



# Connections UK 2015



Wargaming saves lives

Wargaming saves money



## The sine wave of interest in wargaming

‘How hard could it be? I'm clever, I can do a game as well as anyone.’

‘If you can play them you can design them.’ Really?

Wargaming: art or science?

What makes a good wargame?  
How do you ensure quality?

What are the rules of ‘good’ wargame design?

Education and training in wargaming... but of (and by) who?  
Designers? Practitioners? Facilitators? Users?

Wargames that aren't wargames:  
Bogsattery, judgement panels  
and downright bad wargames

Who ‘owns’ wargaming, single service and joint?

Where is the unifying doctrine?

A guild of wargamers?  
A brotherhood?

Are we *re-introducing* or introducing wargaming from scratch?

‘To do the best job possible and to establish quality in that effort’.

# Connections UK 2015

- Academics
- Recreational game/wargame designers
- MOD, DOD etc, analysts but **not** serving military
- Commercial, consulting
- Serving and Reserve military

