



**Command & Control / Leadership
Competence Improvement**
An Education & Training Project

LESSONS FROM HISTORY

**“If you want to start an expedition,
ask Scott.”**

**“If you want an expedition to be
successful, ask Amundsen.”**

**“If you want to survive an expedition,
ask Shackleton.”**

LONG-HAIRED REVOLUTIONARY

“Tell me and I forget. Teach me and I remember. Involve me and I learn.”

“We are all born ignorant, but one must work hard to remain stupid.”

“Do not fear mistakes. You will know failure. Continue to reach out.”

The Value of Playing Games

Education

The sovereign's duty of being educated.

“By playing chess we may learn: Foresight ..., Circumspection,
... Caution.”
[Benjamin Franklin]

Empathy

“You can discover more about a person in an hour of play than
in a year of conversation.”
[Platon]

Mind Set

“We don't stop playing because we grow old; we grow old
because we stop playing.”
[George Bernard Shaw; Benjamin Franklin]

Thinking

“By playing games you can artificially speed up your learning
curve to develop the right kind of thought processes.”
[Nate Silver]

The Inherent Potential and Power of Games

Games are structured frameworks allowing the reflection on the consequences of interconnected decisions.

Games provide situationally adapted coordinates for orientation.

Games transform complex circumstances into much more simple notional structures.

Games provide rules and clear facts, but also chance and spontaneity. The combination of rules and chance turns games into platforms for creativity and imagination.

The players are the protagonists. Their combined behaviour determines the course of the game.

Games are a holistic supervision of both the systematisation and alternative interpretation of data in parallel.

Playing a Game

Holistic, systematic thinking unites with linear, functional thinking.

Logic, imagination, purpose, flexibility, and capabilities are brought together.

Chance to apply the notional discipline to find the best value.

Games operate solely with quantifiable factors, but they make intangibles transparent at the same time.

Simplifying decisions by reducing situations to their core elements.

Fitness program for thinking; only reasoned thinking and valid action are rewarded.

Exposure of the true thinking templates of the players.

When it Comes to Strategy

„Strategy is a repetitive, aim-oriented, quality assured and flexible process. This process is a combination of logic, imagination, and the ability to see through complexity and master it.“

[Clausewitz]

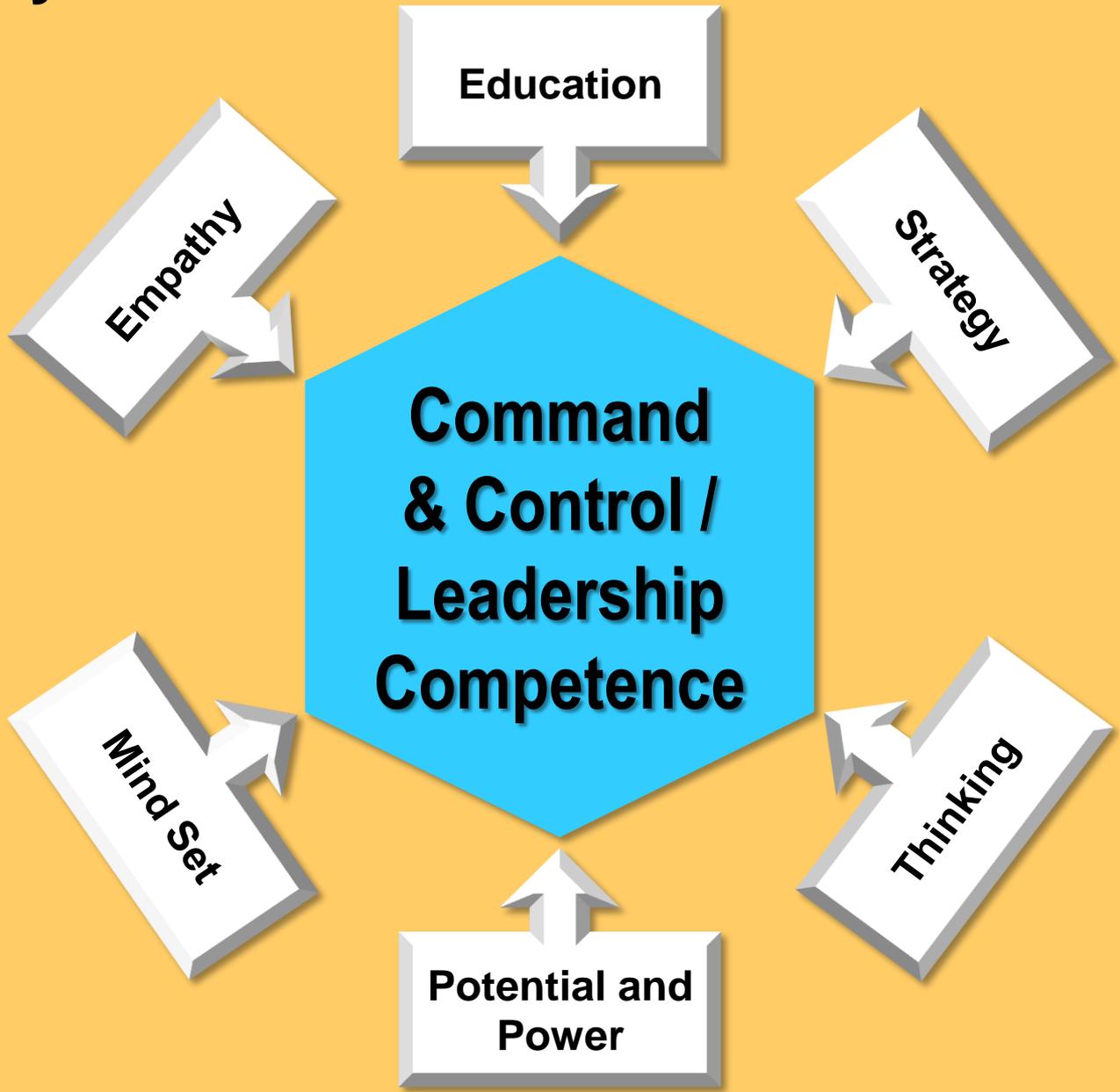
Strategy always requires the reduction down to the essential. The essential is determined by perception. Perception is closely connected with subjectivity and uncertainty. The latter are the main reason for good or bad decisions, or success or failure. Playing games improves perception when it comes to strategy.

