DILEMMAS AND TRADE-OFFS IN WARGAME DESIGN

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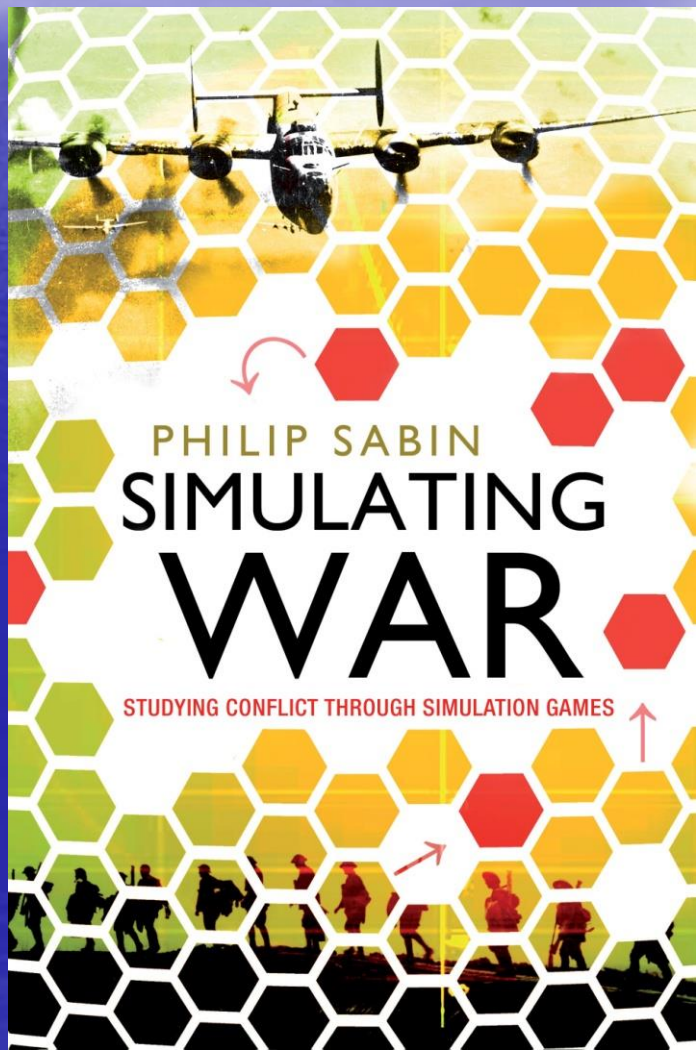
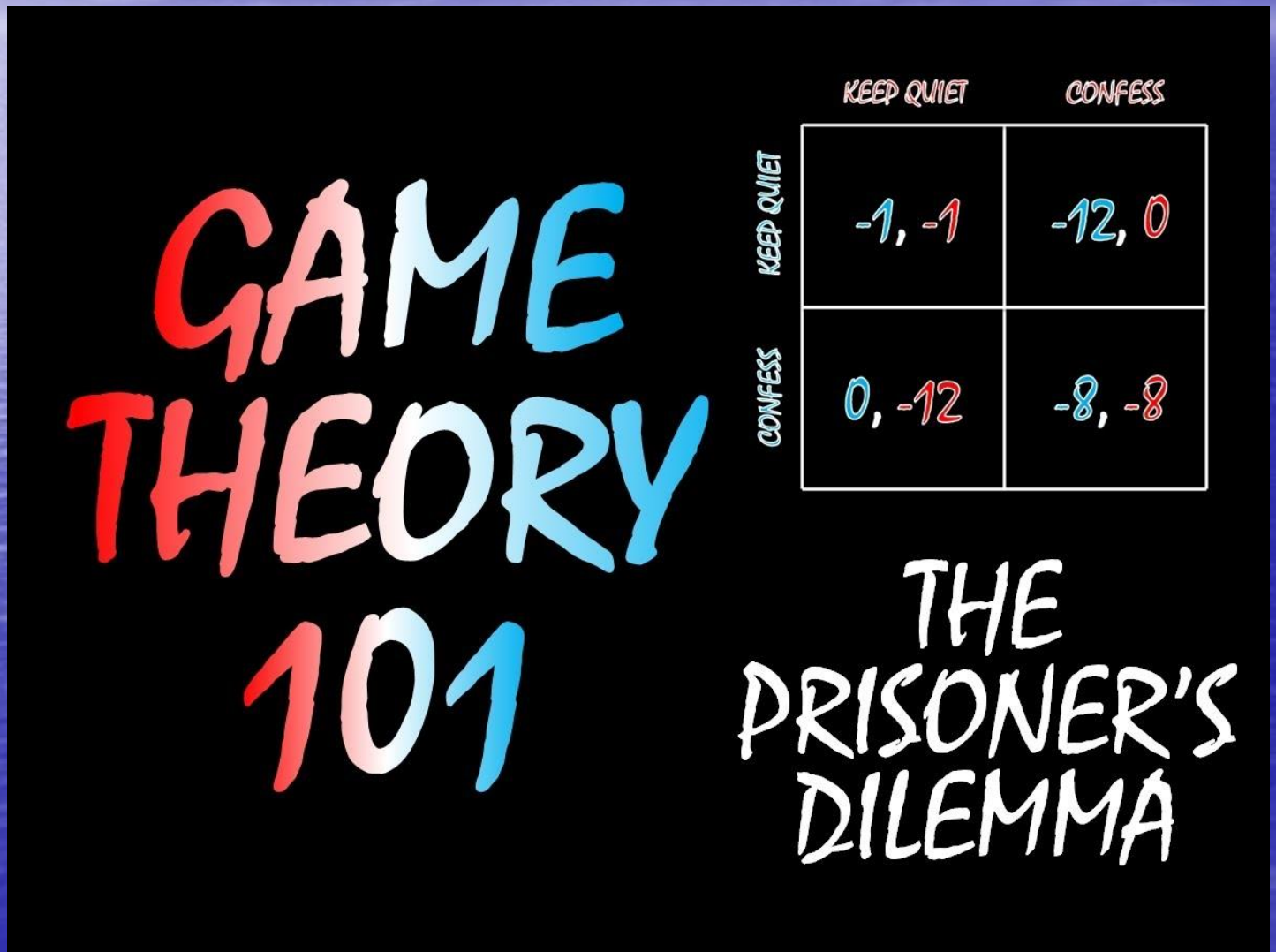


