

#### APPLICATION OF EUROPEAN RESILIENCE EXPERIENCE AGAINST HYBRID THREATS IN THE ERASMUS+ PROJECT WARN

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# NAKN

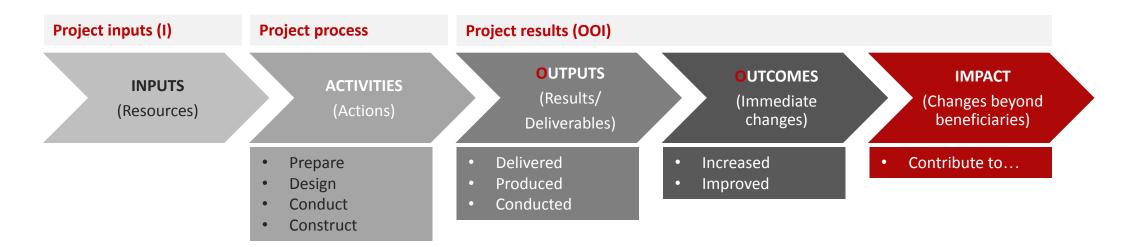
ACADEMIC RESPONSE TO HYBRID THREATS

Capacity Building Project 610133-EPP-1-2019-1-FI-EPPKA2-CBHE-JP

> Co-funded by the Erasmus+ Programme of the European Union



### ANALYZING PROJECT-DRIVEN CHANGES



A diagram illustrating the concept of change in Theory of Change

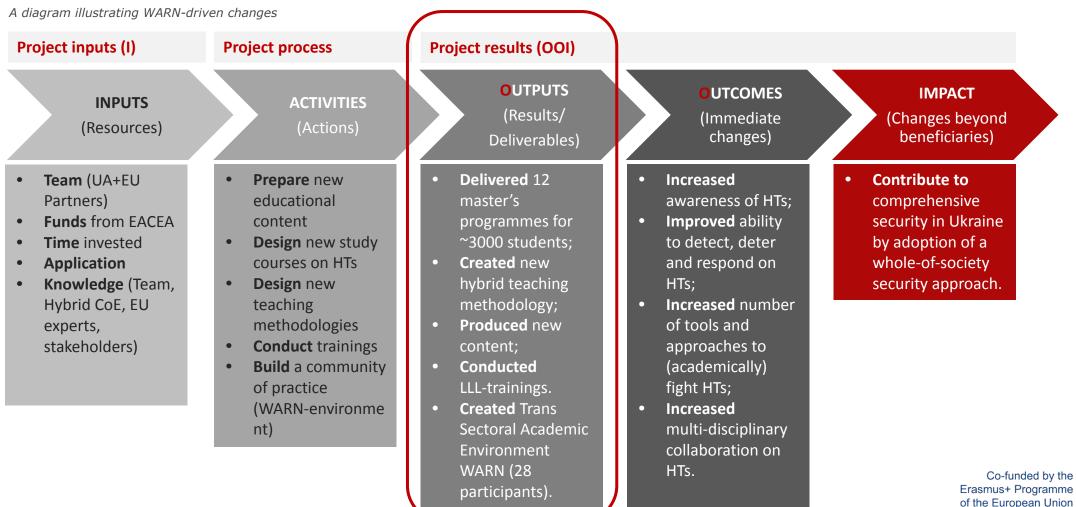
A **theory of change (ToC)** is an explicit theory of how and why it is thought that a social policy or program activities lead to outcomes and impacts.

**IOOI-model** is a framework designed by Bertelsmann Stiftung to measure the social or organizational impact of activities.