Strategic thinking includes putting oneself into the opponent's mind. You need to know how the game looks from the opponent's perspective.

Denying complexity is a dangerous strategy for dealing with complexity.

Successful strategies keep pace with the momentary situation and the inevitable alteration. Playing a game successfully is based upon the will and ability to change your strategy.

Game Play



Education

Strategy

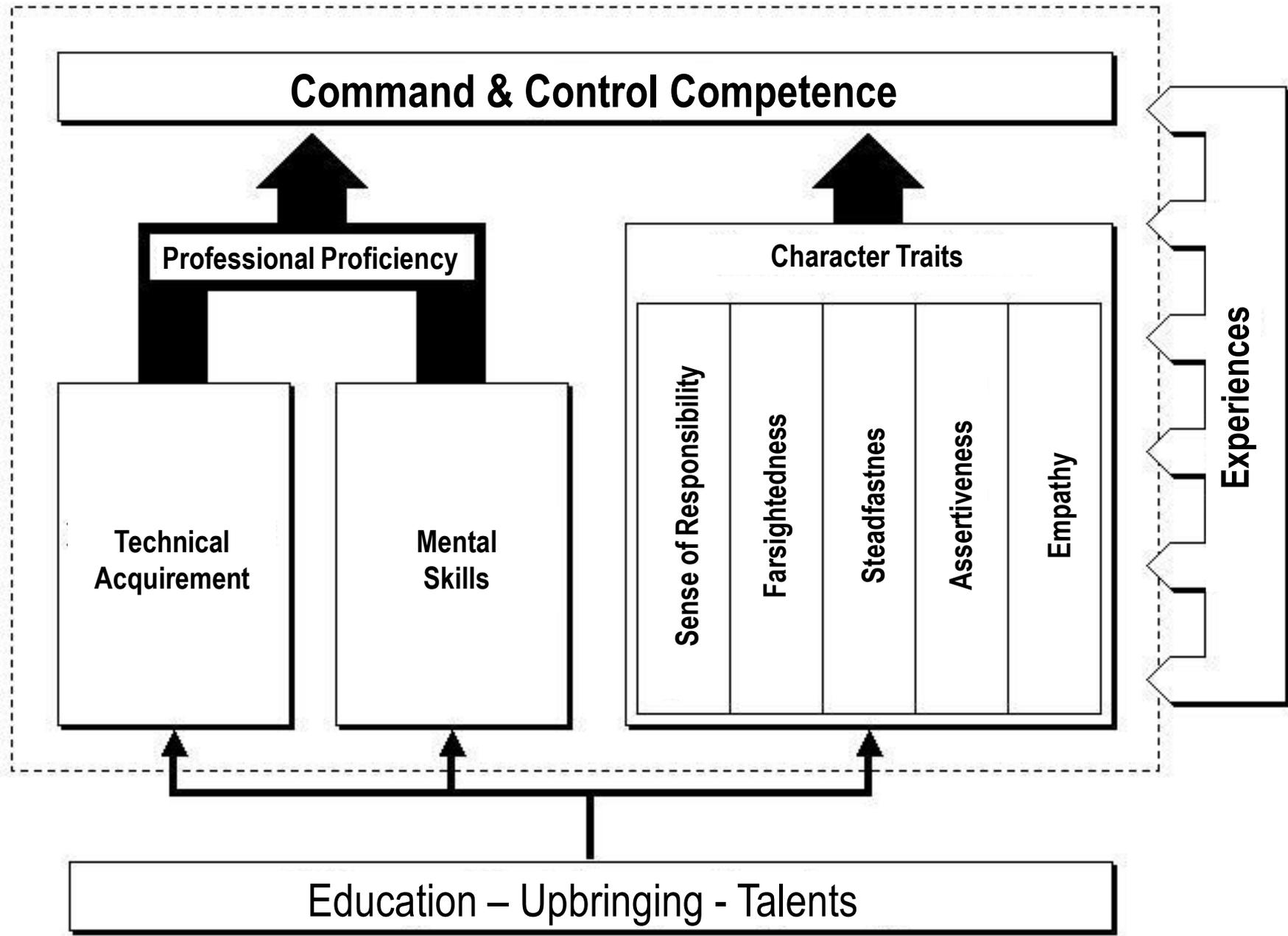
**Command
& Control /
Leadership
Competence**

