



# THE MEGAGAME

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# MEGAGAMING: A METHODOLOGICAL ASSESSEMENT

## WEAKNESSES

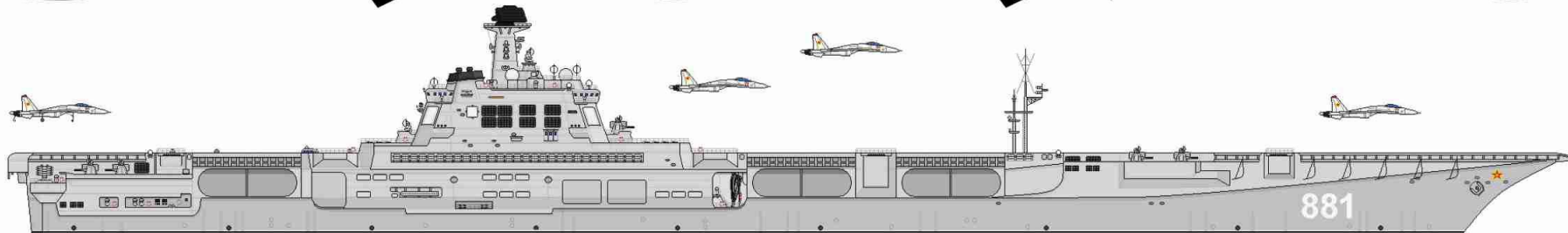
- LOTS OF PEOPLE
- SIMPLE RULES
- SEMI-ORGANIZED CHAOS
- FOG/IMPERFECT INFORMATION
- FRICTION/IMPERFECT EXECUTION
- FLEXIBLE FACILITATION ("MAKING IT UP AS YOU GO")
- EMERGENT GAMEPLAY

## STRENGTHS

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# THE DESIGN OF DIRE STRAITS

## DIRE STRAITS



The Megagame of Crisis in East Asia

# DESIGN CONSIDERATIONS



- 120 Participants attending a conference
- 6 hours
  - *Everyone* must be engaged and involved
  - Requirement to 'Raise the Bar' – to include an analytical layer
  - The subject must be real world and of current interest.
  - Not much space (one large room, 2 smaller rooms)
  - Participants 'mixed' – some very experienced, some 'wargame virgins'.
  - No time for pre-reading



# WHAT WE DID



Initially just looked at the Taiwan / China interaction – BUT doesn't need 120 people.

- Became clear that when we include more regional actors, we need to include regional tensions points. So added, Korea, South China Sea, and finally North India.
- Considered USA role carefully and this created an opportunity to look, in more detail at US policy-making challenges.
- Because we included Korea it became clear that modelling an internal dynamic to the North Korean game would add depth to the interactions and create a cultural divide.

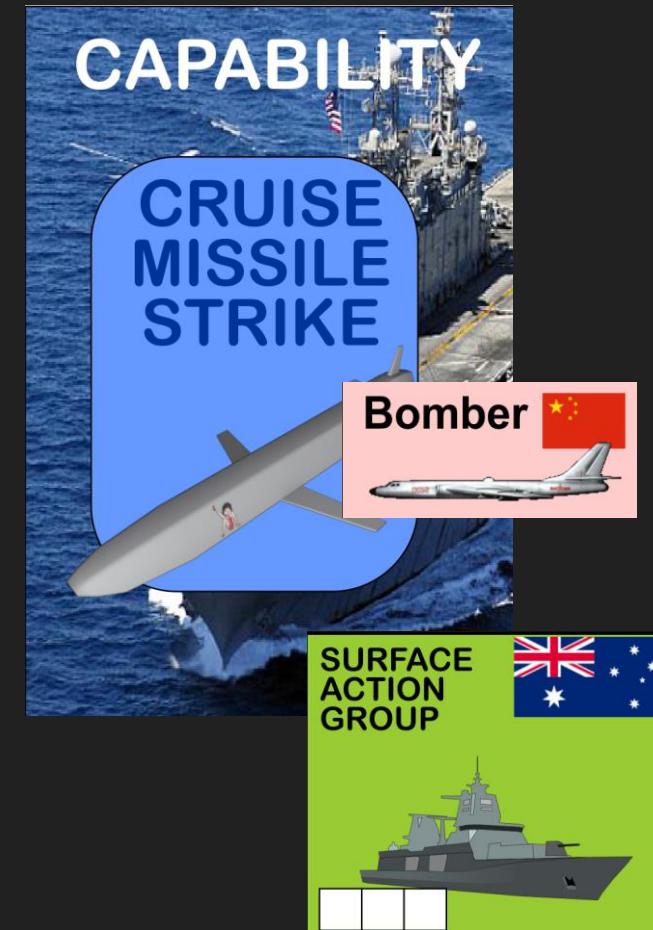


# THINGS WE DID



## The Game Systems

- Clear, simplified maps aiming to be intuitive.
- Kinetic military deliberately highly stylised – using cards and limiting capability options, unit counters representing aggregated force mixes.
- ‘Rules light’
- A small number of criteria for players – Postures and Commitment.
- Short (relatively) team briefings highlighting some key issues for teams.
- External, experienced media team



# WHAT HAPPENED



## DIRE STRAITS



The Megagame of Crisis in East Asia