

MMOWGLI Competition Begins

By Defense Media Activity

WASHINGTON (NNS) -- Baby Boomers are retiring fast, really fast. The Department of the Navy has recognized this and is trying to attract and retain younger generations such as Generation Y's and Millennials.

The plan the DON has come up with to attract Gen Ys and Millennials is Massive Multiplayer Online Wargame Leveraging the Internet.

"MMOWGLI was born out of the science advisor program run by Office of Naval Research," said Garth Jensen, MMOWGLI program director. "Science advisors bridge the gap between science and technology and the operational side. One particularly glaring gap was that there was no scalable way for innovators and operators, and everyone in between, to co-create new ideas and solutions in the same space. A talk at ONR given by the Institute for the Future on the coming era of Crowdsourcing and Citizen Science provided the inspiration that became MMOWGLI."



Game players post ideas and then respond with other ideas that build, counter, redirect or call for further expertise. Each idea posted is labeled a "card" and points are earned based on their influence and perceived value.

MMOWGLI was created to show and provide senior leadership about a problem the DON could or will have, according to Mark A. Romano, deputy counsel for the commandant.

The DON MMOWGLI competition commences online April 11 and will run through April 22. In order to participate, you just need to be over the age of 18.

After the competition is over, the authors of the top action plans will receive an opportunity to brief their plan through a video teleconference to the Chief Strategy & Innovation, Department of the Navy and other senior executives.

For more information on MMOWGLI, visit <http://mmowgli.nps.edu/geny>.