

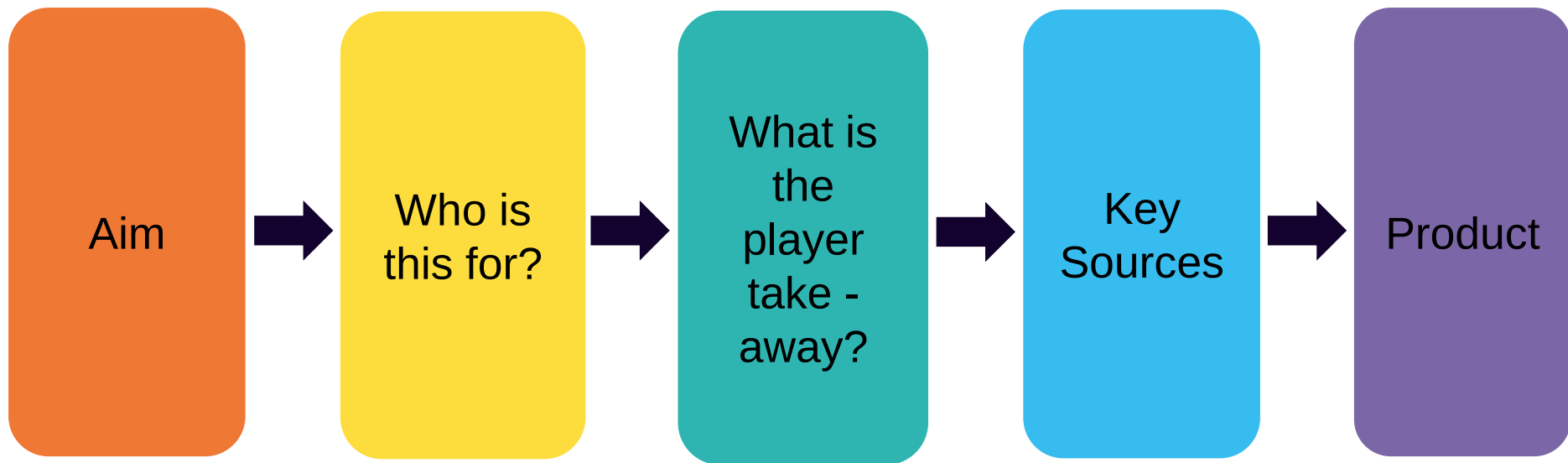


Augmenting Doctrine and Education on Military Deception

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Project WIRE





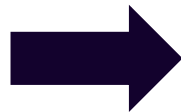


Aim



End users have greater knowledge and understanding of military deception and its application.

Who is
this for?



End users
across UK
military and
government

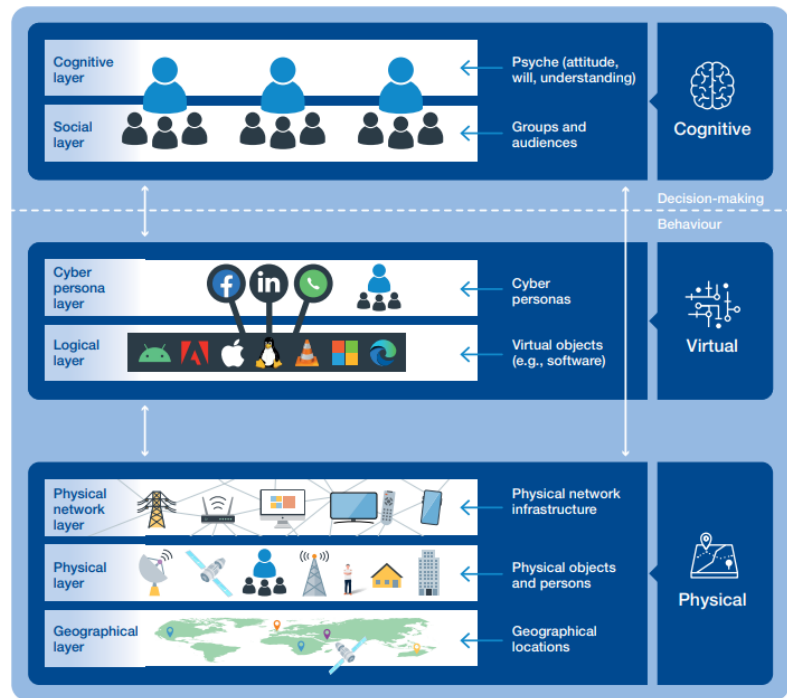
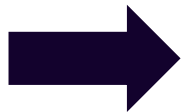


Figure 1.1 – The information environment, The Influence Wargaming Handbook

What is
the
player
take -
away?



