BETTER INCENTIVES AND MOTIVATIONS TO CHANGE HOW WE DO BUSINESS IN NAVAL ACQUISITION!

The Business Innovation Initiative (BII) Round 2 War Game is about to start!

It’s Easy To Play!
- You communicate your ideas using 140 character message cards
- People play off your ideas or you play off others and you get points
- You can play as little or as much as you like. Come back from time to time when it’s convenient. The game is designed to suit your schedule

Sign Up Here!
If you are interested in being part of the BII MMOWGLI game please visit the MOWGLI website and sign up. https://mmowgli.nps.edu/bii/signup.

The MMOWGLI BII game will take place from July 15th – July 26th so sign up today to be notified on game startup!

It’s a new world where speed to fleet, affordability, and access to innovation will be propelled by better competition. How do we incentivize change?

Industry responds to margins, revenue, position, and market share, **but how can we best apply these incentives with our current downward budget pressure?**

We can’t forget the government workforce in the midst of this change. *How do we find meaningful ways to motivate and reward Programs and Individuals that perform to a new standard?*

Better Buying Power 2.0 and the Naval Open Systems Architecture strategy are being adopted into Programs this year. *We will use your ideas to shape policy and change processes.*

**Participation**
DASN RDT&E is looking for participants from all DoD agencies, Academia, and Industry. All defense acquisition professionals are encouraged to play. Click on the link to the left to sign up!

**Game Play**
The BII MMOWGLI game will be played between July 15th and July 26th and will cover many topics. The game will feature a new challenge each day so participants should check in daily.