

Wargame, education & training: a French vision

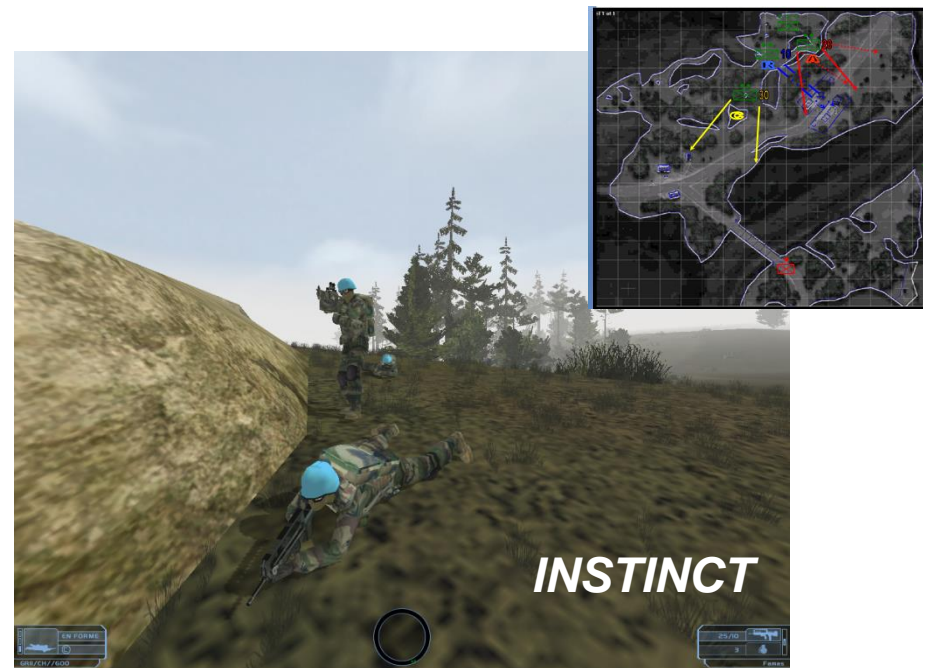
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1. FRENCH VISION
2. PERSONAL EXPERIENCE
3. 'URBAN OPERATIONS'

- INDUSTRIAL SIMULATION



- ADAPTATION



1. FRENCH VISION
2. PERSONAL EXPERIENCE
3. 'URBAN OPERATIONS'

- CULTURAL CONFUSION BETWEEN SERIOUS GAMES AND GAMING

Yes Sir, I am improving my tactical skills!



1. FRENCH
VISION
2. PERSONAL
EXPERIENCE
3. 'URBAN
OPERATIONS'

- HEAVY & EXPENSIVE SYSTEMS
LOOK SERIOUS
- 3D LOOKS SMART
- EFFECT BASED APPROACH OF
WARGAME DEVELOPMENT
- PERFECT SUPPORT FOR
OPERATIONAL LEADERS
SELF/INDIVIDUAL TRAINING

1. FRENCH VISION
2. PERSONAL EXPERIENCE
3. 'URBAN OPERATIONS'

- MAIN CHARACTERISTICS OF URBAN ENVIRONMENT
 - LIMITATION IN COMMUNICATIONS CAPABILITIES, FIRE AND OBSERVATION
 - SPECIFIC THREATS
 - WEAPONS EFFECT
 - PRESENCE OF NON COMBATANTS
 - OUTCOME OF THE TERRAIN CHARACTERISTICS (2D, 3D)

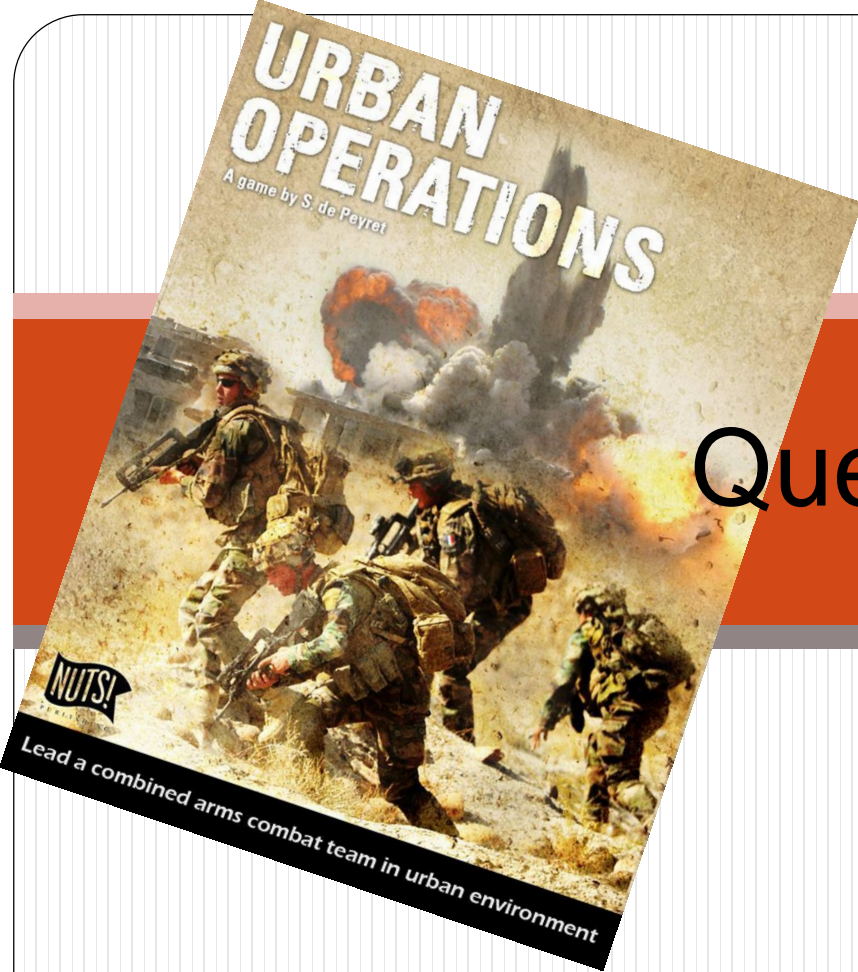


1. FRENCH VISION
2. PERSONAL EXPERIENCE
3. 'URBAN OPERATIONS'



- EMPHASIS ON
 - COMMAND AND CONTROL
 - LOGISTICS
 - COMBINED ARMS COORDINATION
 - FIRE MANAGEMENT
 - PLANNING AND ANTICIPATION
 - PLATOON LEADER COMMAND
 - 3D COORDINATION
- VARIETY OF SCENARIOS





Questions?

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