- Greater Knowledge
- Greater Understanding
- Opportunity to explore application in a safe-to-fail way

Key Sources



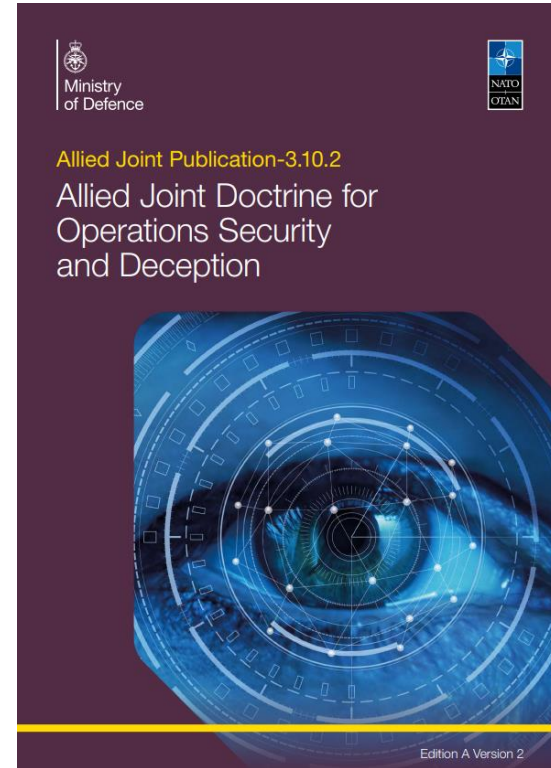
■ Behavioural Science



Key Sources



■ Doctrine



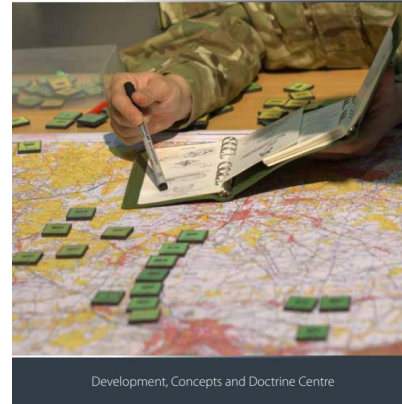
Key Sources



■ Wargaming



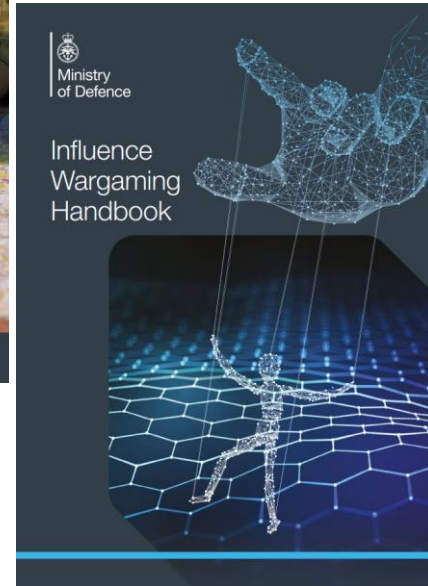
Wargaming Handbook



Development, Concepts and Doctrine Centre

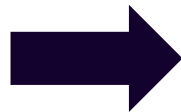


Influence Wargaming Handbook



UK OFFICIAL

Product



- Short (game time)
- Easy to set-up
- Self-facilitated in person
- Easy to learn
- Accessible
- Low complexity
- Repeatable
- Attractive
- Safe-to-fail



End users have greater knowledge and understanding of military deception and its application.

Know

Understand

Apply

End users have greater knowledge and understanding of military deception and its application.

