

A group of five people, three men and two women, are gathered around a large table in a meeting room. They are all looking down at a wargaming board on the table, which is covered with various small, dark-colored pieces. One man is pointing at a piece on the board. The scene is dimly lit, with a blue tint, suggesting a professional and focused atmosphere.

Use of mixed methods in analytical wargaming: the Joint Operational Wargame (JOWG)

Johan Elg, deputy research director at Sweden's Defence Research Agency (FOI)

johan.erik.elg@foi.se

A challenging complex problem

- Sensitive and classified military research questions...
- Need “hard data” (quantitative answers) rather than “opinions”...
- Many methods (wargaming and others), but how to use them together...



Method combination

Literature study

1. Wargames (with SME) to create “course(s) of the war”
2. Simulation tools for “**deep dives**”
3. Scenario based discussion (with SME) for preparation as well as additional “**deep dives**”

The four-part process

Structure!

- Presentation
- Collect data

Wargame!

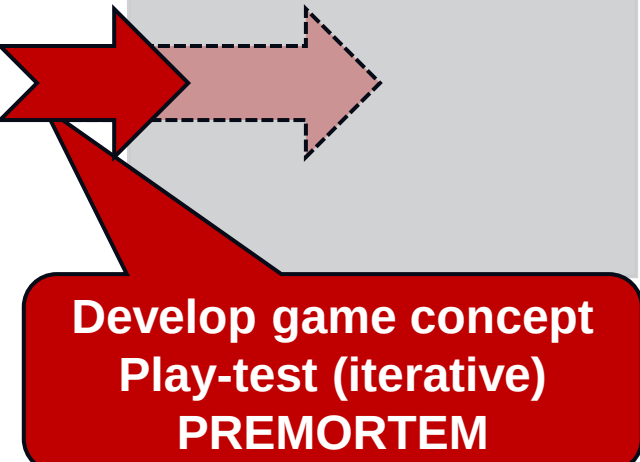
- Generate “Courses of War”
- 2nd wargame = 2nd opinion
- SME as players
- ID deep dives

Analyse!

- Simulation tools
- Scenario-based discussion
- Begin the game report

Deliver!

- Presentation
- Formal game report



Develop game concept
Play-test (iterative)
PREMORTEM

The Joint Operational Wargame (JOWG)

- ✓ Flexible and adjustable (“FOI tool”)
Classified parts added

- ✓ Easy to understand
Few counters on the map

- ✓ Simple and transparent adjudication (rigid rules)
DICE! – “there is friction in war”

- ✓ Easy to transfer situations to other wargames/simulation tools



Reflections

- Excellent with combined methods and parallel analysis
- Decisively important with several iterative **play tests**
- Time consuming to adjust different game systems and simulation tools

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