



Wargames Without War

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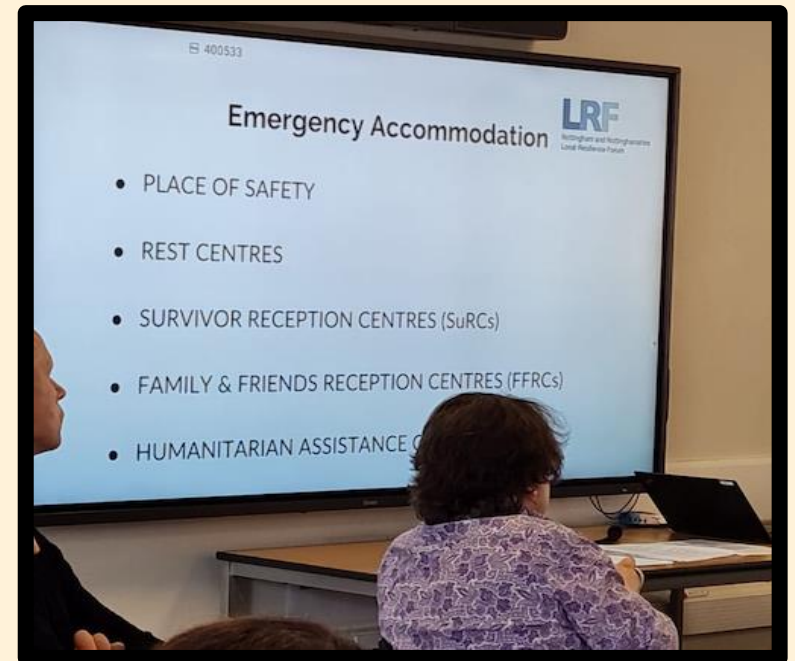


What's in a name?

~~Taxonomy~~

Premise

- **Training and exercising outside of a military context could benefit hugely from techniques more common in military wargaming**
- **How do we make this happen?**



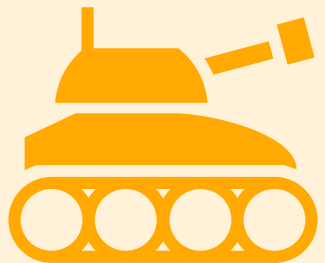
What's different?

- Presence of an 'enemy'
- Non-lethal adversaries



How do wargames help here?

- **The same way we're familiar with**
- **The military are easy to steal from**



Who benefits?

- **Everyone – government, health, resilience, business, society...**
- **... *and* the military**



Case Study: Resilience

- **Resilience is often not about defeating an active enemy – think floods, fire, and transport accidents**
- **It needs to be able to test and train in cost-effective, time-efficient, and accessible ways**

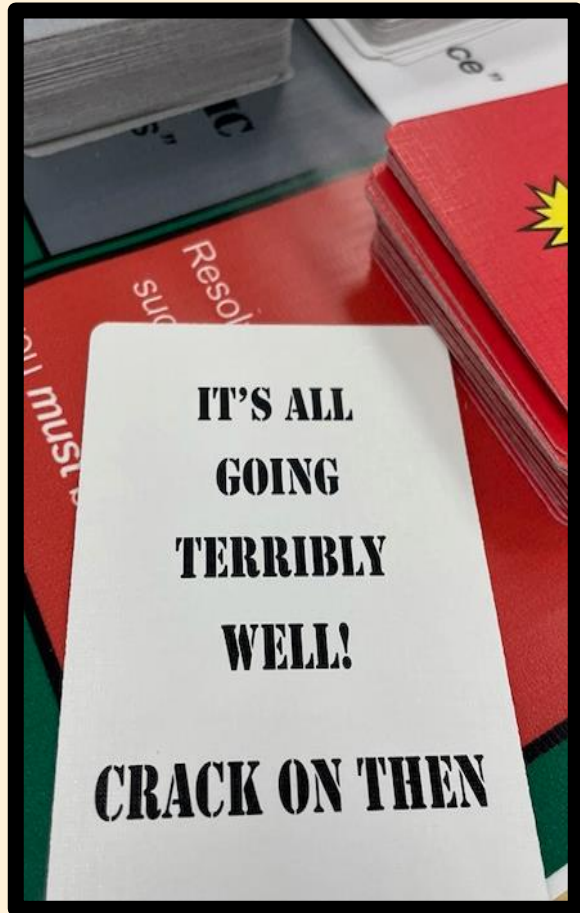


The Resilience Fix



- **“Make Friends Before You Need Them”**
- **Extending some Connections**

Questions?



Thanks for your time!

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