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WARN -

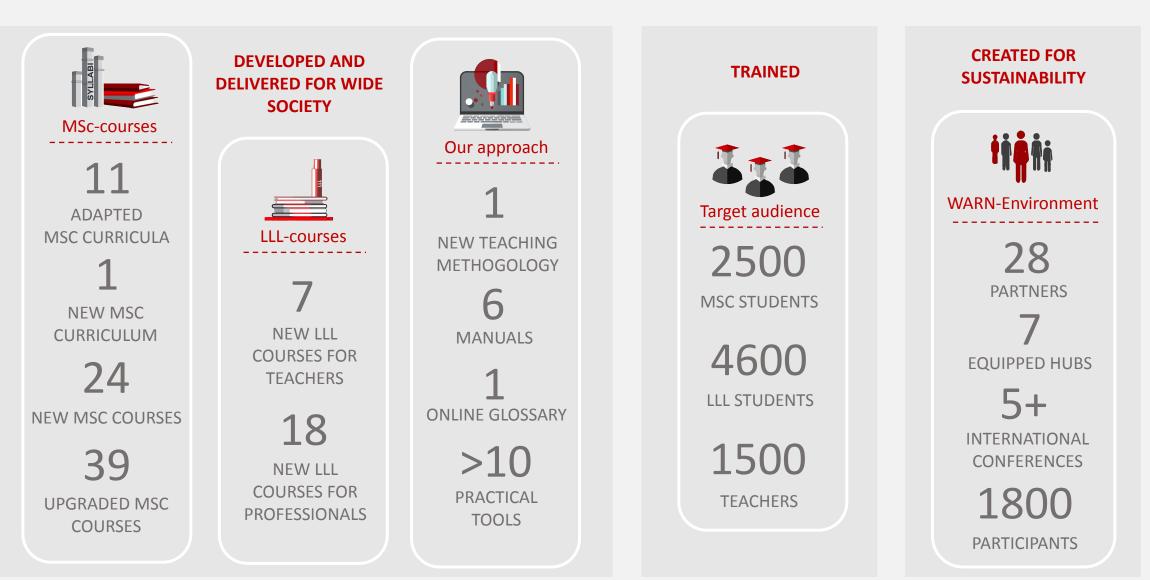
#### WARN ROAD TO CHANGES



WARN

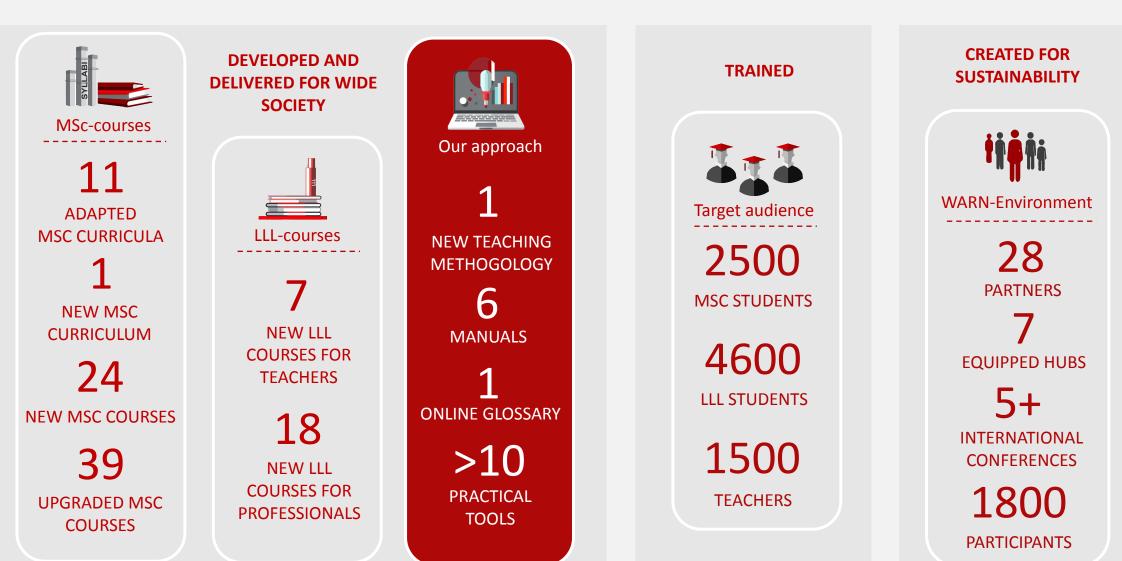
#### WARN KEY OUTPUTS





#### WARN EU-GUIDED OUTPUTS





# **OUR GUIDING PRINCIPLES**



- A-whole-of-society and a-whole-of-government security approach;
- Hybrid CoE as a main guiding institution;
- EU and NATO-experience for benchmarking;
- Multidisciplinary trans sectoral expert collaboration (WARN Community of Practice);
- Interactive modern forms of student engagement (game-based learning).
- Systemic approach

+

- Digitally twinned;
- Focus on crisis management.