Thinking

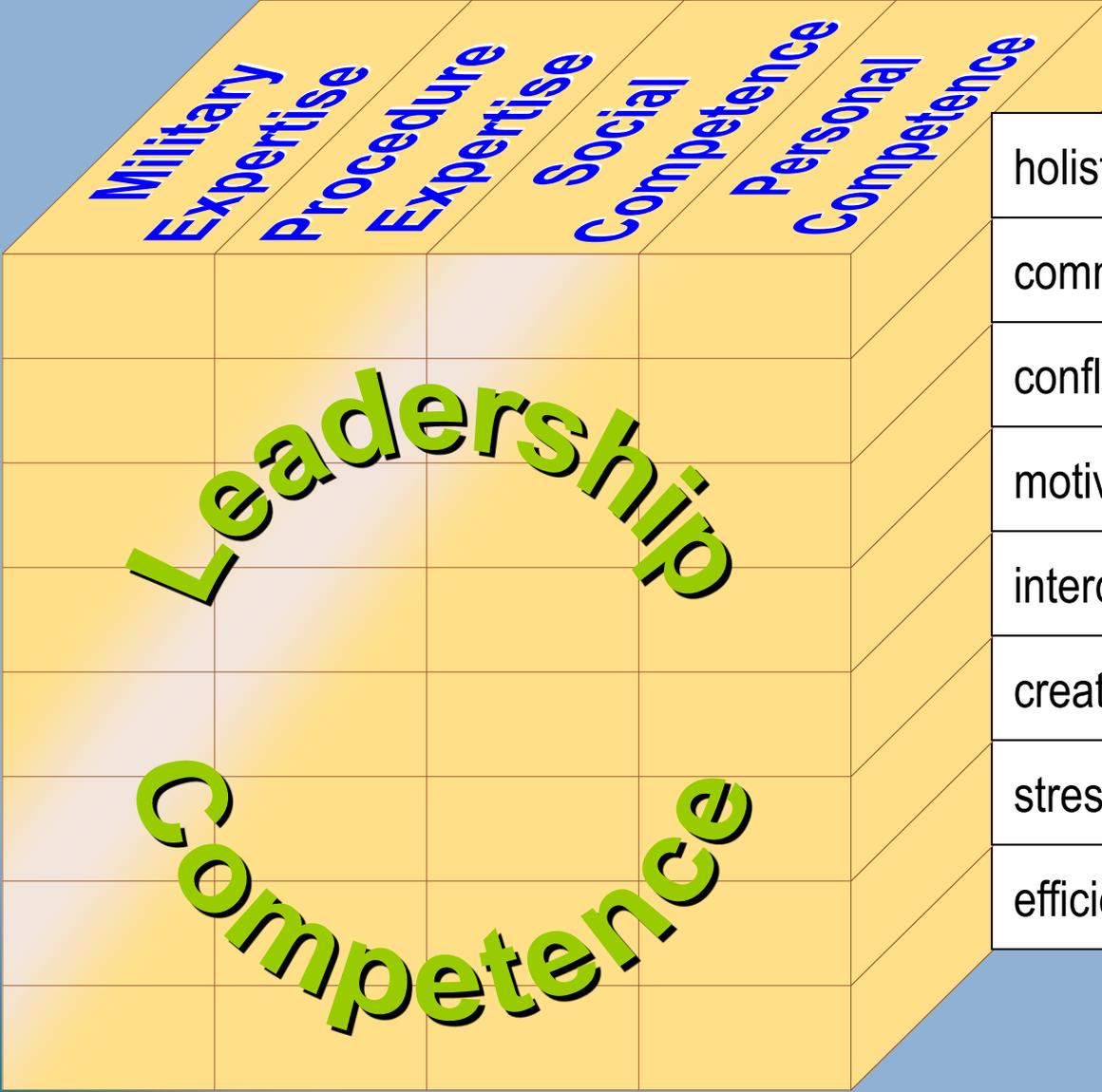
Potential and
Power

Mind Set

Empathy



Capabilities



holistic thinking

communicate

conflict handling

