

FOI

- *Swedish Wargaming*



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Wargaming in various forms are well established in military courses.

- Progression in wargaming developed.

Wargaming in civilian courses since 2016:

- *Bellum Baltica* (crisis in the Baltics),
- *BMBrig* (brigade tactics),
- *Fictive Republic* (irregular warfare).

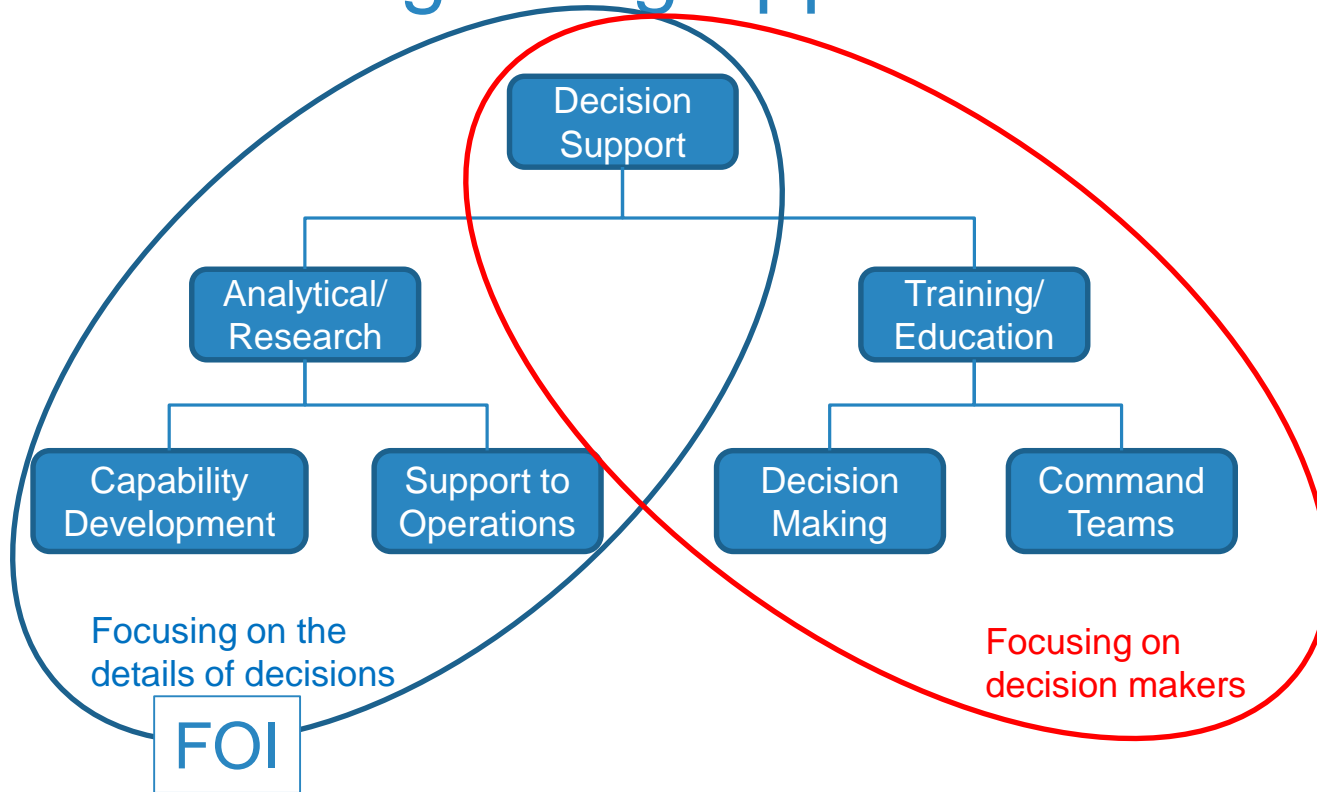


First ever wargaming tournament at SEDU was a success (May 2017).

Near future: revision of higher military education = opportunities for *more wargaming*.

