

Wargaming for senior officials / sponsoring a wargame

12 Sep: 1110-1300

Wargaming for senior officials / sponsoring a wargame



Chair: Colin Marston (Dstl, UK MOD)

1. Al Edwards (UK MOD) – ***Wargaming for Senior Policymakers***
2. Rob Burks (Naval Postgraduate School) – ***Empowering leadership: understanding and maximizing the role of sponsors in wargaming***
3. Tom Ellen (UK MOD) – ***The wargame commissioner and deliverer: roles, responsibilities and behaviours***

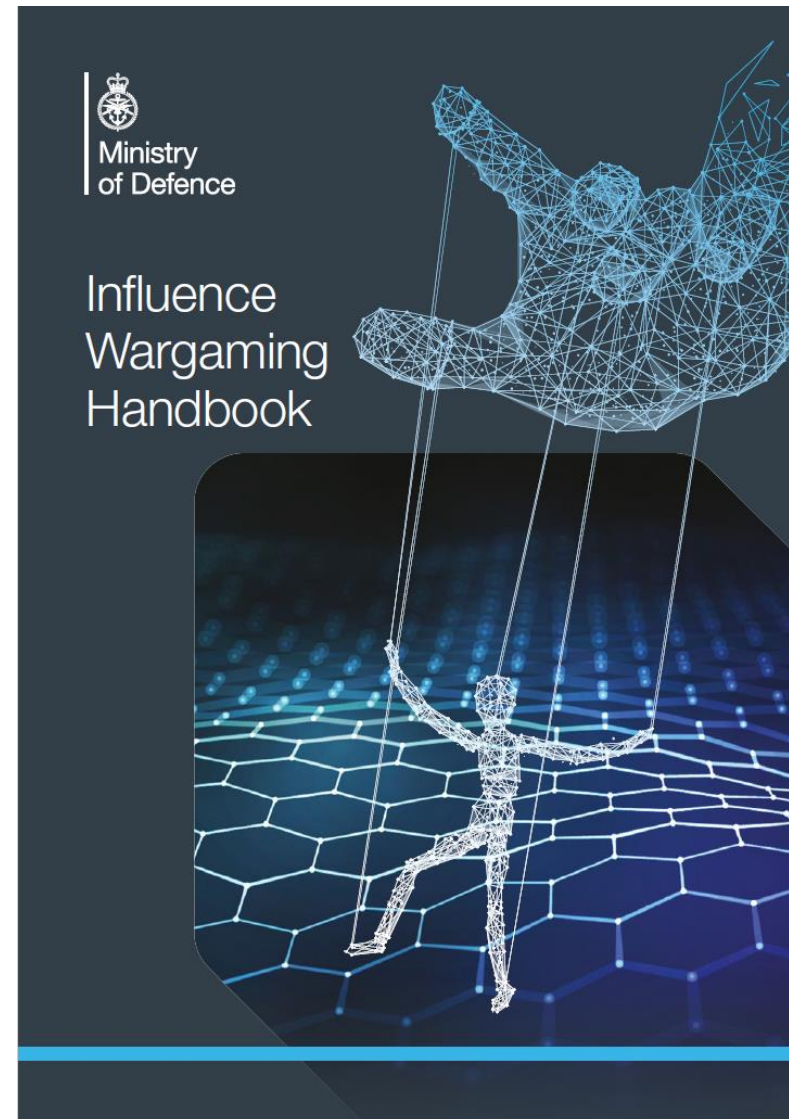
Q&A panel at end of speaker session.