Curriculum + Educational content

- Online Glossary
- Applied games: Wargames and Dilemma Games
- Adversarial learning format (intellectual sparrings)
- Immersive training resources and engaging tools, e.g., visualization templates, case study scenarios



# **A-WHOLE-OF-SOCIETY APPROACH**



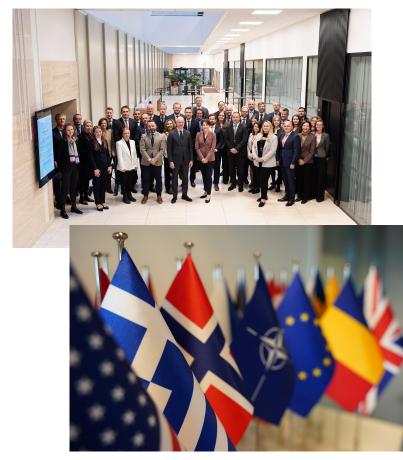
•The North Atlantic Treaty Organization's (NATO's) <u>doctrine</u> defines resilience as "the individual and collective capacity to prepare for, resist, respond to and quickly recover from shocks and disruptions." It credits civil preparedness as fundamental to reducing the security vulnerabilities of individual member states and boosting the overall capacity of the Western military alliance.

- •A comprehensive approach:
  - the recognition that the military alone cannot resolve modern crises or conflicts.
  - Inculcating a culture of active collaboration, transparency and coherent response among different parties involved in crisis management









- The European Centre of Excellence for Countering Hybrid Threats (Hybrid CoE)
- An autonomous, network-based international organization countering hybrid threats.
- Closely cooperating with the EU and NATO.
- Established in 2017 in Helsinki.
- 36 participants.
- The Centre focuses on diverse aspects of hybrid threats from soft power to military means, and from policy to practical questions.



# HYBRID CoE AND WARN

- University of Jyväskylä as a contact point.
- Jyväskylä Summer School (JSS) 2021 course: 'Changing Security and Hybrid Threats':
  - Experts as teachers and mentors (Dr Hanna Smith from Hybrid CoE, Dr Panu Moilanen and Prof. Terziyan from JYU);
  - Access to expertise and materials (papers, books, templates, conceptual models);
  - Training (lectures, workshop, case study, presentation, work with politicians).
- WARN study visits (Cergy, 2024).





June 11, 2024 Ukrainian professors trained on the use of game-based methods for countering hybrid threats

Hybrid CoE and the Netherlands Organization for Applied Scientific Research (TNO) delivered a train-thetrainer course to Ukrainian universities on the use of game-based methods for training and foresight in countering hybrid threats. The course was part of the <u>Frasmus+ project "Academic Response to Hybrid</u> <u>Threats"</u> (WARN), coordinated by the University of Jyväskylä and hosted by ECAM-EPMI (Graduate School of Electrical Engineering) in Cergy, France, from 14 to16 May, 2024.

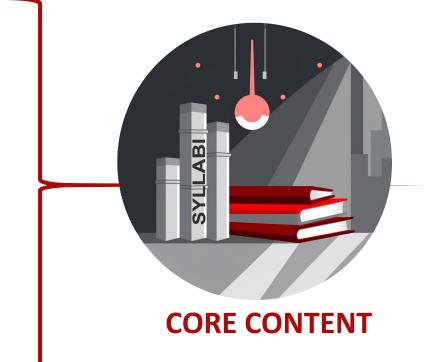
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### HYBRID CoE FOOTPRINT IN WARN OUTPUTS



- Common language (definitions in Glossary);
- •The current structure of the syllabi;
- Materials for courses in 7 fields of study;
- •Conceptual models, templates, case-studies.