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Wargaming Applications



Swedish Defence Research Agency (FOI)



930 employees

Roles of FOI Operation Analysts (OA) in Swedish military wargaming

Embedded within the AF HQ (30-40 OA)

- Supports immediate questions - games with short notice.
- Support in long term analysis - longer

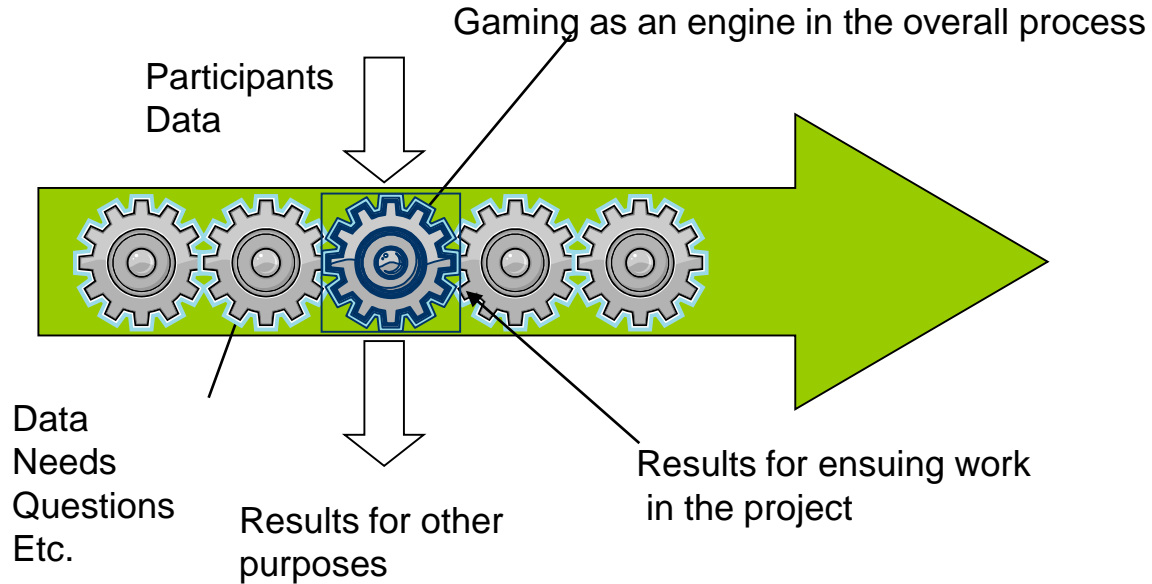


At FOI

Practical consequences:

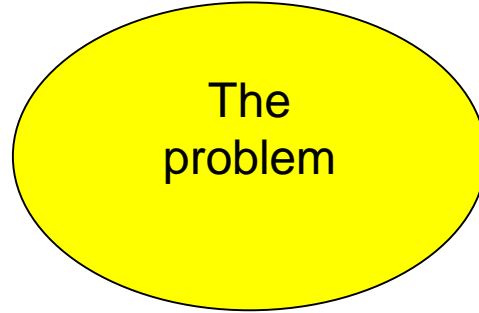
- Problem-oriented instead of game-oriented
- Tasks and changes of tasks with short notice
- Limited resources and time - What is good enough?
- Mostly seminar games
- Teamwork with the military officers in the whole game process.

Gaming is a tool for a specific purpose



What is a game??

- *A pragmatic customer and problem oriented view*



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- *A pragmatic customer and problem oriented view*