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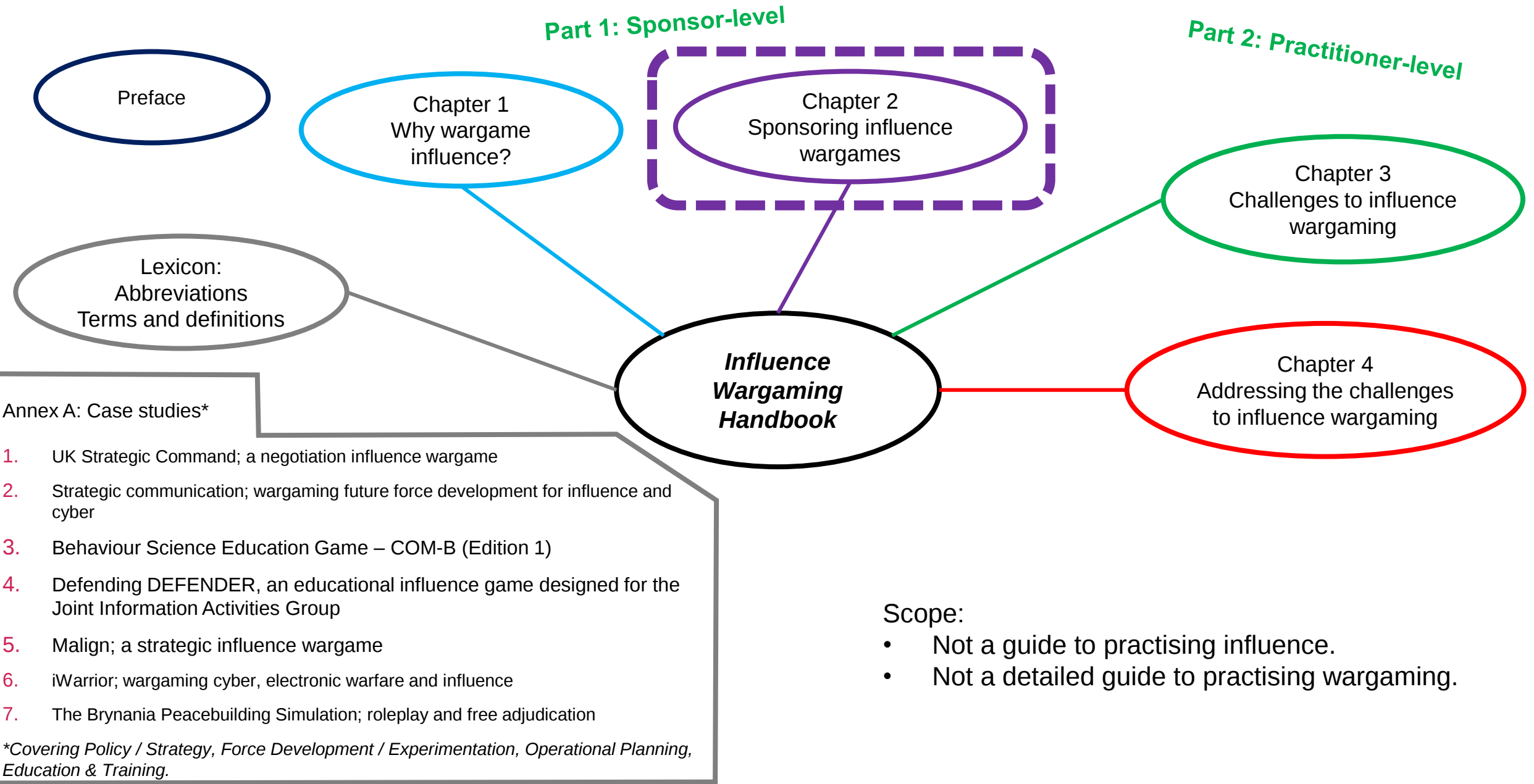
Challenging traditional thinking through wargaming is critical to reform of our Services. I expect those commissioning wargames to play an active role in those games so that reform and challenge are seen to be part of everyday thinking rather than occurring in academic or scientific backrooms. Wargame outputs have been central to our decision-making under my leadership and everyone has a role to play in this cultural shift.

”

Rt Hon. Ben Wallace MP, Secretary of State for Defence



Purpose: The *Influence Wargaming Handbook* seeks to explain how wargaming can be used to explore influence. It also looks at how influence effects might be better represented within wargames.



Part 1: Chapter 2: Sponsoring influence wargames

“

The only thing harder than getting
a new idea into the military mind
is to get an old one out.

”