# **The** innovation for life

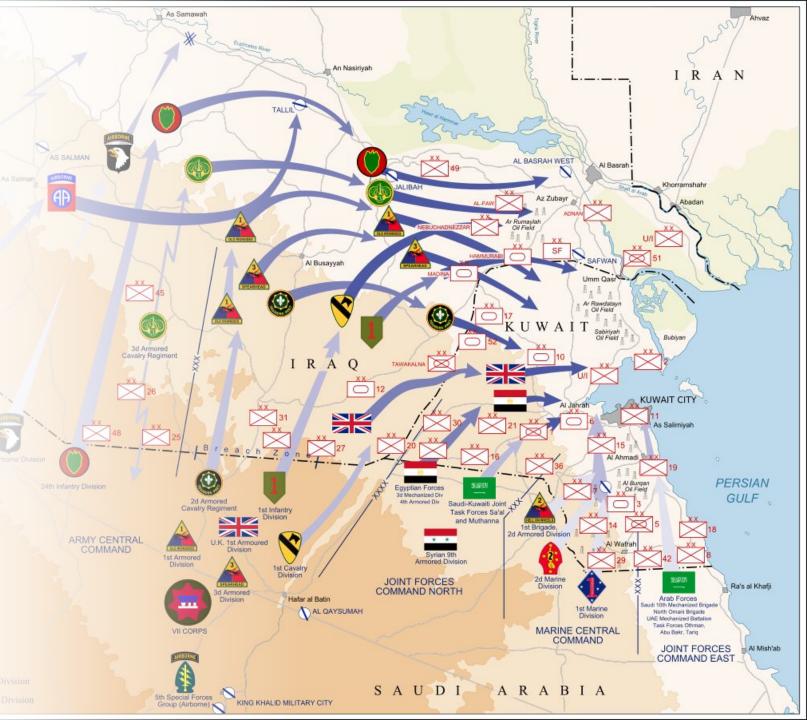


- TNO Netherlands Organisation for Applied Scientific Research established in 1932 focused on the so-called Top Sectors, and social issues relevant to Europe, including defence.
- Defence research includes research on the specification, procurement, application and evaluation of wargame applications.
- Examples of wargaming focus on Land Based Operations.



#### APPLIED GAMES FOR TRAINING

- Training tool for decision making processes using a role playing/table-top game and simulation;
- Game is usually focused on understanding complexity and processes in a Comprehensive Approach operation;
- Gaining insight in possible future developments
- Developing or improving concepts and counter measures



#### WARN AND WARGAMING WITH TNO

- "Gaming Hybrid conflict" in 2020;
- Workshops during WARN study visits (Cergy, 2024);
- WARN team trained to play and create matrix and dilemma games.





