

US Ongoing Wargaming Initiatives

Presentation to the Connection UK Conference
6 September 2017

The comments presented here are strictly my own and do not represent those of the US government, the Department of Defense or any other organization.



Assessing the Community

- March 2016 Practitioners Summit - Carlisle
 - Insufficient Master Game Designers to meet growing demand for quality games
 - Need to identify best practices and improve the art and science of wargaming
 - Need to integrate wargaming into larger DoD analytics process
- Defense Wargaming Alignment Group (DWAG)
 - Need to increase the number of quality games within DoD
 - Need for additional education beyond Naval Post Graduate School MTT and Courses (2017)
- DepSecDef sponsored MORS Wargaming Workshop II, October 2016
 - Highly Praised
 - Made advances on the issues
 - Did not fully solve the problems
- Wargaming Workshop III, 17 to 19 October 2017 (Sponsored by DWAG)
 - Mark Center Alexandria, Virginia
 - Free to Uniformed Military and Government Civilians of the US, her allies and friends

Definitions

- Wargaming: Generally, a wargame is a dynamic representation of conflict or competition in a synthetic environment, in which people make decisions and respond to the consequences of those decisions (Peter Perla in May 2016).
- Wargames are representations of conflict or competition in a synthetic environment, in which people make decisions and respond to the consequences of those decisions (JP 5-0, 16 June 2017).
- Best Practices (JP 5-0 Page V-32)
 - ❖ People making decisions under uncertainty
 - ❖ A fair competitive environment
 - the game should have no rules or procedures designed to tilt the playing field toward one side or another
 - ❖ Adjudication
 - ❖ Consequences of actions taken
 - ❖ Iterative
 - Ideally in a cycle of research/learning as new insights will be gained as games are iterated
 - See Chapter 9 of Peter Perla's *The Art of Wargaming*, Naval Institute Press, 1990.

Definitions related to wargamers

Following definitions are offered to enable discussion on the evolution of wargamers in our quest to develop the community and not offered to create a guild

- Neophyte: A person who is new to wargaming.
- Novice: A person who has a general understanding of wargaming and has participated in a small number of games. Usually is a valued wargaming participant or player.
- Apprentice: A person who demonstrates an understanding of wargaming, its intellectual underpinnings, definitions, and concepts. Students who have completed a formal course, either an independent certificate or part of a larger program (e.g. NPS OR program), are usually considered apprentices. Apprentices often participate in the development and execution of wargames as rapporteurs, recorders, implementers (“pucksters”), or other positions necessary to enable the execution of a game.

This is what I mean when I use these words.

Definitions related to wargamers

- Journeyman: A wargamers capable of independently facilitating, designing, planning, adjudicating, and execution of a small game or specific competition area (e.g. undersea warfare) within a larger game. Journeymen are often employed to assist in conducting larger and/or complicated games and/or act as understudy to a game director.
- Master Craftsman: A wargamer *paid* to facilitate, design, plan, adjudicate, execute, document, and analyze a game in at least one complex competition area (e.g. Joint Warfare). Usually a game director.
- Grand Master: A wargamer *paid* to facilitate, design, plan, adjudicate, execute, document, and analyze a game in *multiple* complex competition areas (e.g. Joint Warfare, economics, environmental consequences).

Developmental Programs

- **Tutorials/Introductory Games**
 - Games designed to introduce to neophytes concepts of wargaming including human centric simulation, competition, decision making, and consequences of actions. Often employ simple game mechanics.
 - Designed for Neophytes. If successful produces a Novice wargamer
- **Classes and Certificate Programs**
 - Formal discussion and activities to instill in participants understanding of the fundamental concepts of wargaming.
 - Designed for Neophytes and Novices. If successful produces an Apprentice wargamer
 - **Activities**
 - Naval Postgraduate School
 - MTT
 - Wargaming courses (Operations Analysis program)
 - Air Force Material Command
 - Military Operations Research Society (MORS) Wargaming Certificate Program

Development Programs

- Communities of Practice
 - Continuing education and cross pollination of practices within the wargaming community
 - These programs may enable participants to advance to Journeyman and perhaps Master level
 - Activities
 - MORS Community of Practice
 - Navy Wargaming vCOP in progress
 - Connections (informal – no certificate)
 - Business based professional development
 - American Academy for Strategic Education (AASE) (Non-profit foundation)
- Game Designer Circle (proposal)
 - Game Designers share their new games for play and review among peers for criticism and improvement
 - Extremely prevalent in hobby gaming
 - Informal
 - Work Product/Proprietary limitations

