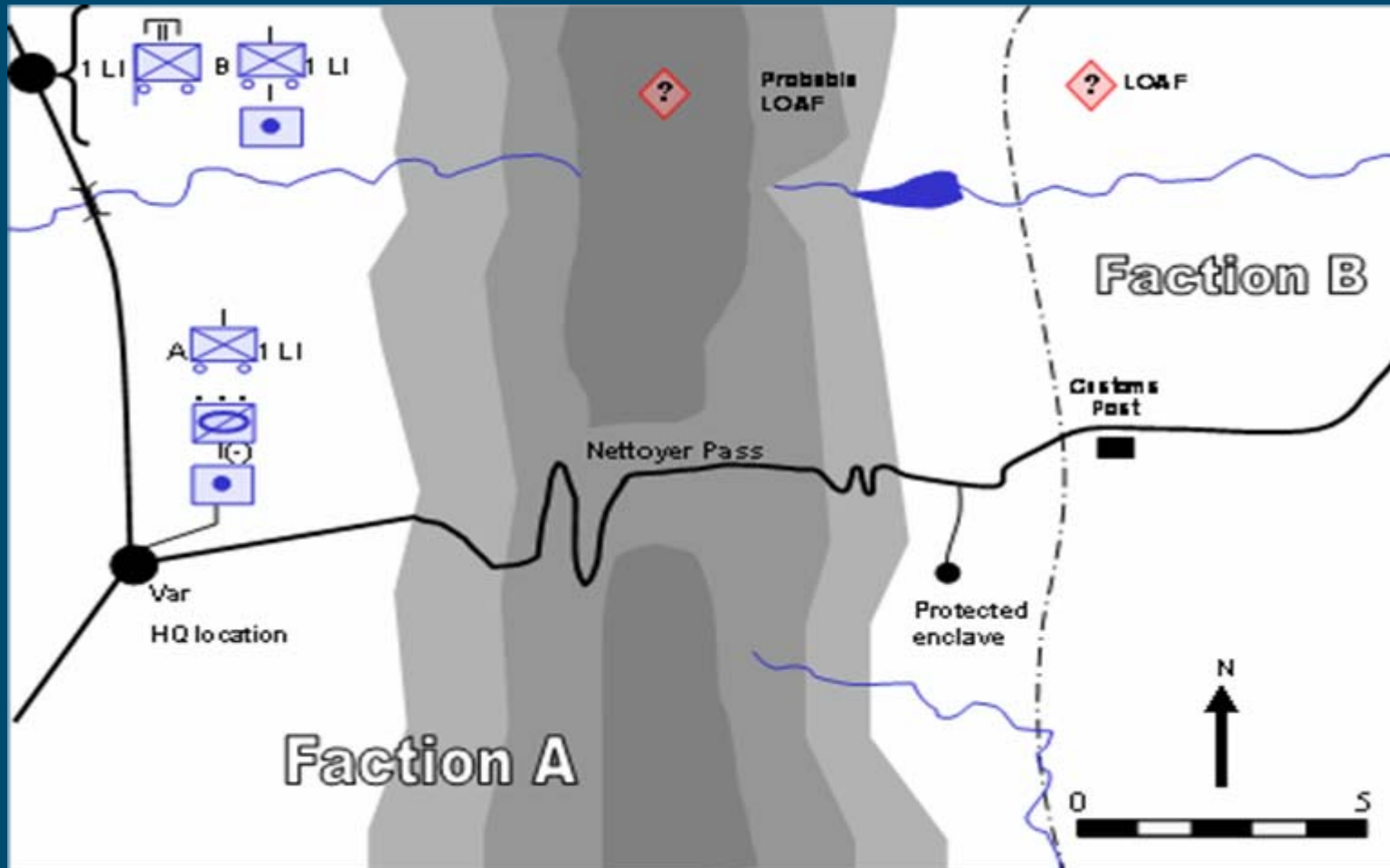


# Warfighting Single Decision Game

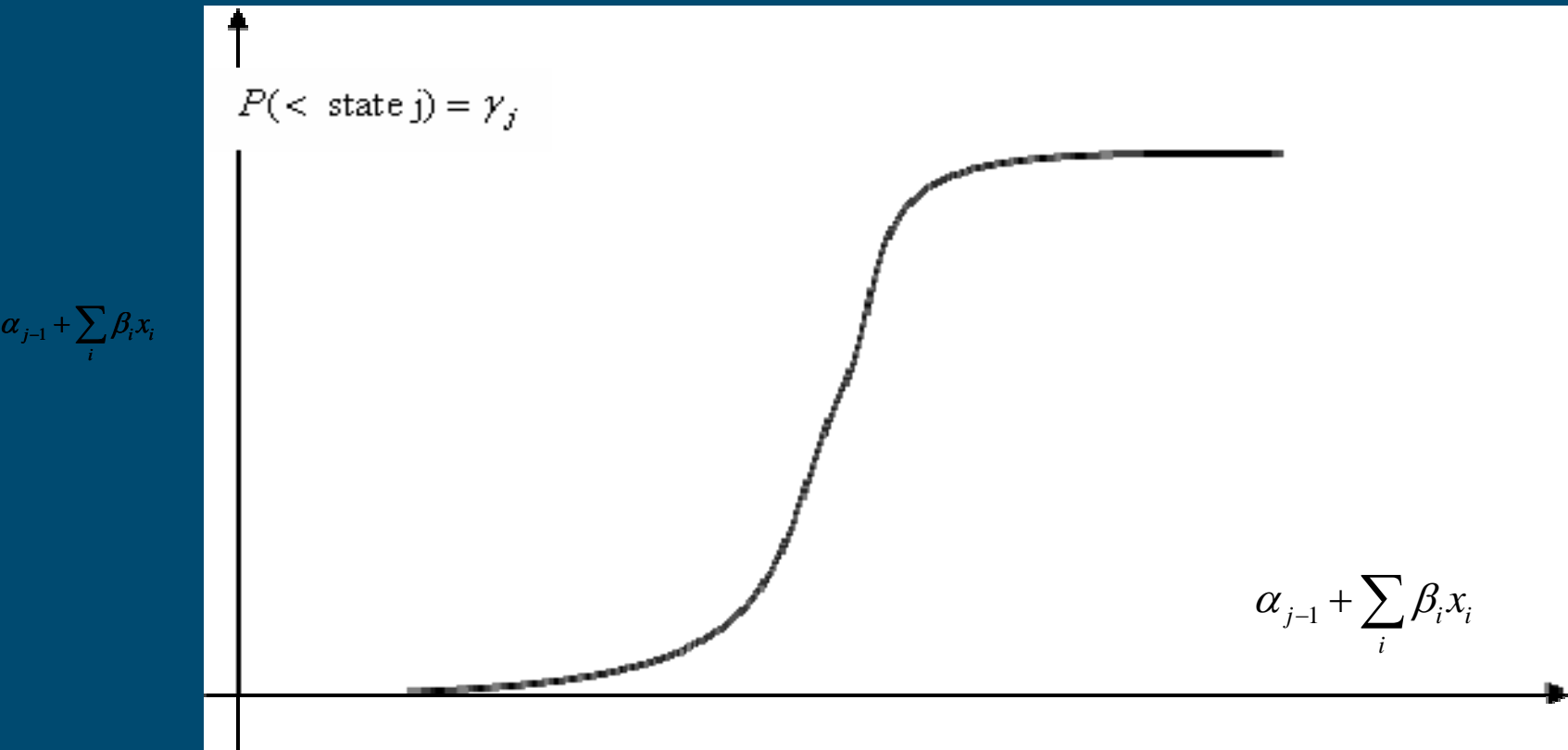




