



GAME REPORTS

Space Debris Game

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EXSUM

The 2023 Space Debris game was conducted by AFWI in support of the study sponsor agency, the Air Command and Staff College (ACSC), Space Department. The intent of the game was to provide an educational game that is not “war” focused but does provide ACSC students a hands-on experience with simulated international negotiations and a greater understanding of the complexities of the “space debris” dilemma in outer space. Through design methodology, students will portray actors from governmental, non-governmental, and private industry all with vested interest and incentive towards resolution of international policy and procedures for management of “space debris” monitoring, cataloguing, and eventual clean-up. The game design also presents challenges towards managing “space debris” activities to limit opportunities towards dual-purpose space platforms utilized for “space debris” clean up to also become a means for belligerent activities in space.

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