The Key Element in Wargames: Dilemmas and Trade-offs



DILEMMAS AND TRADE-OFFS IN WARGAME DESIGN

- Dilemmas faced by Designers
- Modelling Real World Dilemmas
- Incorporating Dilemmas for Players
- Discovering Unknown Dilemmas

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Free vs Rigid Rules

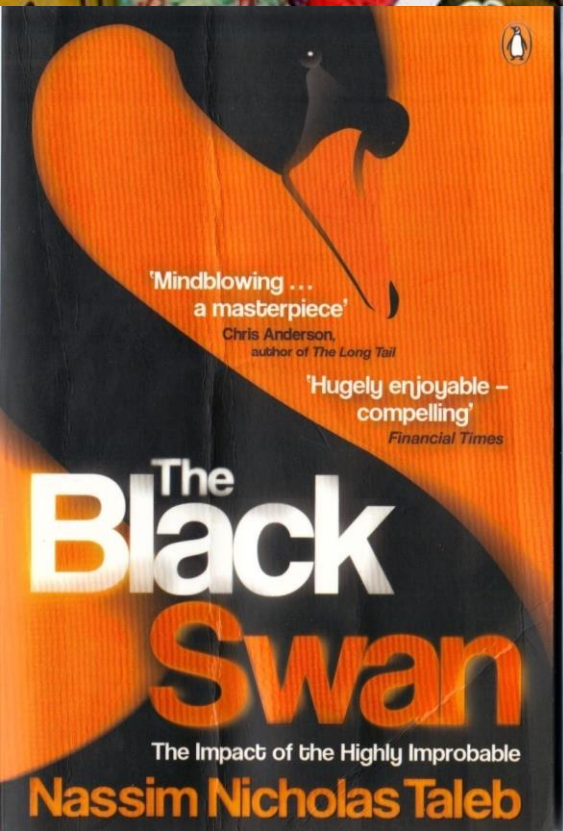
