

1993

President's Notes

Joseph C. Strasser

Follow this and additional works at: <https://digital-commons.usnwc.edu/nwc-review>

Recommended Citation

Strasser, Joseph C. (1993) "President's Notes," *Naval War College Review*: Vol. 46 : No. 3 , Article 1.
Available at: <https://digital-commons.usnwc.edu/nwc-review/vol46/iss3/1>

This President's Forum is brought to you for free and open access by the Journals at U.S. Naval War College Digital Commons. It has been accepted for inclusion in Naval War College Review by an authorized editor of U.S. Naval War College Digital Commons. For more information, please contact repository.inquiries@usnwc.edu.



"It was obvious from the very first [Global War Game] that it was impossible to deal with naval matters apart from the plans and actions of other U.S. and allied armed forces. A joint and combined frame of reference has defined our task almost from the beginning."

President's Notes

DURING JULY OF EACH OF THE LAST FOURTEEN YEARS, a large number of military and civilian governmental professionals have traveled to Newport to take part in what is probably the largest war game in the world. Lasting three weeks and often counting as many as 1,400 among its participants, the Global War Game tasks some of our finest minds to grapple with a series of particularly thorny problems. This year's game will examine emerging policy issues and alternative directions in the national security and military strategy of the United States. Over forty military commands and civilian agencies will participate. In view of the political, economic, and military challenges to U.S. interests, as well as increasingly constrained budgets and the demands upon the Clinton Administration to develop its own mechanisms for integrated policymaking, we believe that this year's game is particularly important. Global 93 will also provide a forum for applying within a joint framework emerging service doctrines, particularly the Navy's recent White Paper, ". . .

Admiral Strasser holds a B.S. from the Naval Academy, two master's degrees from the Fletcher School, Tufts University and, from the same school, a Ph.D. in political science. He graduated from the command and staff course at the Naval War College in 1972. He commanded the USS *O'Callahan* (FF 1051), Destroyer Squadron 35, Cruiser-Destroyer Group Three, and Battle Group Foxtrot. His seven years in Washington included two years in the office of the Chairman, Joint Chiefs of Staff.

From the Sea," in scenarios representative of those the U.S. is likely to face in the 1990s. In recognition of Global's contributions to the development of U.S. policy and strategy, the National Security Advisor to the president has commended the exercise in a letter to military and civilian agencies dealing with economic and security issues and has recommended that they participate.

The Global War Game series has historically played a significant role in providing a forum within which strategic and operational debate can occur. Conceived in 1978 and first played in 1979, it was developed because Admiral Thomas B. Hayward, then Chief of Naval Operations, was concerned that the Navy lacked a large vision or concept of how to conduct global war. The goal was to provide a setting where ideas could be exchanged and insights garnered that would help planners and commanders better prepare for the future.

Global War games are research games. They are designed in five-year series to provide a longitudinal perspective for planners and analysts. It was obvious from the very first game that it was impossible to deal with naval matters apart from the plans and actions of other U.S. and allied armed forces. A joint and combined frame of reference has defined our task almost from the beginning. By the end of the first five-year series, we had come a long way in building an air/land and sea wargame. Gamers and researchers from other war colleges and the Joint Chiefs of Staff Strategic Analysis and Gaming Activity were working closely with us to develop constructs and models to support this large game. We have developed a sound working relationship with the wargaming and the academic worlds, which have both been served by our collaboration.

Global 93 is the fifth and last of the series designed to explore the changes in the international order of the post-Cold War era. The keynote theme for Global 93 is the adequacy of existing policy and strategy in light of the global and domestic challenges confronting the new administration. It encapsulates the theme of this entire series since 1989, i.e., change in many of the fundamental patterns of the international system.

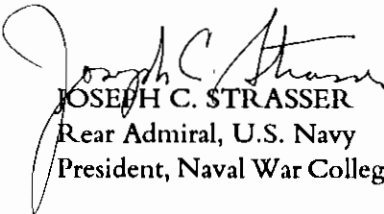
How do we understand, come to grips with, and manage such dramatic change? In Global 1989 we looked at the possibility of Yugoslavia coming apart and the requirement to take military action in Panama. In 1990 Iraq was considered the number-one threat to world peace, and catastrophic natural disaster was included among national security concerns. In 1991, even though there was still a Soviet Union, players did not give a successor Commonwealth of Independent States much chance for long-term survival. The major themes of 1992 were the relationship between economic and security agendas, arms proliferation and technology transfer, and the regionalization of our security strategy.

Apart from the game play itself, the process of designing the game and developing support materials provides an invaluable educational and research opportunity for students and faculty at the Naval War College. During one of

6 Naval War College Review

our academic trimesters, a small, dedicated team of student researchers develops sophisticated and multi-dimensional game support materials. This year these researchers will examine major global and regional driving forces and will offer policy insights on contemporary issues. Their efforts will culminate in monographs and studies that will provide an in-depth look at U.S. opportunities to shape the emerging world order and shed light on possible crises threatening U.S. interests. Each year, the products of the Global research team are used to enrich the curriculum of the Naval War College and other educational and research institutions.

A large number of participants find that the most enduring products of Global are the ideas the players take with them when they leave Newport. The breadth of participation and the scope of the issues addressed make it unique among gaming exercises. For the Navy and its sister services, as well as the civilian agencies represented, Global 93 offers a timely and significant opportunity to help develop national policies and strategies appropriate to the difficult years ahead. All of us at the Naval War College welcome this challenge.


JOSEPH C. STRASSER
Rear Admiral, U.S. Navy
President, Naval War College

