

# Introducing wargaming in non- military education: uses and challenges



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# Aim

To discuss the uses of wargaming in non-military education and how it can become an integral part of the curriculum.

# Context

## ISM University of Management and Economics

- Private university in economics and management established in 1999
- Based in Vilnius, Lithuania
- Openness to innovative teaching and research methods

## Idea

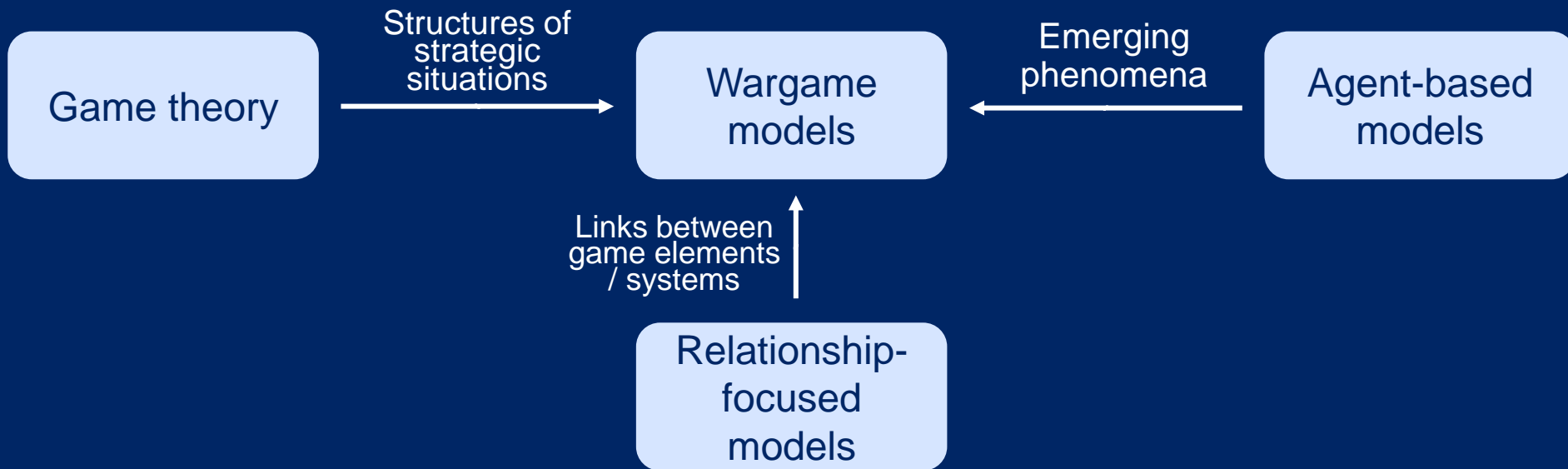
- Playing tabletop games
- Philip Sabin's *Simulating War*
- From using a game to illustrate a particular concept to launching a wargaming course and a Wargaming Lab project



# Benefits of using wargaming

- It breaks from a standard lecture-seminar flow
- It is engaging, and requires students to actively make decisions
- Better learning about a topic covered by the game
  
- Most importantly, however...
  
- ...wargaming can play an important role in developing *model-building skills*, which transcends military discipline. Wargaming can also help to comparing modeled solutions against actual decisions made by participants.

# Wargaming as a modelling method



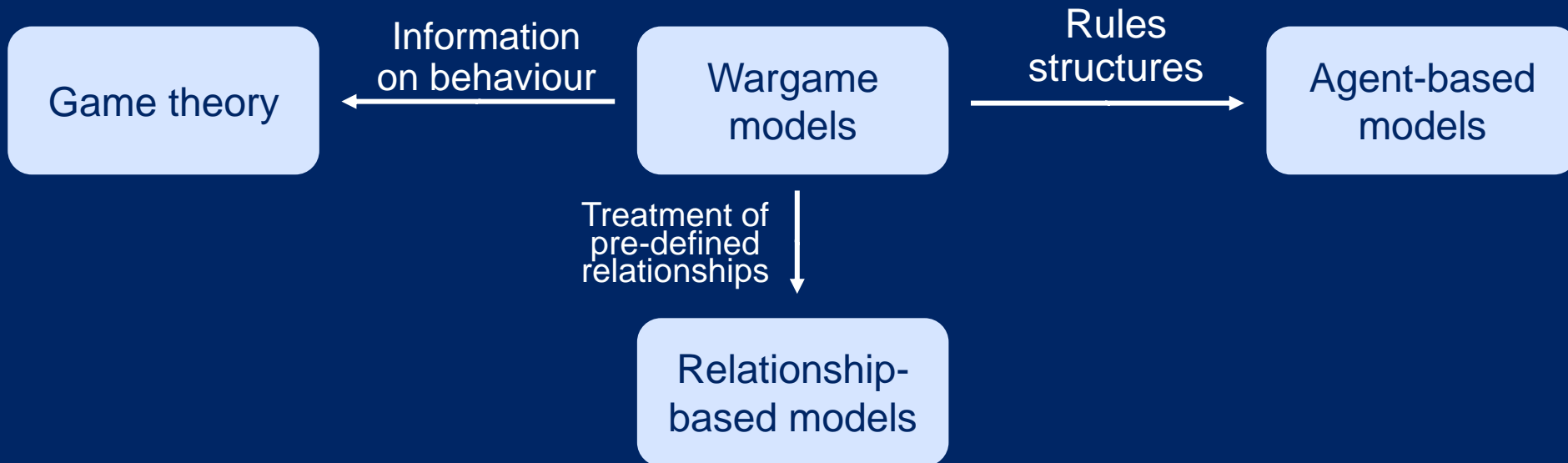
# Why wargaming specifically?

- A long history and developed applications
- A defined situation and key factors
- Availability and variety of games (including COTS)

# Challenges to introducing and using wargaming in non-military environment

- Differing *experience* of models (solving vs. ‘participating’)
- Thematic knowledge
- It’s just a game...
- Lack of local community
- Infrastructure

# What can wargaming add in the civilian context?





# Curriculum introduction

## Reinforce learning

- Use wargames relating to topics addressed in the classroom
- Gamify non-wargame models to analyse decision making

## Develop modelling skills

- A class for developing wargame models, after students are already familiar with other modelling approaches
- Extension of wargaming to non-military topics

# Extension of activities

## Building games for a broader audience

- Developing micro-games
- Developing a 'flagship' game

## Engaging with stakeholders

- Inviting to participate
- Disseminating information about game process and results

# Thank you!

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