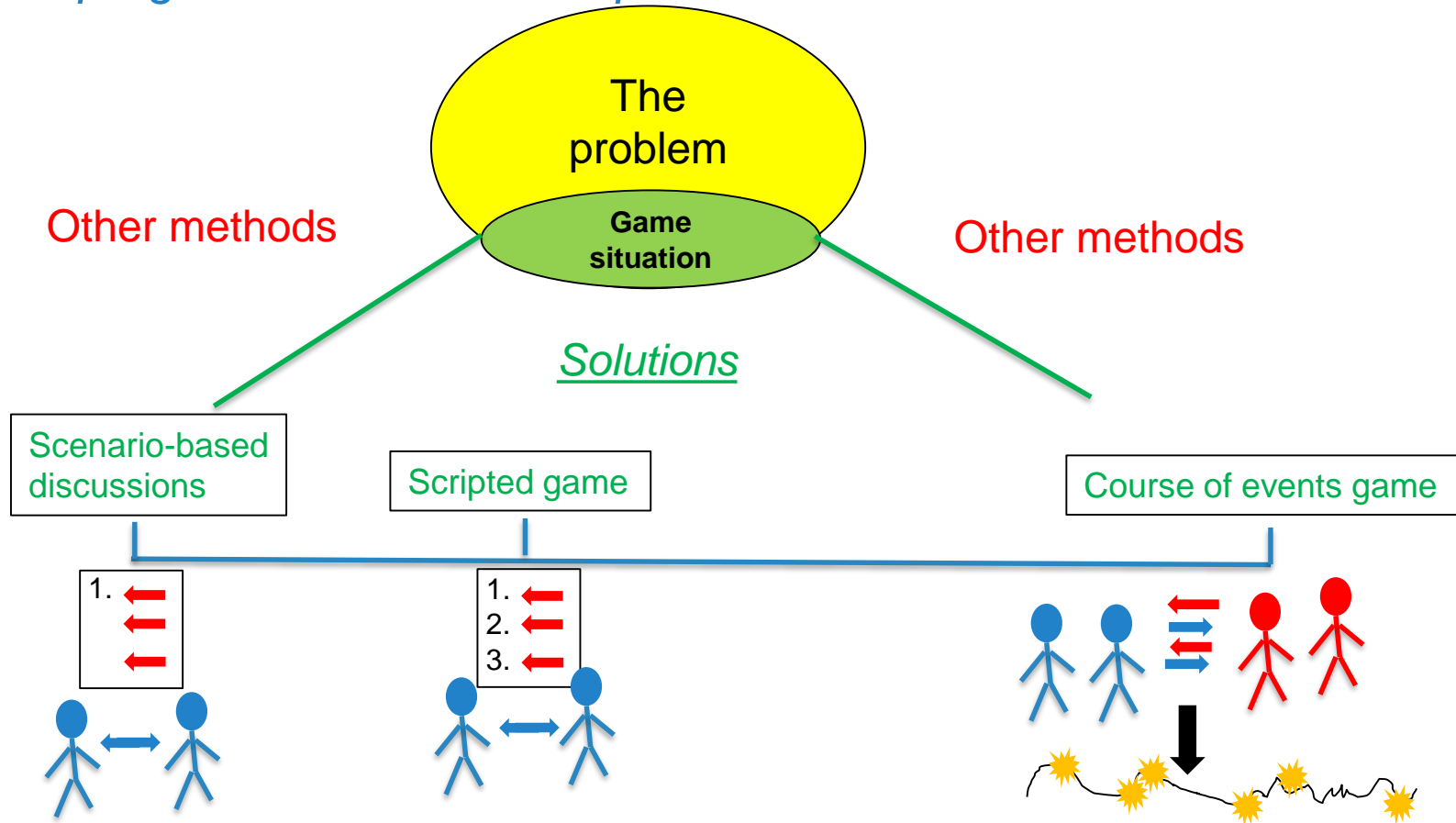
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- *A pragmatic customer and problem oriented view*



What is a game??

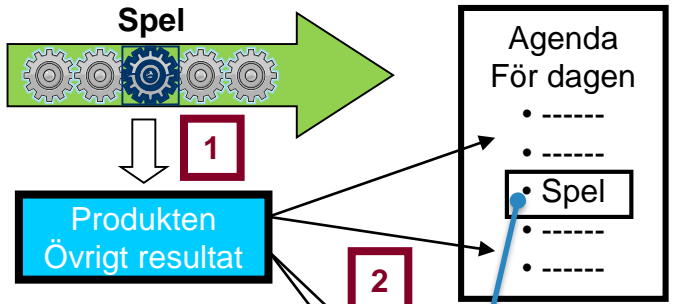
- A pragmatic customer and problem oriented view