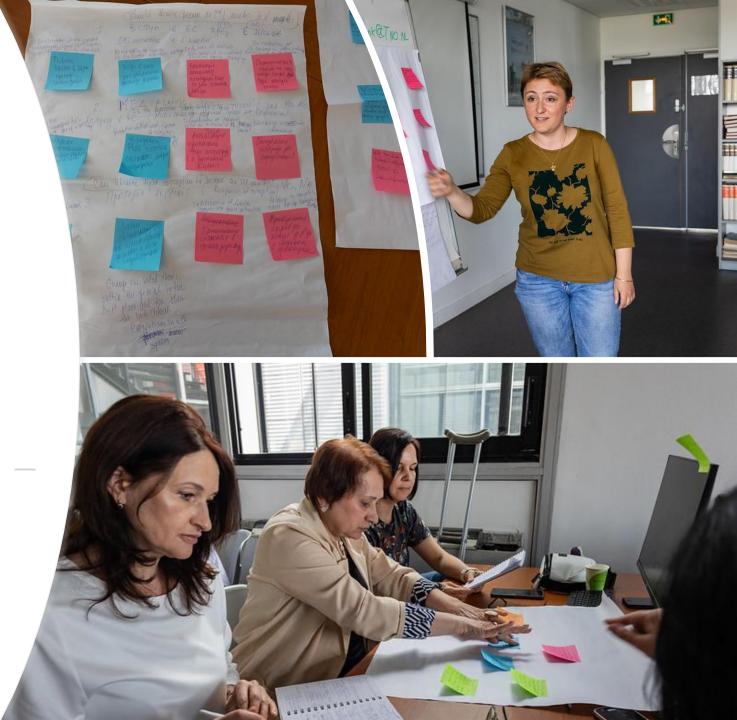
#### **DILEMMA GAMES**

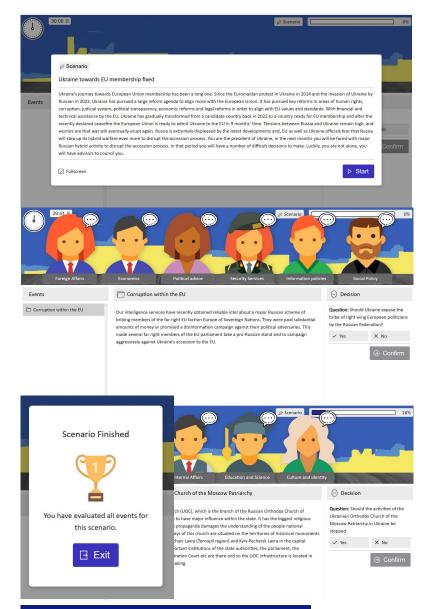
•Games for top civil servants, staff officers and commanders at the battalion level and higher;

•Authentic scenarios presented in the way of dilemmas;

•The (learning) goals, the context, the characteristics of the target population, and the creative design are integrated into the game;

•Engaging elements are simple gameplay based on actual processes, time pressure, and collaboration.





innovation for life



# WARN DILEMMA GAME

- Online game on TNO platform "WARN ERASMUS – EU accession";
- Content developed by WARN team under the guidance of the experts from TNO Lab;
- An online version created by TNO experts;
- 7 dilemmas from Ukraine`s near future.



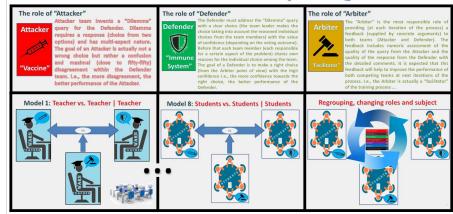


# **NEW TEACHING METHODOLOGY**

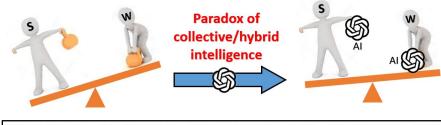
- Development initiated by team of University of Jyväskylä;
- Inspired by AI-algorithms;
- Implements Artificial Intelligence into game-based learning;
- Uses Game Theory, Adversarial Training method and Generative Adversarial Networks architecture;
- Tested in classroom (experiment results reported and published);
- Aims at developing informational immunity.

Source: Prof. Terziyan's presentation for ICL 2024

Generic model of adversarial immunity training in classroom



#### Our key hypotheses about AI (LLMs) impact:



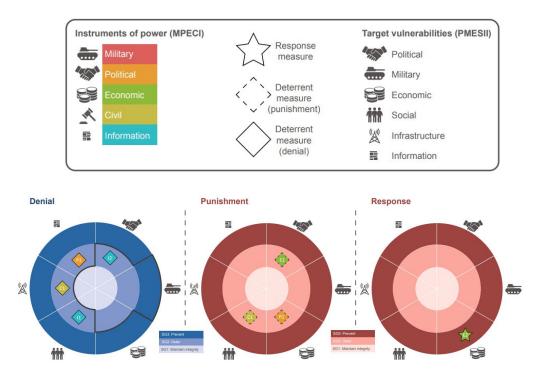
|StrongHuman - WeakHuman | > |(StrongHuman + LLM) - (WeakHuman + LLM)|





# **IMMERSIVE TRAINING RESOURCES**

- Developed in collaboration and under supervision of EU organizations.
- Used to:
  - Enhance comprehension of complex content;
  - Encourage students` engagement;
  - Help students improve communication of findings;
  - Find and highlight key points.



