

# **The Peter Perla Commemorative Talk: The Future of Wargaming**

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# The Future of Wargaming

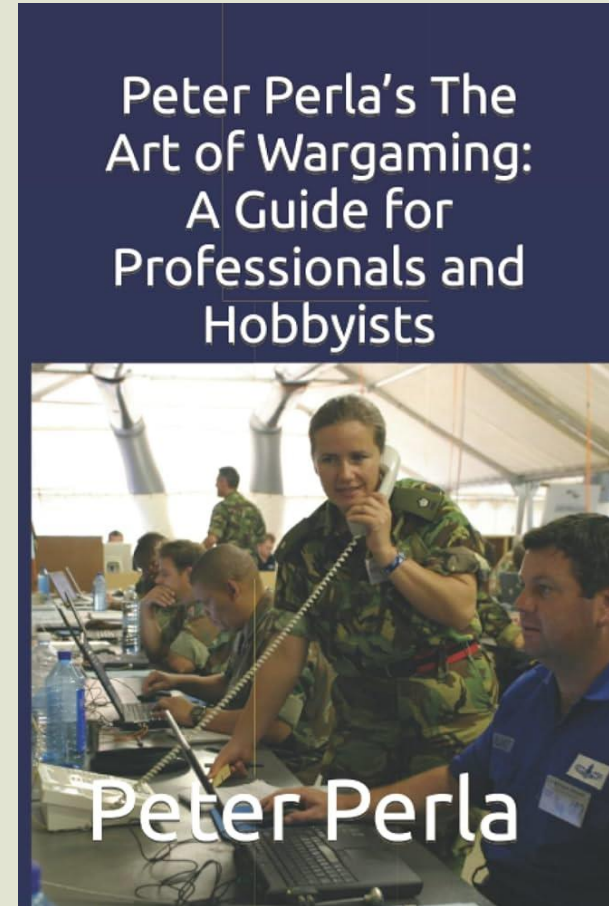
- I. The Influence of Peter Perla
- II. Representation of Wargames
- III. Engagement & Wargames

# The Future of Wargaming

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# I. The Influence of Peter Perla

## Canonical scholarship

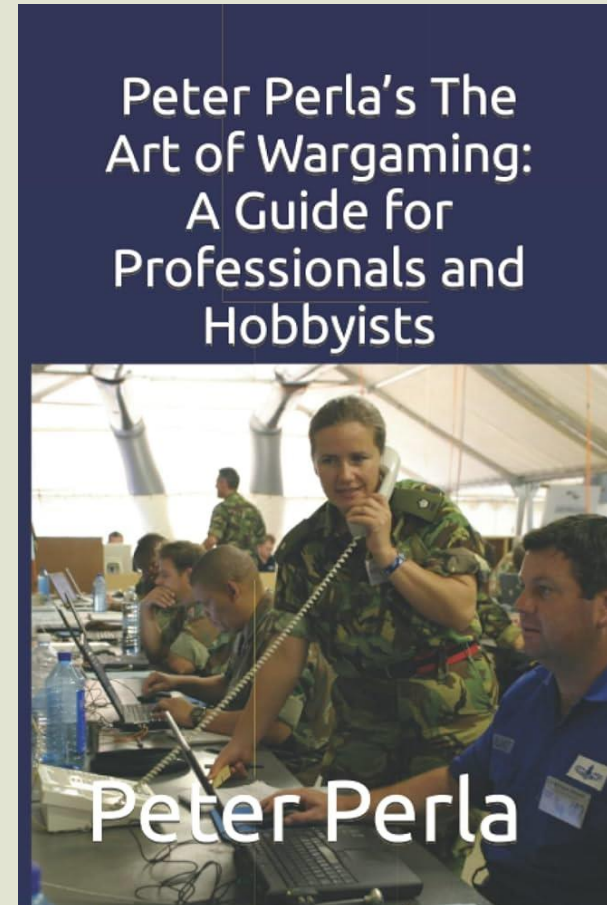


*The Art of Wargaming*

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## Canonical scholarship

- History of Wargaming
- Advocating for Wargaming as Art
- Wargame design and Execution
- Wargame analysis
- Wargames as 'story-living' experiences