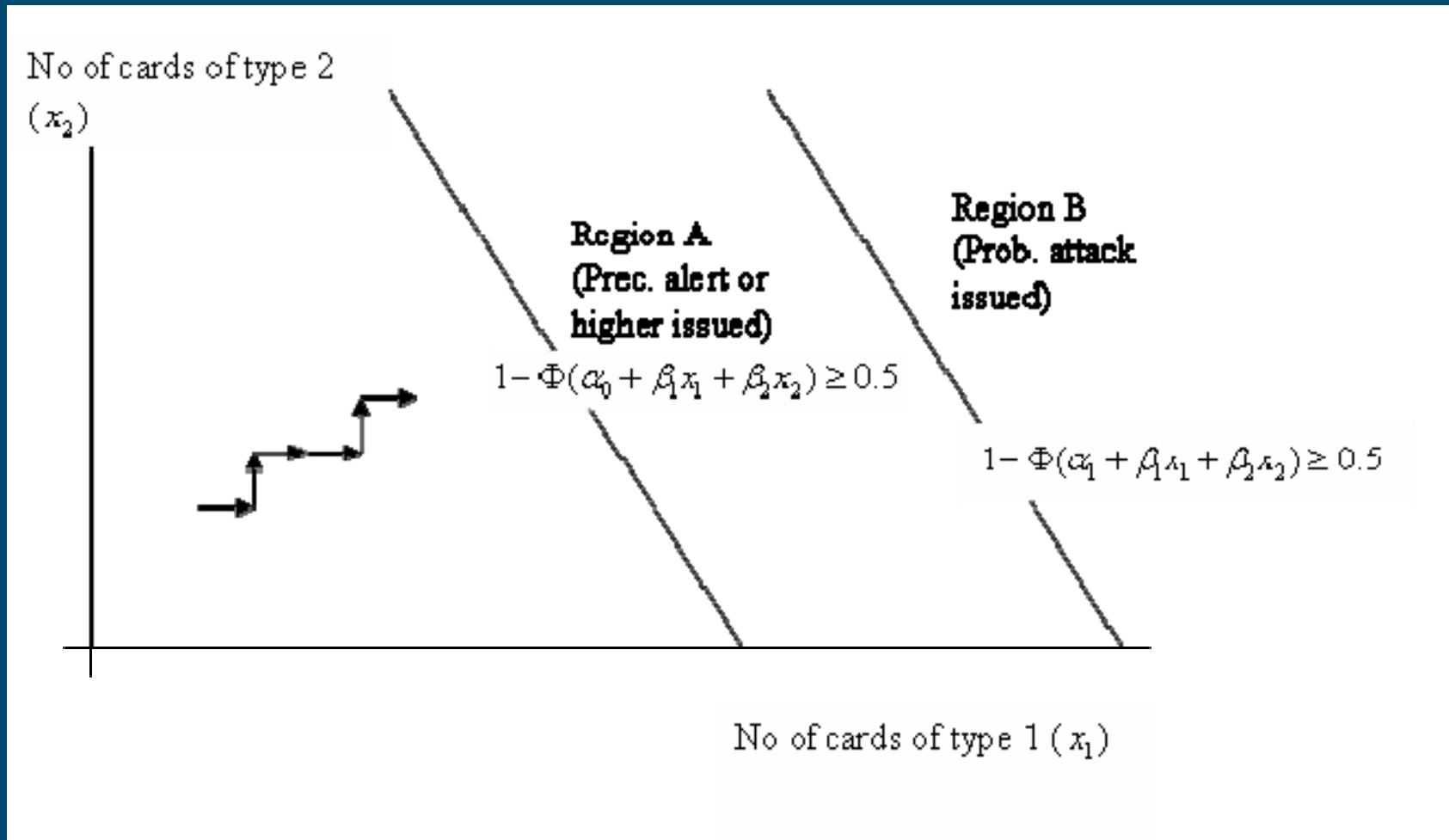
# PSO Single Decision Game



# Further Set of Single Decision Games - Logistic Analysis



# Validation of Rapid Planning



**[dst1]** Questions?