Source: MCDC Countering Hybrid Warfare Project



# EDUCATIONAL CONTENT COLLECTED



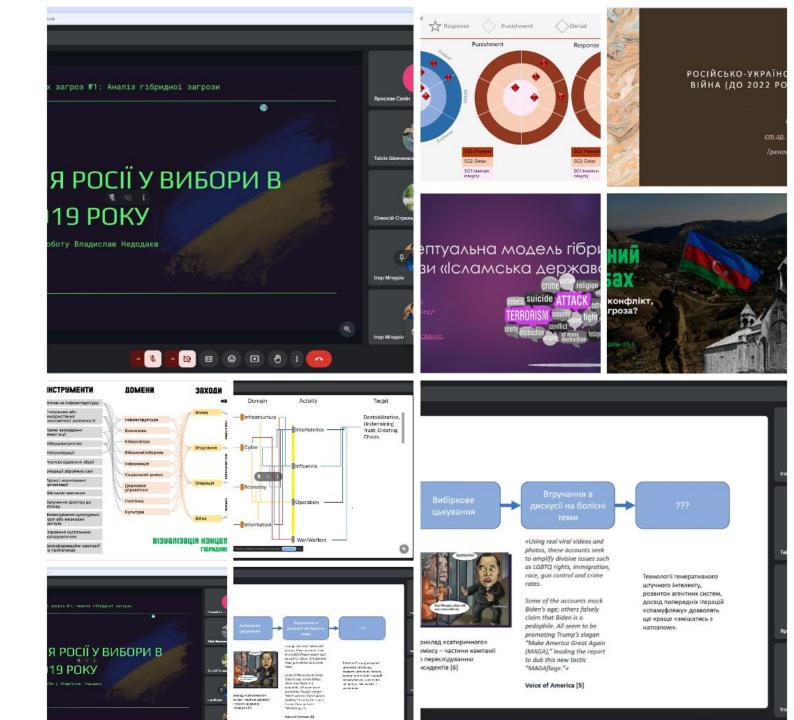


- •With help of EU Partners (online material, online workshops);
- •At JSS 2021;
- During study visits to University of Tartu (2023), ECAM-EPMI (2024), University of Coimbra (2024);
- From online collections of trusted organizations and projects.



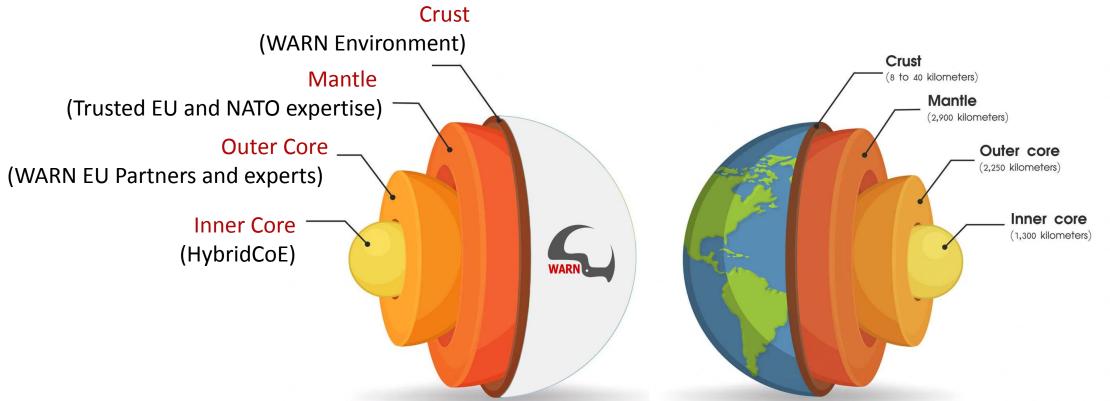
#### CASE STUDY APPROACH

- Stimulates in-depth exploration;
- Gives cross-disciplinary insights (teaches to look for a bigger picture);
- Encourages critical thinking;
- Engages students into research and studies (extension of WARN-environment);
- Shows practical relevance;
- Expands the teachers` possibilities.





### **STRUCTURE OF WARN KNOWLEDGE**







#### Thank you!

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