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  - Accurate Representation
  - Playability & Engagement



*Rollbahn*



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## Core Features of Wargames

- Form of communication, requiring:
  - Accurate Representation
  - Playability & Engagement
- Unique wargaming dynamic



*Rollbahn*

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# **II. Representation of Wargames**

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## **Evolution of Scientific Wargaming**

# II. Representation of Wargames

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## Evolution of Scientific Wargaming

- Expansion and development of experimental wargaming
- Increased understanding of, well, understanding
- Expanding conceptual language
- Improved data-gathering processes

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## Wargaming as developing Art Form

- Publication of Influence Wargaming handbook
- Development and refinement of best practices at DWEH & DSTL
- More attention needed (publications, awards?)

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- Journal publications – potential of MORS to occupy crucial bridging function

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- Danger of losing knowledge

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## Future Promises & Pitfalls

- Danger of losing knowledge
- Must be careful to allow and nurture difference in thought and approach **while** being critical within approaches

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**Training New Wargamers:**

# III. Engagement & Wargames

## Training New Wargamers:

- Increased professional recruitment
- MORS Certificates
- Expansion of student interest in King's
- Dedicated programme at Brunel
- Implications for professionalization?



*Scramble for Africa II*

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## **Increasing literacy with potential users:**

- Sponsor training
- Academic instruction (MIT Wargaming Summer Lab)

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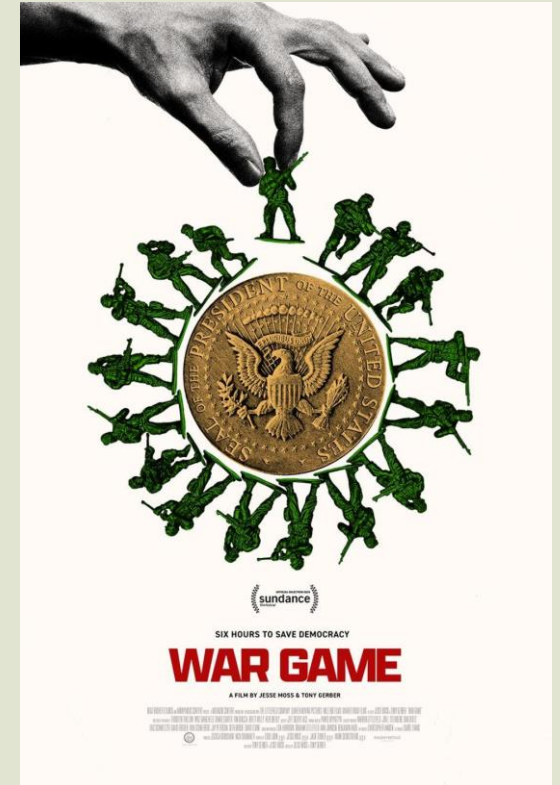
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## Increasing literacy with potential users:

- Sponsor training
- Academic instruction (MIT Wargaming Summer Lab)

## Increased interest of public

- Encouraging for funding and recruitment
- Misunderstanding likely – wargaming as sinister and/or childish



*War Game*



# Concluding Thoughts

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In navigating this new era:

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- Ask “what are wargames?” not “what is a wargame?”

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In navigating this new era:

- Must avoid parochialism
- Ask “what are wargames?” not “what is a wargame?”
- Take to heart Peter Perla’s observation that wargaming is about communication

# Thank you!

Find out more about the King's Wargaming Network at <https://www.kcl.ac.uk/research/wargaming-network>

Follow us on twitter at: [@kclwargaming](https://twitter.com/kclwargaming)