STRATEGIC WAR GAMES WORKSHOP MOVING A SHIFTING DEMOGRAPHIC | January 12, 1:30-4:30pm

Demographic shifts are tectonic - slow movement marked by sudden, rapid change. Shifts in demographics will change the way cities and regions move people and goods. What transportation policies, technology, or infrastructure might best accommodate the new demographics? This workshop offers the chance to participate in a structured discussion of an uncertain future. Teams representing different regions will compete to meet the needs of different demographic populations effectively.

In the spirit of advancing the implementation of the NCHRP 750 series on disruptions in transportation and TRB's Critical Issues in Transportation 2019 Report, ABC 10 and its co-sponsoring committees are taking a deep dive into exploring the ways we can use transportation organizations, policies, technologies, and infrastructure to meet the needs of a changing demographic.

The team will consider its unique challenges and compete to ensure that they can get their demographic populations reliably. It will explore strategies like workforce development and economic development, alignment of modes with changing demand, and policies.

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Each team will represent a region of the US and include experts, including:

- Land Use
- Workforce
- Economic development
- Equity
- Multimodal connectivity
- Resiliency
- Freight and logistics

Designated Strategic War Game teams develop transformation-focused solutions and pitch their solutions to a judges' panel.

What is a Strategic War Game?

In a fast-paced, highly interactive session, teams will review the problem and background information provided in advance, and then develop and pitch their solutions to a judge's panel, that includes thought-leaders.

A wargame is a role-played simulation of a business situation, usually one that involves a set of teams representing a market or customer, a set of competitors, and a series of other uncontrollable factors or entities. It involves a series of rounds representing specific periods of time.

Why host a Strategic War Game?

As demographics change, transportation strategies will likely create winners and losers among regions and unanticipated ripple effects. Building upon the Foresight 750 Series, TRB's Critical Issues in Transportation 2019 Report, as well as other initiatives such as Massachusetts' Commission on the Future of Transportation in the Commonwealth, the Strategic War Games series dissects how technology, public policy, and market forces can be aligned to achieve greatest societal benefits by developing real-world solutions which can be implemented in the short term.

To learn how to get involved contact: Bill Anderson at WBAnderson@nas.edu

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