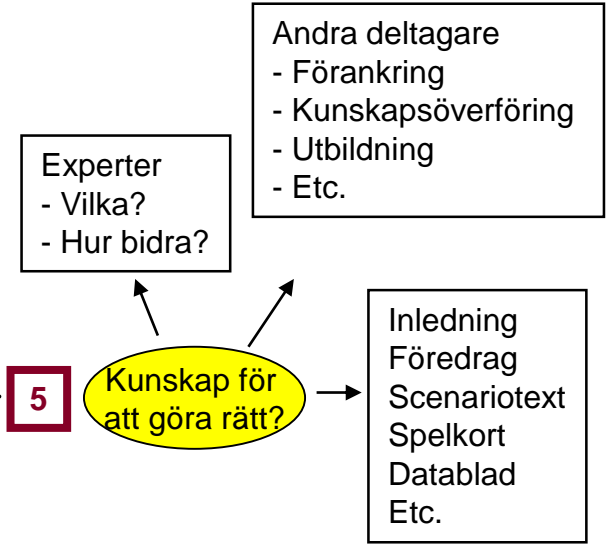
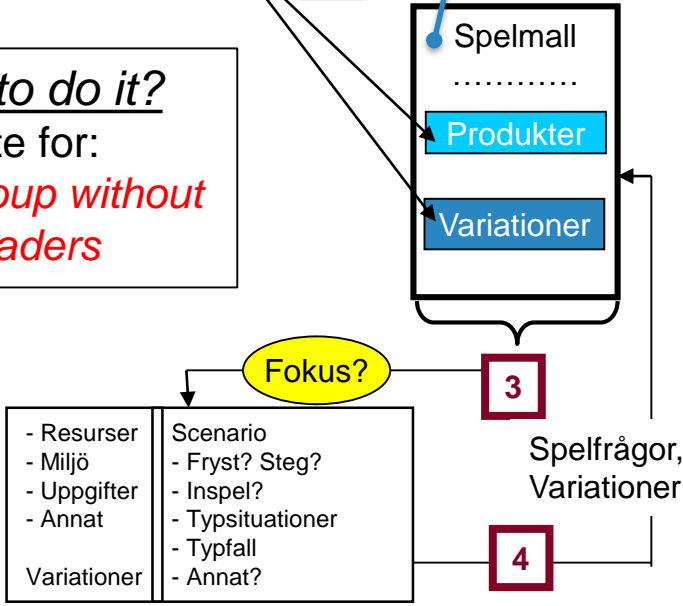
- How to do it?

Template for:

*One group without
team leaders*



- How to do it?
 Template for:
One group without team leaders



6 Justera avseende:

A: Roller och Ansvar
 B: Begränsningar
 C: Optimering

Looking into some aspects..

