

Wargaming 101 After Action Review

with

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What Happened?

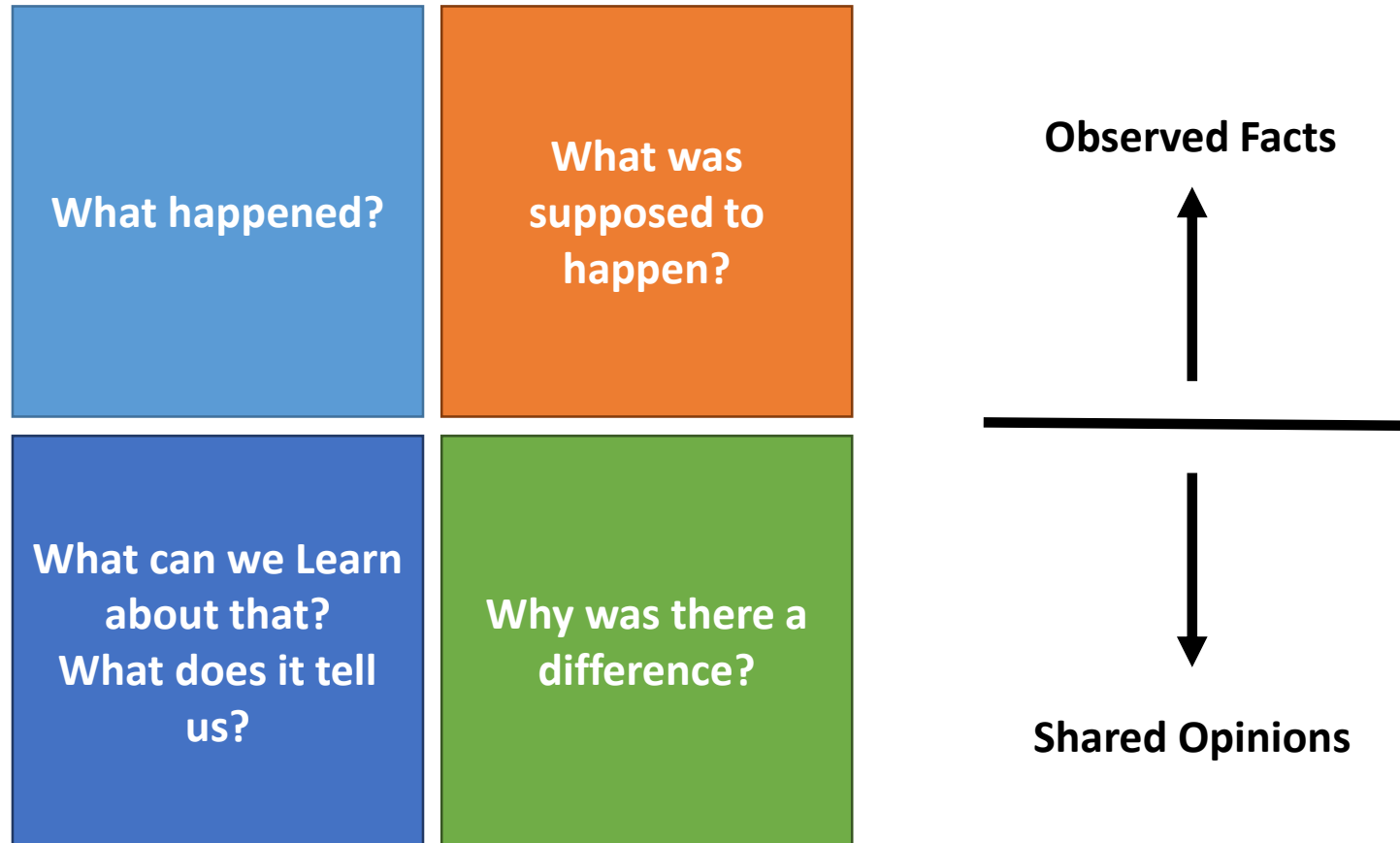
"The history of a battle, is not unlike the history of a ball. Some individuals may recollect all the little events of which the great result is the battle won or lost, but no individual can recollect the order in which, or the exact moment at which, they occurred, which makes all the difference as to their value or importance..."

Arthur Wellesley, 1st Duke of Wellington - 1815

Outcome

- Did we get a result?
 - Look at the original aim.
 - The actual outcome of the conflict might not be relevant.
- For a professional Wargame you will need impartial observers and recorders.

After Action Review



Feedback and Analysis

- Data from the Game.
 - Results.
 - Gross error check about time and space.
 - Were there enough actions to achieve the aim?
- Data from Players.
 - Decision making process.
 - Communications.

Key Lessons

- Identification of key lessons are important.
 - Player feedback.
 - Control Team feedback.
 - Weighting.
 - Always checked against the aim!

Feedback and Analysis

- Feedback to the Sponsor.
 - Check against the aim!
 - Format and method.
 - Quick look report.
 - Hours or days later.
 - Final report.
 - Days or weeks (or to meet a target).
- Ensure that you separate
 - Observable Facts.
 - Opinions (and what they are based on).

Opening Gambit Questions

- **What would you say was your most significant decision in the game?**
- **Consider how you arrived at this decision**
 - What factors did you weigh up?
 - What assumptions do you think you made?
 - Did you seriously consider any alternatives?
 - Did the outcome of the decision surprise you, or challenge any precursor assumptions you might have had?
- **How did the other teams on your side communicate with you?**
 - Where there gaps in the information you received?
 - Was there ambiguous or unclear communications?
 - Was there communication friction unrelated to the game scenario?
- **How would you say you communicated with other teams?**
 - Did you deliberately withhold information for game advantage at any point?
 - Did you scale your communications to reflect your perceived game relationship with the other team (i.e. tell superiors what you think they want to hear)?

Useful Feedback Tools

- SurveyMonkey:
<https://www.surveymonkey.com>.
- UserReport:
<http://www.userreport.com/>.
- Getting people to respond is not easy.
- Asking the right questions and analysing the results can be difficult and requires thought.

Quick Feedback Analysis

Q2: What do you consider the MOST VALUABLE elements of Connections (UK)?



Improvements

"Those who fail to learn from the mistakes of the past are doomed to repeat them"

George Santayana – 1906

- Review dispassionately.
- Identify failures and pinch points against the aim and design process.
- Recognise successes and build on them.
- Don't take it personally.

Summary

- Background reading.
- Nature of the Wargame in a professional context.
- Design methodology.
- Worked example.
- Played a game.
- Analysed the Results.

Questions and Reflection