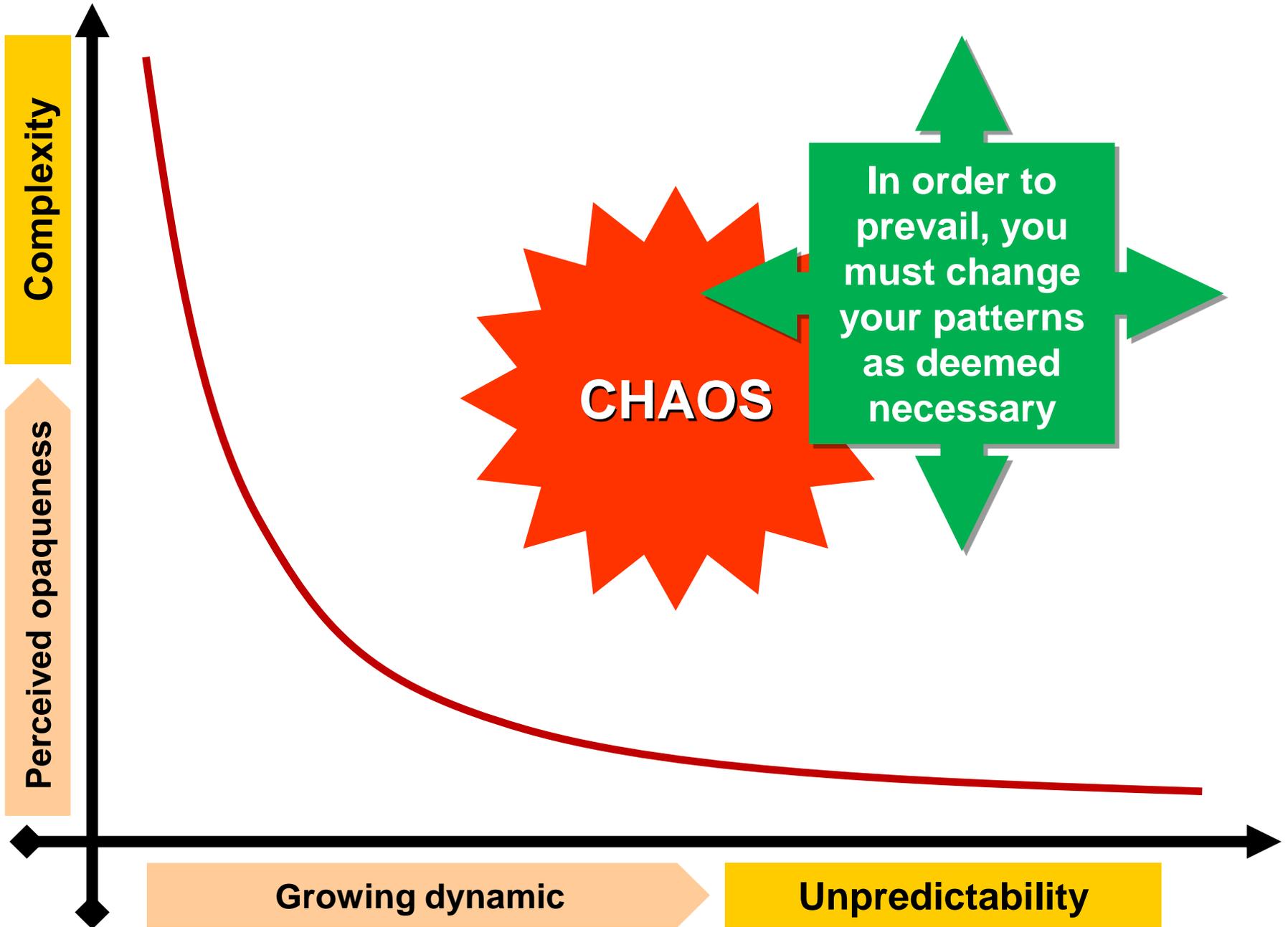
motivate

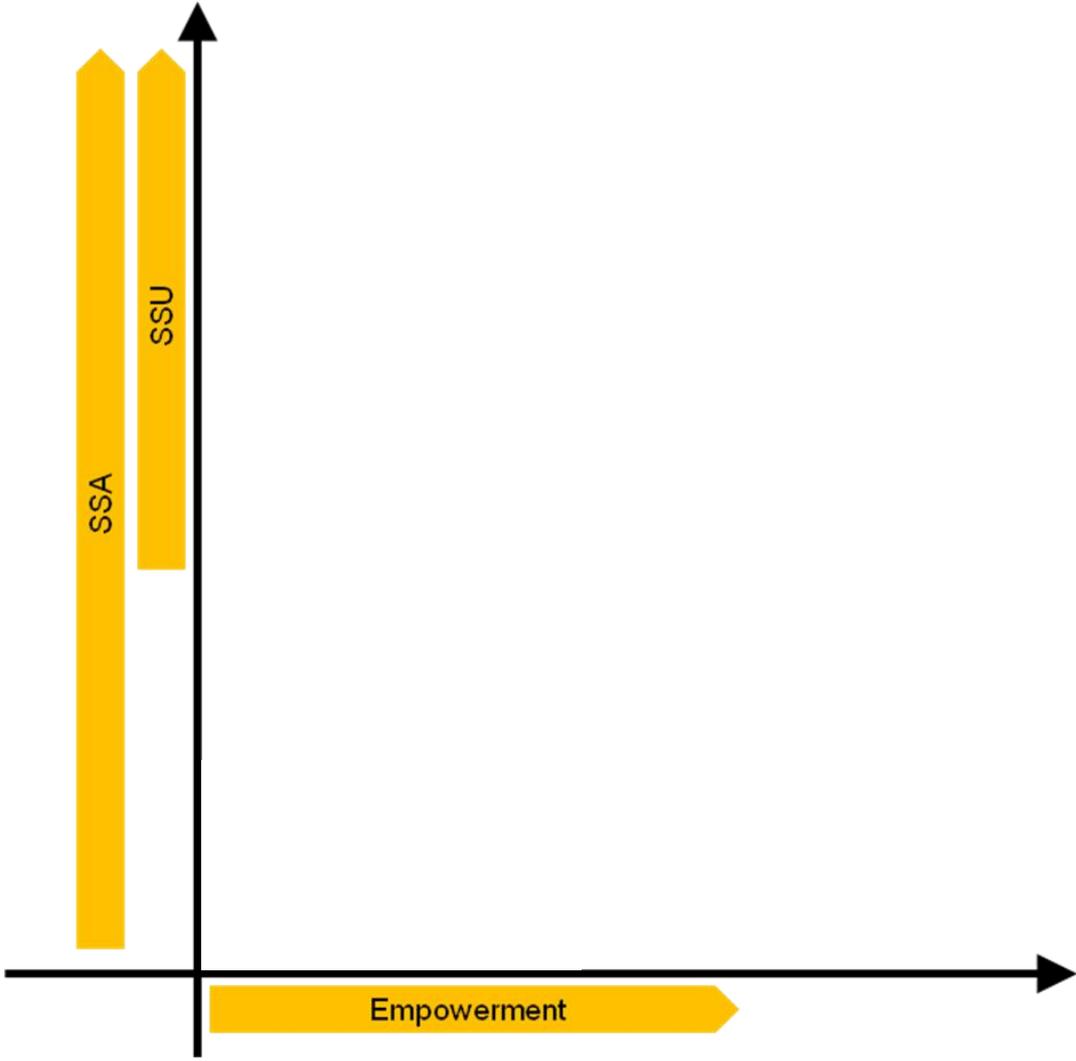
intercultural approach

creativity

stress handling

efficient thinking and acting





**WONDERFUL MY DEAR MOZART
BUT TOO MANY NOTES**

**Emperor Francis J. II,
After the premiere of the opera "Abduction from the Seraglio"**