Know

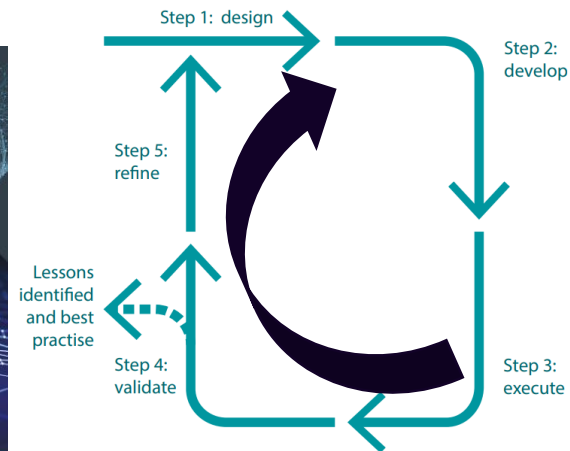
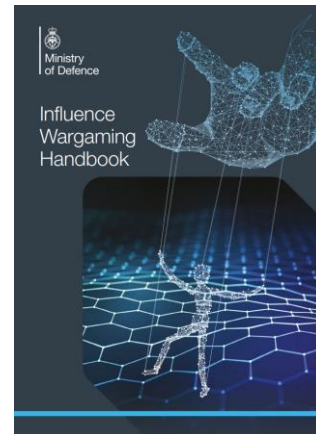
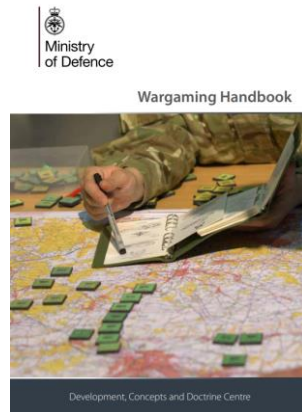
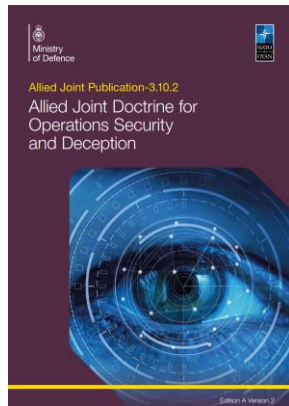
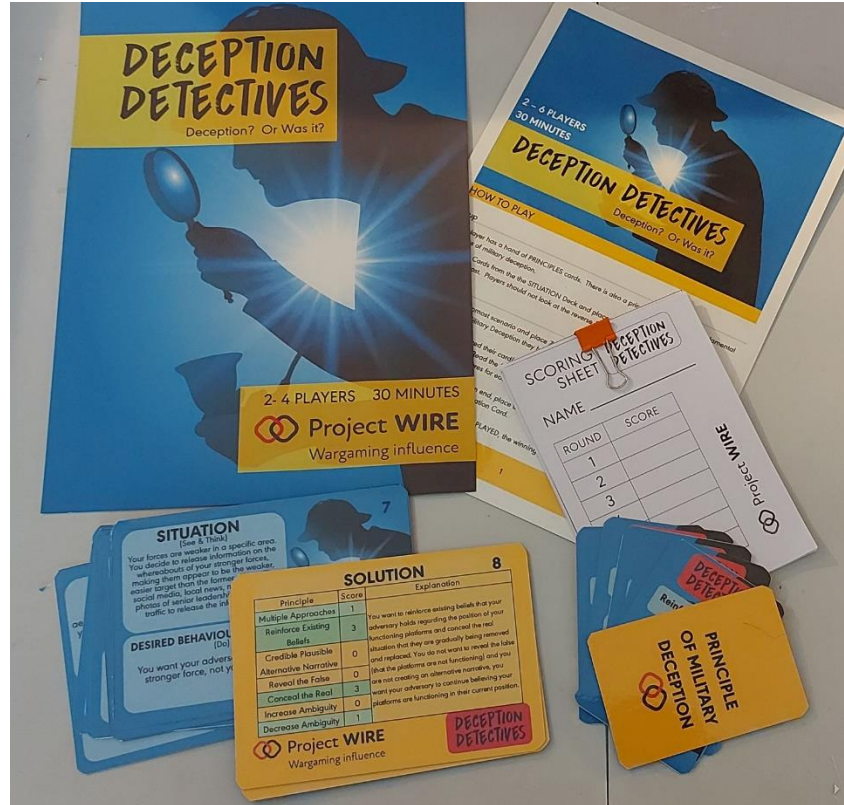
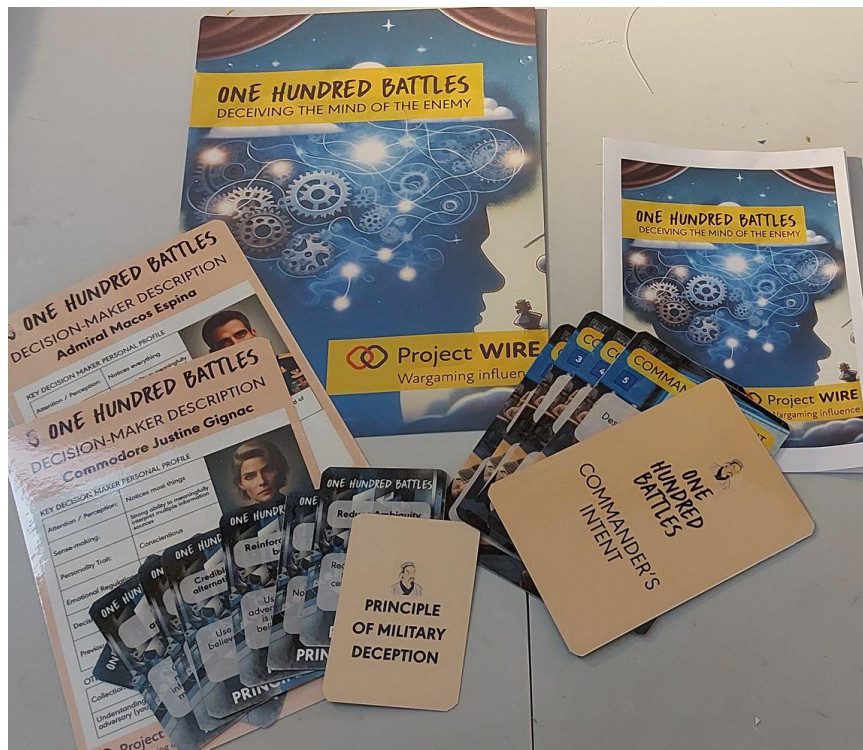