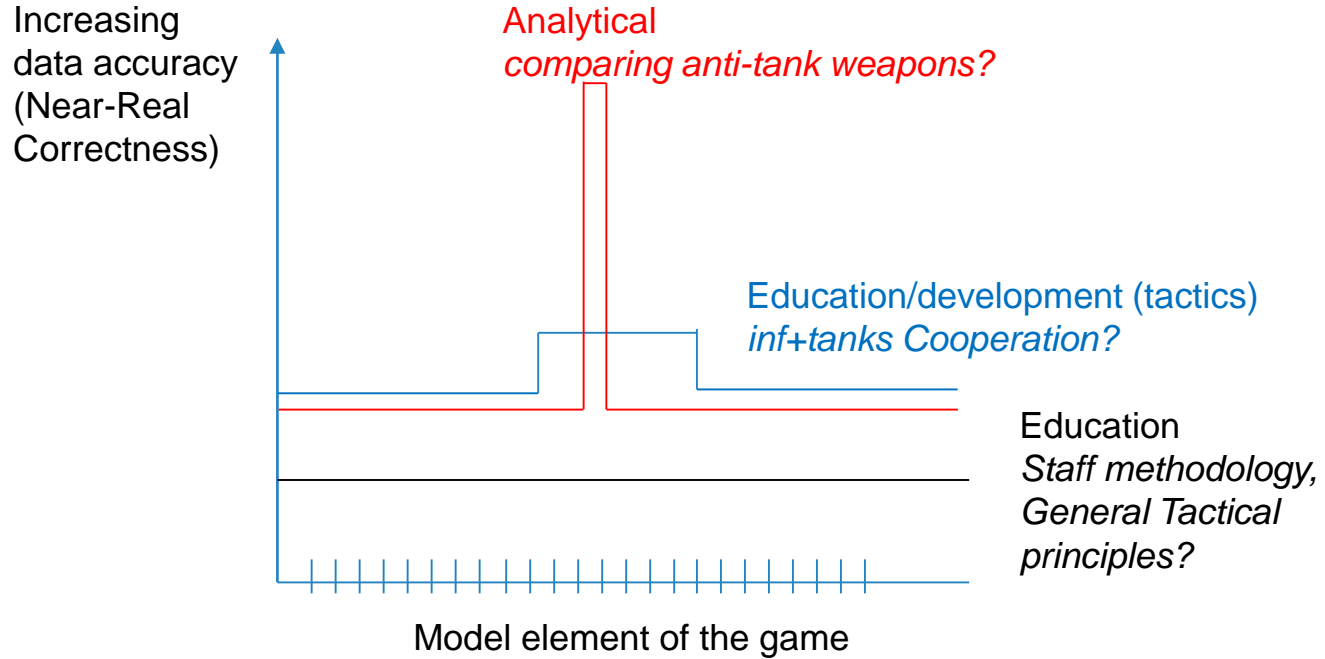
- How did it go? *Adjudication*



- Studies
- Planning
- Education
- Training/exercises
- Pleasure 😊

Photography from the SDC war gaming club

The demand on data accuracy for the model– *Some thoughts*

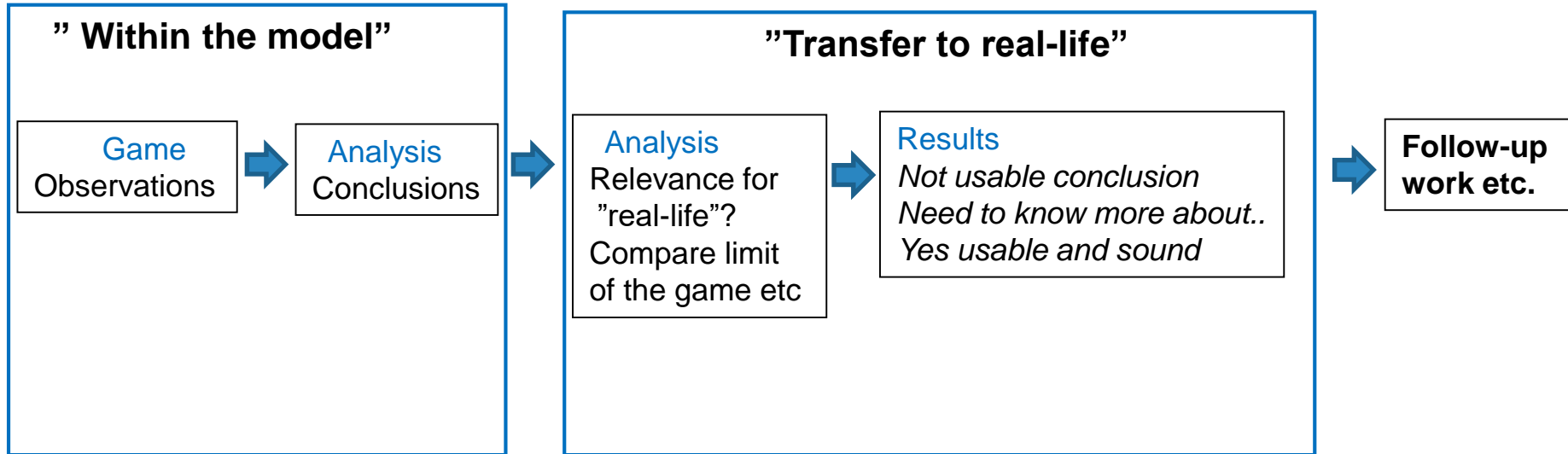


The game is a model of the reality

And simplification always have consequences...

Conclusions (incl. learning experience)

- Analytical, training/education



How usable are the results from the game?

What is the impact on the conclusion from..?

- Scenario and other constraints – *i.e the boundaries and the relevance of the game*
- Combined knowledge in the game, - *i.e., experts and the information given to them*
- Data – *real-life correctness and the level of detail of the data*
- Assumptions – *are they correct when checked?*
- Roleplay? – *well founded and realistic or?*
- Etc.

And if all the above is OK- was the game run in such a way to get a usable result?

- *Time? Game format? Documentation? Questions? Synthesis? Objectivity (before, during and after the game) etc.*

And why not - *Check your conclusions one more time using the Matrix-argumentation method*

And finally: The conclusion or learning experience is?

- **No, not usable**
- **Might be usable but we must first find out more about this.**
- **Yes, a usable conclusion/learning experience etc was achieved 😊**

Objectivity

”The opposite to a good game is not a poor one, it is a deliberately malign one.”

Stephen Downes-Martin (US Naval War College)
(Connections UK 2016)

Final comments

- **A game can be complex and complicated *OR* quite simple and straightforward depending on:**
 - The Questions to be answered and the level of Knowledge that we have and need in order to produce a **Usable good-enough Answer.**
- **Play-test beforehand to check if the game will work "good enough" and to find out what might be lacking.**