Open vs Concealed Information

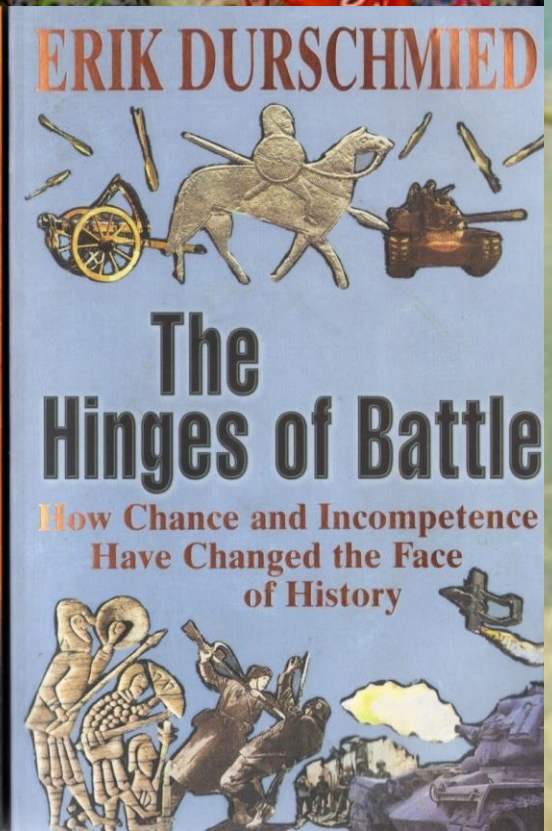
Detail vs Abstraction

Complexity vs Accessibility

Manual vs Computer

Luck vs Skill





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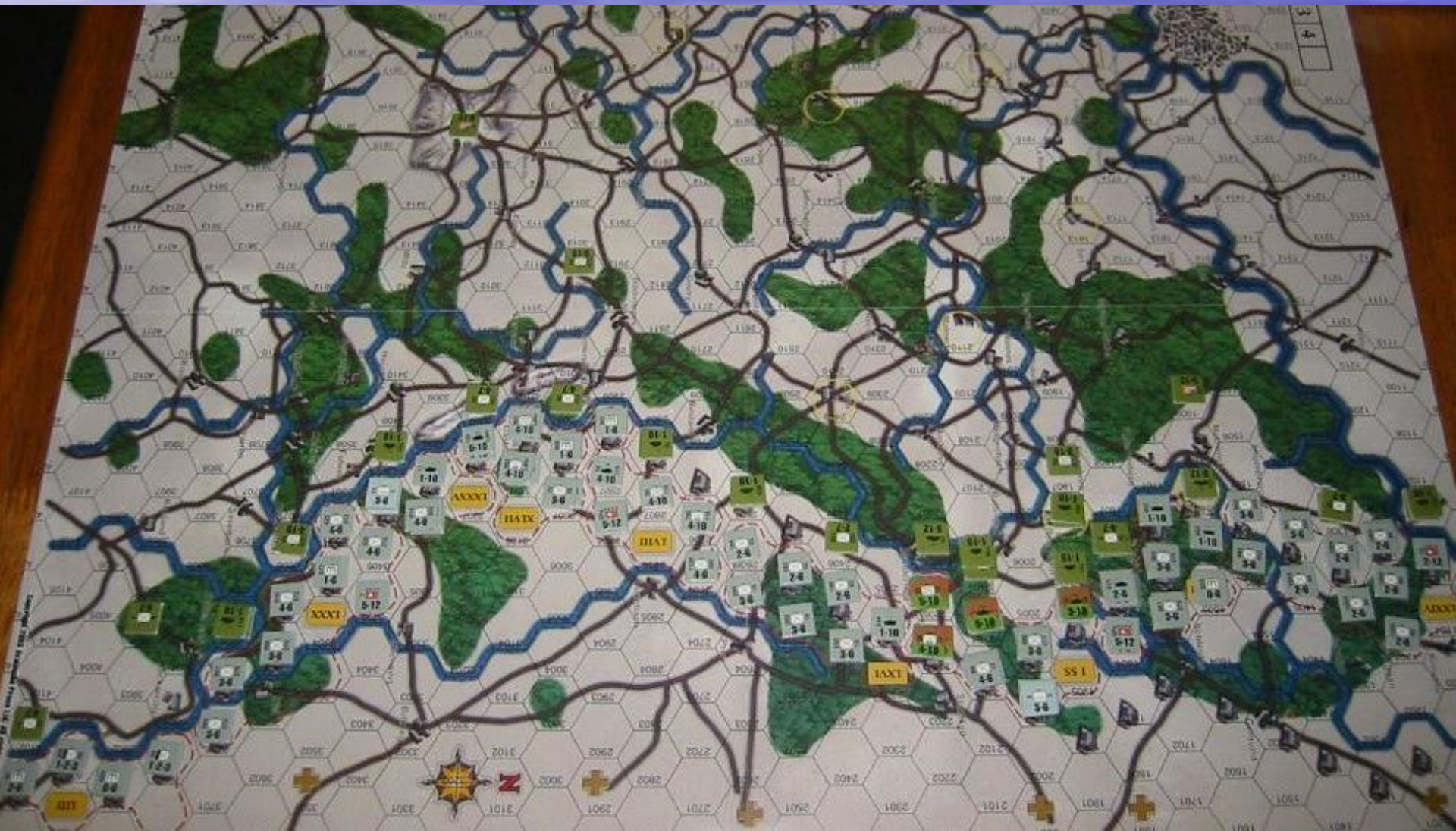
Prioritisation of Scarce Resources (Forces, Logistics, Command)

