

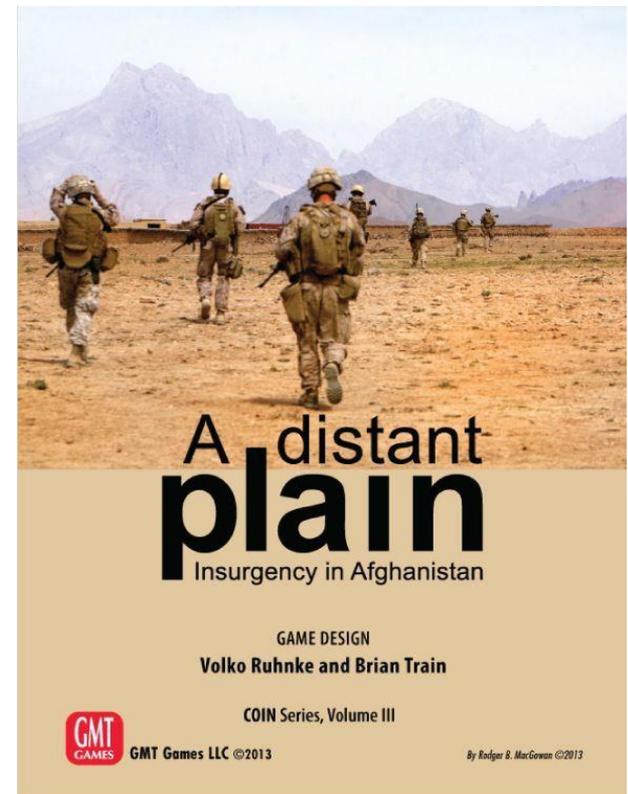
# COTS Wargames and Professional Development

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# Background

- Connections 2018:
  - Assessment of “A Distant Plain”
  - Confirmed suitability for Professional Development



# A Distant Plain – Use of a Proven Wargame

- Army Personnel Centre
  - Military/Civilian workforce
- On Operations
  - Afghanistan
  - NATO RESOLUTE SUPPORT



# Evaluation-Participants Views

Question	Average Score	Participant Comments
<p>How successful was the Wargame in giving you a better understanding of the conflict in Afghanistan? (1 = low, 5 = high)</p>	4.19	<p>It raised awareness of the geo-political situation and the conflicting objectives in the theatre.</p>
		<p>It does make you start to think of the complexities of operations like this from a strategic context.</p>
		<p>It helped you to understand the complexities of running a successful campaign when there were different stakeholders involved who had different objectives.</p>
		<p>It is all too easy to become focused upon ones own priorities and objectives and fail to consider those of other actors. This game offers a fantastic means of demonstrating how objectives interact and diverge, to see the second and third order effects of your actions and to folly of falling to remain flexible as the game changes.</p>

# Evaluation-Participants Views

Question	Participant Comments
<p>What is your single most important take-away from this Wargame?</p>	<p>After one game I could immediately see the resemblance with real Afghanistan.</p>
	<p>Although interests seemingly align, at the end of the day even “allies” have distinct interests and will pursue them.</p>
	<p>Understanding how your definition of 'winning' can change as events develop.</p>
	<p>How import it is to constantly re-evaluate the situation to see what has changed and how this impacts on your mission/plan.</p>
	<p>From a military perspective, and based on the time given it has been most useful at generating an interest in the field of Wargaming and in the Theatre. Longer playing time and better understanding of the rules would lead to an appreciation of the wider utility to the Military.</p>

# A Distant Plain – Reasons for Success

- Subject Area - Afghanistan:
  - Still Current.
  - Participant Experience.
- Credibility – Professional Product:
  - Design & Components.
  - Knowledge & Research.
- Mentoring – Proven Product:
  - Accessible support information.
  - Continued product development.

# COTS Wargames & Battlefield Studies

- Waterloo - W1815
  - Simple & Compact
  - Strong Narrative
  - Quick & Re-playable
- In Flanders Field – WW1
  - Simple & Compact
  - Enables Team building
  - Dilemma of success against heavy casualties.



# Conclusions & Discussion

- COTS wargames have clear utility for professional development.
  - Professional, finished product with support.
  - Wide Variety: Strategic-Tactical & Historical-Future.
  - Broadens understanding and deepens thinking.
- Are we doing enough to exploit COTS wargames?
  - Developing the “wargame mainstream”?
  - COTS wargame designers/companies representation?
  - Defence professionals working with wargames designers/companies?