MORS Wargaming Workshop III October 2017

Groups Structure Overview

- Working Group I - Wargaming Integration Process
- Working Group II – Validation and Utility
- Seminar A – Adjudication
- Seminar B – Red Teaming
- Wargame 1 – Introduction to wargaming using commercial games
- Wargame 2 – Matrix Gaming
- Wargame 3 – Project Cassandra
- Wargame 4 – Joint Wargaming Analysis Model
- Wargame 5 – Hegemony

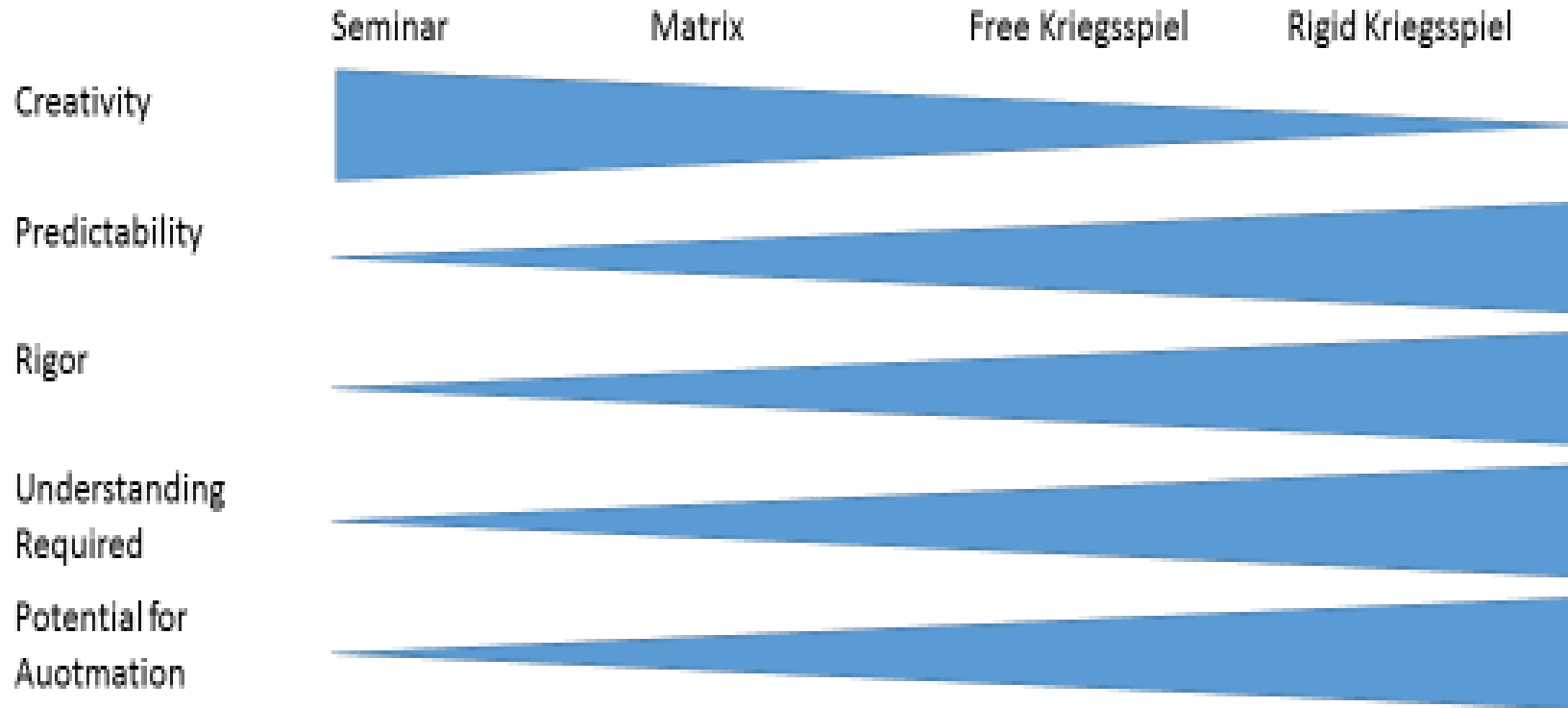
General Categories of Wargaming

	Creating Knowledge	Conveying Knowledge	Entertainment
Unstructured Problem	Discovery Games	Education Games	Role Playing
Structured Problem	Analytic Games	Training Games	Commercial Kriegsspiel (E.g. Risk)



Exploratory Games

Characteristics of the Continuum of Wargaming Styles



Seminar Games can be good (if structured)
but

Good analysis requires moving down the continuum