



# WARGAMING

PITFALLS AND DANGERS

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Facilitation

Mechanics

Audience (&  
sponsors)

Analysis

What do you mean by  
*pitfalls and dangers?*

Colleagues (peers  
and superiors)

Subject Matter  
Experts (SMEs)

Politics

Expectations

Scenario (the  
right question?)



# The Set Up

- Asking for specific outcomes
  - Why have the conclusion first?
- Unrealistic expectations
  - A game won't save the world
- Box-ticking
  - Just because you have to do it



# The Scaffolding

- Your colleagues (facilitators)
  - Brief and roster appropriately
- The players
  - Engagement and understanding
- Interpersonal skills
  - Players will remember how they felt



# The Process

- Analysis
  - Beware negative learning
- Politics
  - With and without a big 'p'
- Having too much fun
  - No, really



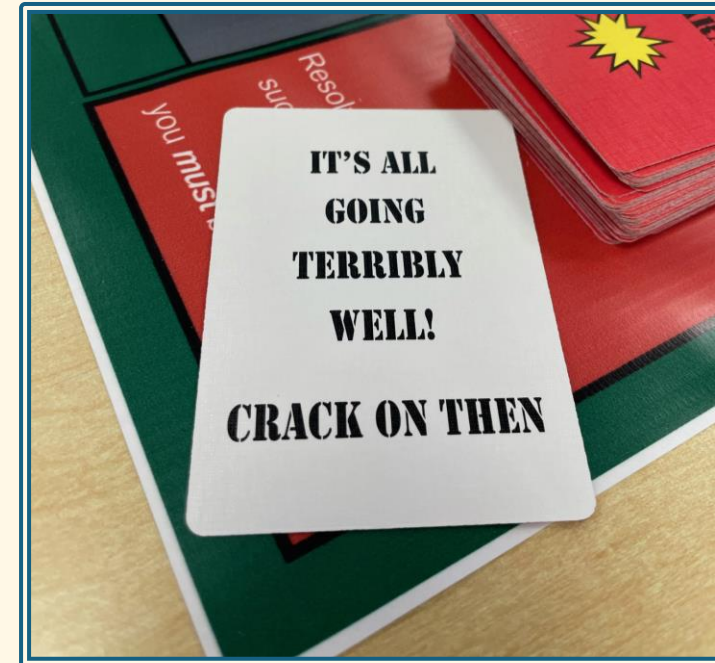
# The Rest

- One Size Does Not Fit All
  - Different games for different needs
- Designer Sensitivity
  - Games can be personal
- The Right People
  - Diversity of thought as well as expertise



*Derby House Principles logo*

*Any questions?*



Useful resource:

[www.professionalwargaming.co.uk/WargamePathologies.pdf](http://www.professionalwargaming.co.uk/WargamePathologies.pdf)