Figure 4.1 – The Wargame process, MoD Wargaming Handbook

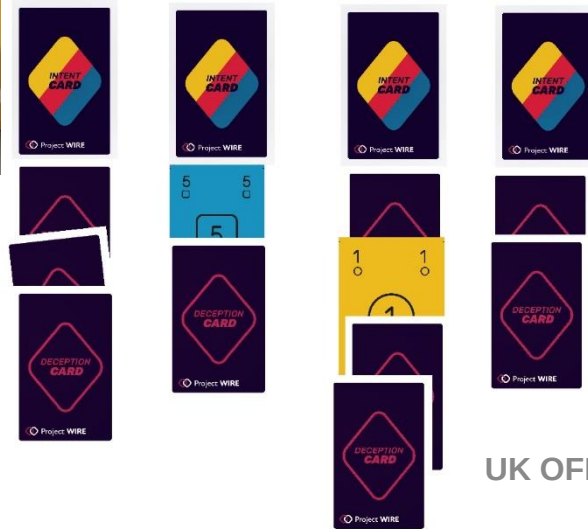
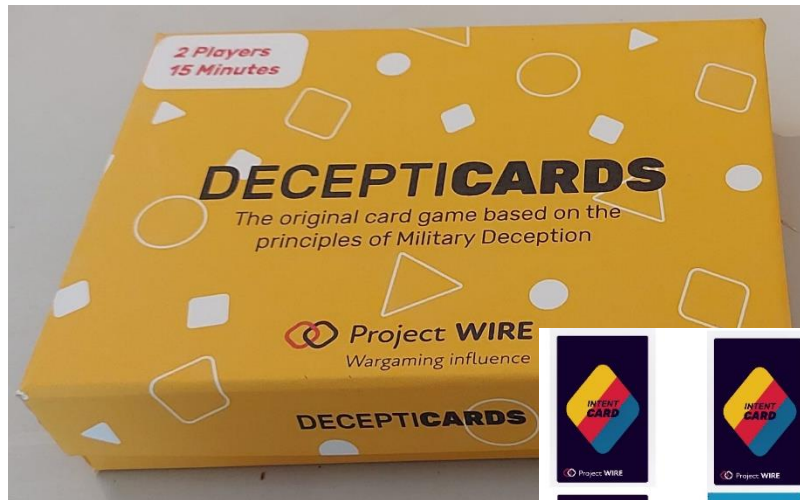
■ Deception Detectives



- One Hundred Battles



■ DECEPTICARDS



Cognitive factors

Principles of
Military
Deception

Doctrine

Games Fair

References

- [Influence Wargaming Handbook](#)
- [Allied Joint Publication 3.10.2](#)
- [MoD Wargaming Handbook](#)

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