Attack vs Defence

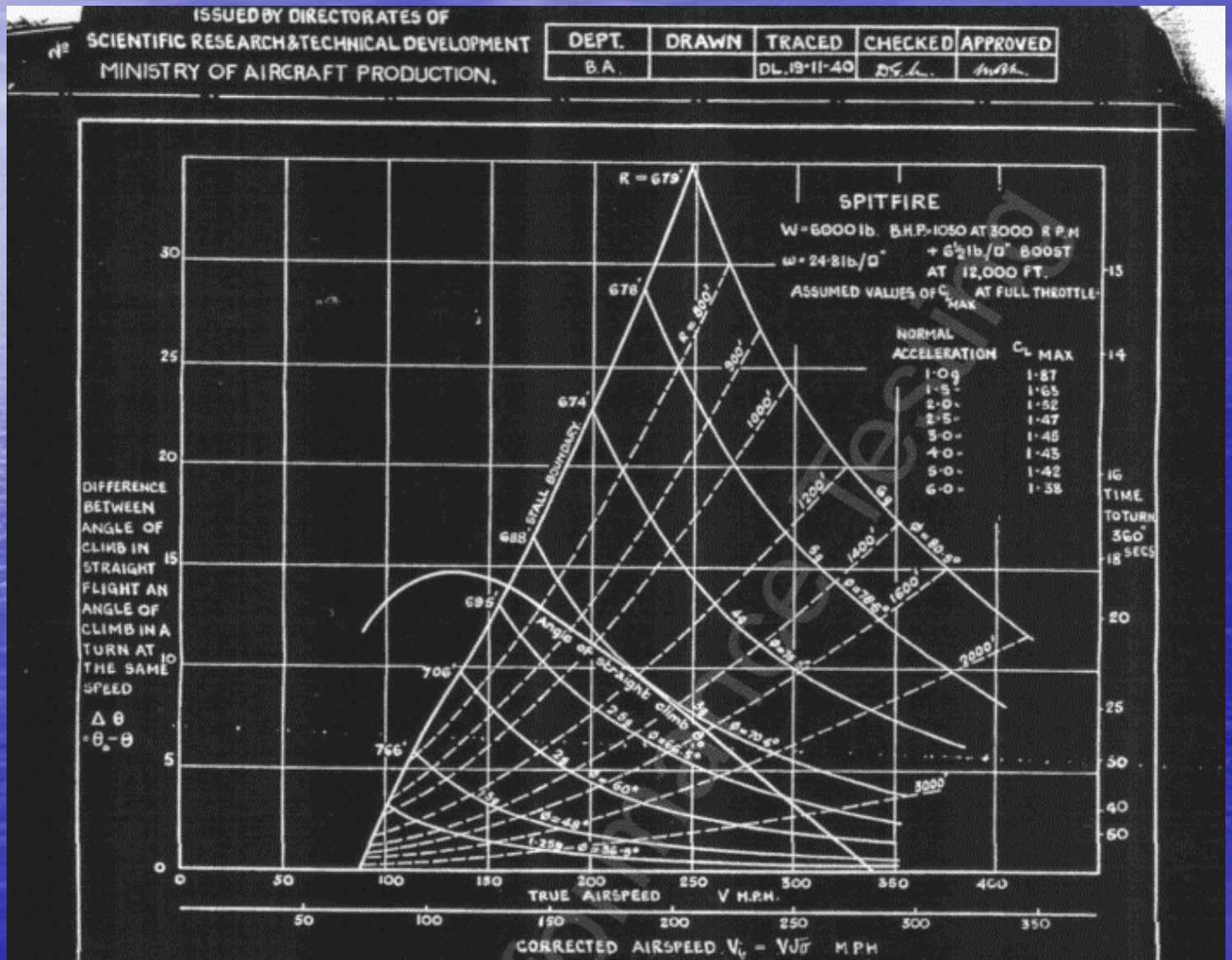
Concentration vs Dispersion

Efficiency vs Unpredictability

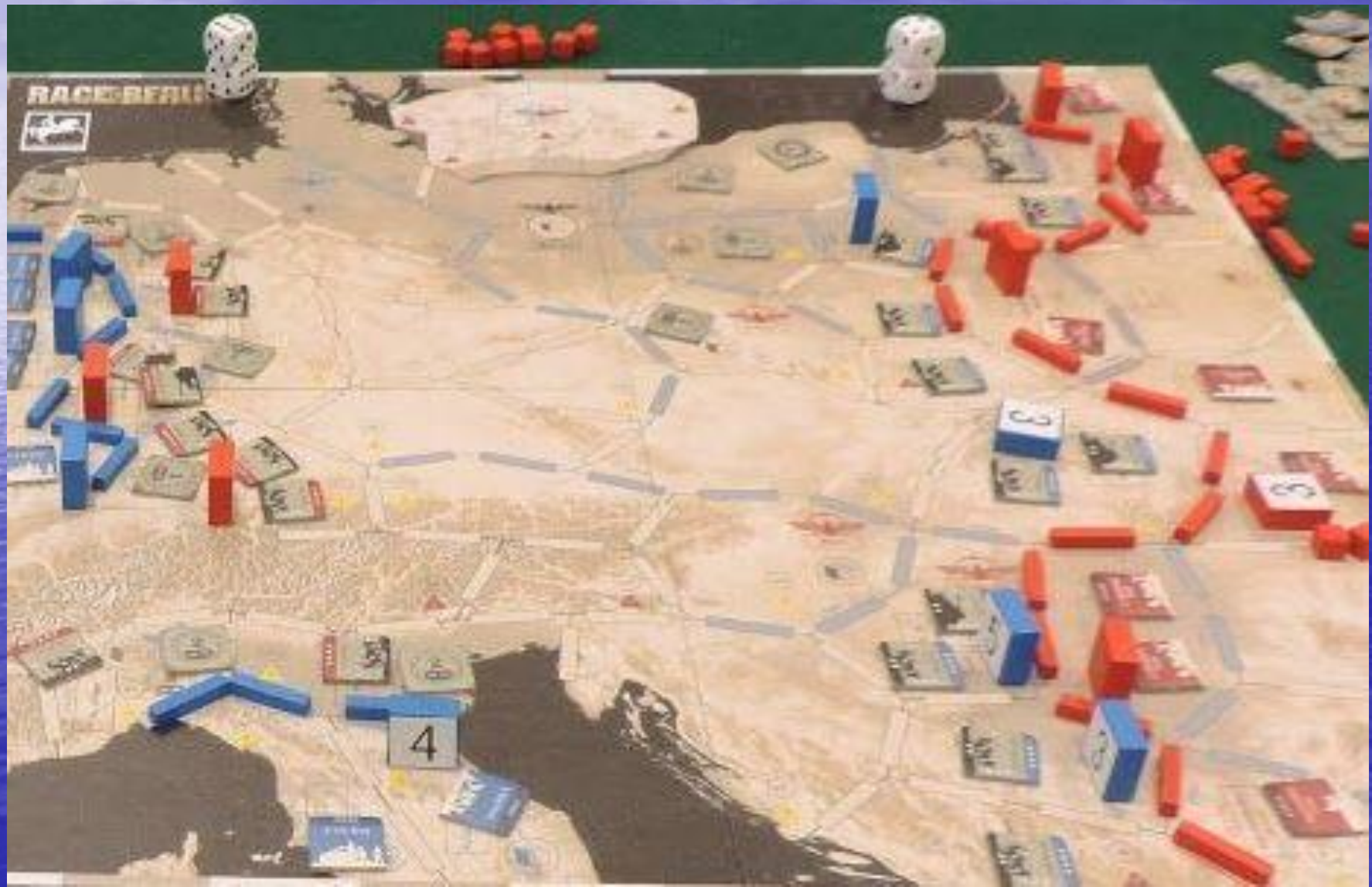


Boldness vs Caution

Inherent Cost-Benefit Trade-offs



Co-operation vs Self Interest



