

Wargames 101 Feedback

Questions:	Poor			Good		Av Score
	1	2	3	4	5	
1. How well did the 101 Session meet your expectations		1	11	13	25	4.2
2. Clarity of the Presentation			2	16	31	4.5
3. Coverage - the extent to which you feel the Session covered the essentials			5	21	23	4.3
4. Engagement - the degree of interest the Session engendered for you			3	22	24	4.3
5. How much of the overall 101 Session was relevant to your area of interest		1	5	21	22	4.2
6. Overall impression of the Aim & Purpose Session			5	18	26	4.3
7. Overall impression of the Tools, Techniques and Procedures Session.			3	27	18	4.1
8. How much the practical exercise contributed to the experience of the overall Session.		1	4	14	31	4.5
9. Overall impression of the AAR Session.		2	6	25	16	4.0

Background

Civilian Consultant	19
Military Wargamer	23
Business Wargamer	4
Recreational Wargamer	12
Serving Military	16

Total Participants 50

Total Returns 50

Experience

Never seen or played a wargame	1
Played once ages ago	8
Regularly play recreational wargames.	26
Regularly play analytical wargames.	22
Regularly play COA wargames or CPX	20
Regularly play educational games.	9

Question:	Too long		About right		Too short		Av Score
	1	2	3	4	5		
10. Length of the Session (1 = too long, 5 = too short, 3 about right).			35	9	8	3.6	

A little more time

Comments:

There was a comment that it was felt that too much time was spent on training the designer rather than testing the game design.
 There was an observation that the session did not cover games for exploring concepts or research and would have liked more on planning for data collection.
 There were requests for another worked example and some discussions of rule mechanisms to achieve a particular effect.
 Requests for more time gaming, less presentation, and more on fitting /selecting a game type to the objectives.
 Requests for less time spent on AAR and more time spent on AAR.