

# Wargaming for Innovation or Skinning the Cat

with

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# Aim

The aim of this session is to look at **current conflict scenarios** and **explore types of games** that would give us **insights into the problems.**



# Technique:

- Break into Syndicates:
  - 3 Groups.
- Facilitators.
- Requirement:
  - Each Group choose any 3 topics from the list.
  - Generate the outline of a game design.
  - Brief Back on Powerpoint or Flip Chart.
    - No more than 2-3 minutes.
- Return to Lecture theatre by 1530hrs.

# Brief Back Format

- Name?
- Aim and Purpose?
  - Education, Training or Recreation?
- Target Audience?
  - Numbers, level and experience?
- Game Type?
  - Design, Time and Space.
- Data?

# Topics

- The Ukraine.
- An Election.
- Terror attacks on Schools.
- Refugee Crisis (Calais, Mediterranean, etc).
- City Fight (Coastal or Inland).
- National Power Cut.
- Influence Activities & Operations.
- Mercenaries and their Masters (PMCs).
- Drone Wars (Drone / UV / Autonomous)

# Wargaming for Innovation

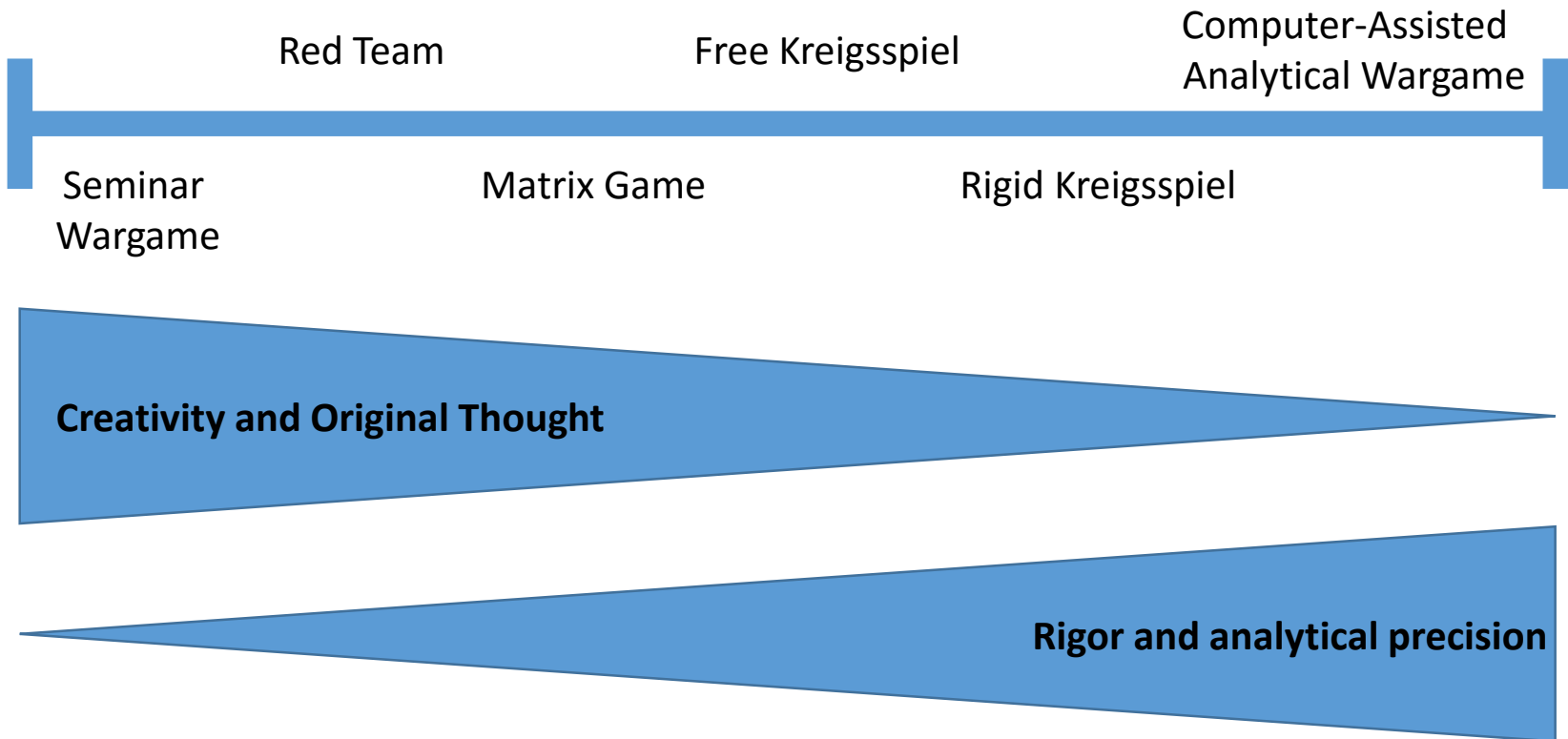
- Facilitator Insights.
- Game Designs
  - Jim, Ed.
  - Russell, Bob, Jerry.
  - Rex, Rob, Phil.