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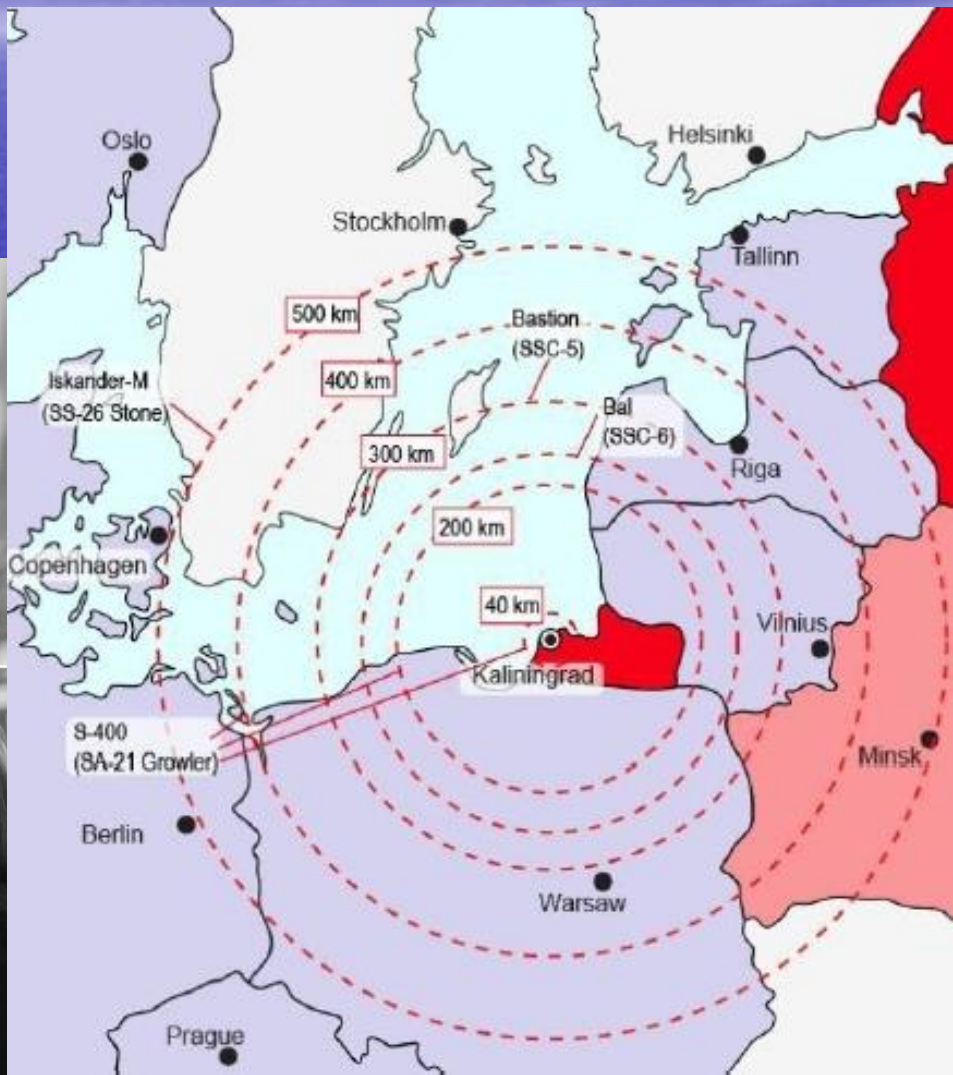
Providing Options

Forcing Prioritisation

Creating Tensions between Objectives



Dilemmas due to Incalculability

Dilemmas due to Uncertainty

Dilemmas due to Incommensurability

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Learning from Unexpected Choices

Eliciting Creative Challenges

CONCLUSION

THE ART OF
WARGAMING
PETER P. PERLA

ZONES OF CONTROL
PERSPECTIVES ON WARGAMING
EDITED BY PAT HARRIGAN AND MATTHEW G. KIRSCHENBAUM
FOREWORD BY JAMES F. DUNNIGAN