Flack’s Proposal – Use Web Virtual Reality (Web VR) to turn the Multi-Domain Command and Control (MDC2) Card Game (created by Maj Alan Lin and the Center for Cyberspace Research) into a 3D Virtual Reality game played by two or more players over an internet connection. The Web VR implementation would provide a way for players to visualize the battlespace in 3D and see data connections and relationships in the virtual world that are not visible in the physical world. Most importantly the application needs to show players the process and effects of both defensive and offensive cyber operations. This effort will provide a model for the way future operational MDC2 tools and platforms might visualize a multi-domain battle as well as provide cyber operations students and professionals a way to visualize what is happening in the cyber domain for both attack and defense. Creating a virtual game would enable an environment of rapid prototyping to best visualize the effects cyber has the potential to create. The advantage of building off the current game is that it advances thinking of MDC2 and already defines many of the relationships that will be needed a Web VR scenario or environment. Users may also be more inclined to use the Web VR capability if it is presented as a game.