# Facilitators

- Approach?
  - How did you chose the topics?
  - Why some topics not chosen?
- Consensus?
  - How did you choose ideas?
  - Was there weighting of ideas? If so, how?
- What was the most difficult bit?

# What is a Wargame?

- Wargames cover a broad spectrum:



After Cmdr Phil Pournelle: 1245-1330-phil-pournelle-wargame-terminology.pptx



# Aim and Purpose

- What are we trying to achieve?

|                      | Creating Knowledge | Conveying Knowledge | Entertainment or Team Building |
|----------------------|--------------------|---------------------|--------------------------------|
| Unstructured Problem | Discovery Games    | Educational Games   | Role-Playing Games             |
| Structured Problem   | Analytical Games   | Training Games      | Commercial Games               |

Sources: Compton and Bartels

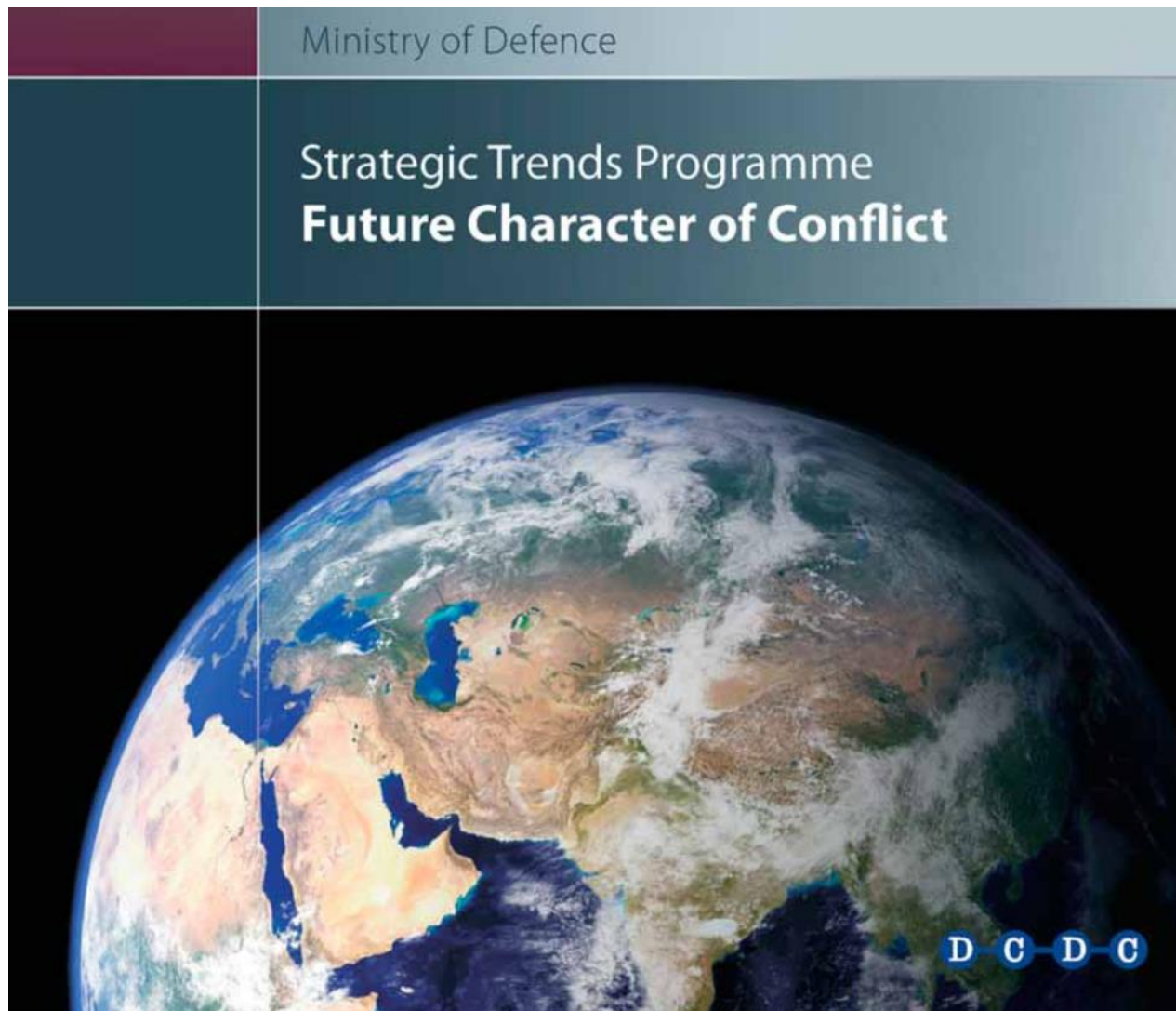
# Game Designs

- Game Designs
  - Jim, Ed.
    - [Link](#)
  - Russell, Bob, Jerry.
  - Rex, Rob, Phil.

# Observations

- Rex

# Alternative Approach



# Vote



# Results

- 1: Ukraine.
- 1: Refugee / Migrant Crisis.
  
- 2: Drone Wars.
- 2: Protecting Schools.
  
- 3: Drug Wars.
  
- 4: Mercenaries.

# Questions?