B. H. Liddell Hart



2

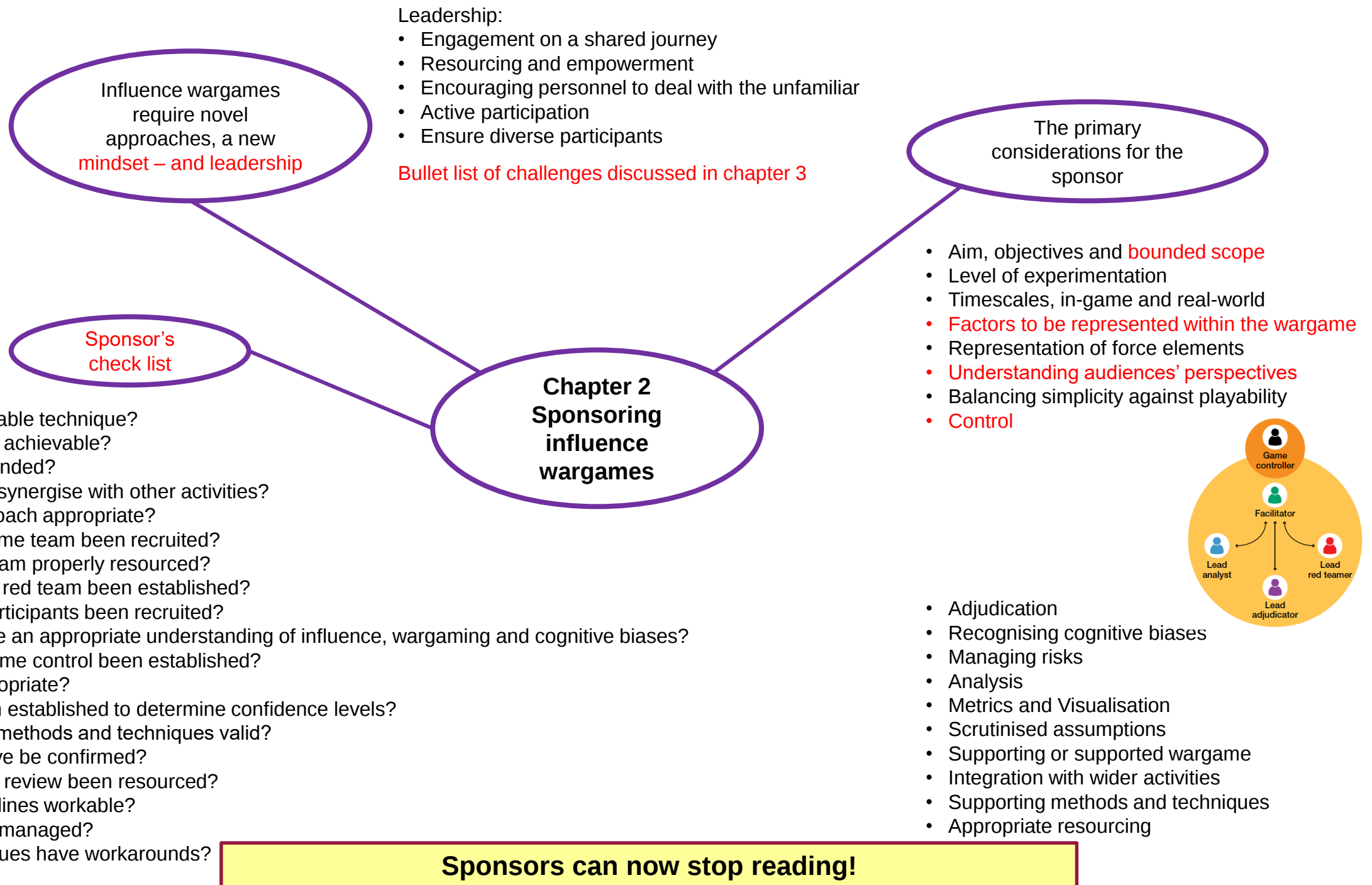
Chapter 2

Sponsoring influence wargames

2.1. Chapter 1 introduced the idea that influence wargaming is different to conventional wargaming and, consequently, demands a different mindset. This must be instilled and championed by the sponsor of an influence wargame. This chapter outlines the key factors that sponsors must consider. It concludes with a checklist that sponsors can use to ensure they provide the correct leadership, direction and resourcing to the wargame team, and that risks are properly managed.

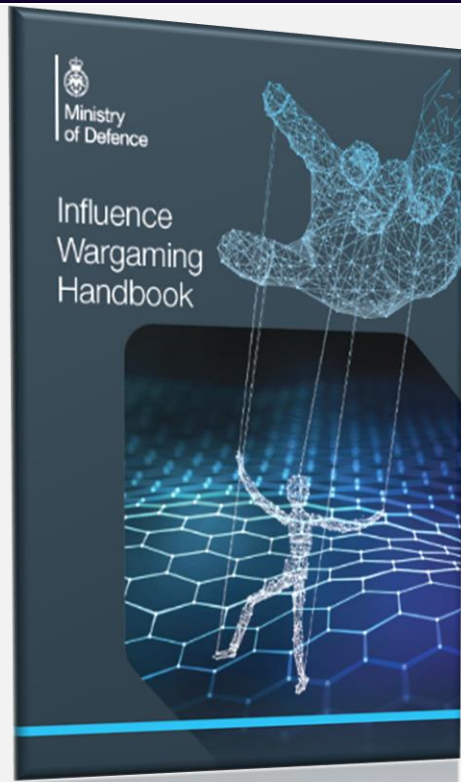
Influence wargames require new approaches, a new mindset – and leadership

2.2. Sponsors of influence wargames should not expect the games to necessarily resemble or function in the same way as conventional wargames. The representation of the information environment will be different. It, and the associated audiences, will need to be modelled using novel techniques, although these will often build on existing approaches. Furthermore, the sponsor and designers will need to adopt new mindsets when commissioning, designing and delivering influence wargames. This will require leadership, an appetite for risk and an understanding of how to manage these. A visual comparison of conventional and influence wargames is at Figure 2.1.



Influence Wargaming Handbook

[dstl] The Science Inside



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Home > Defence and armed forces > Armed forces

Influence Wargaming Handbook

<https://www.gov.uk/government/publications/influence-wargaming-handbook>

Brigadier Peter Rowell, Head Concepts DCDC

The Influence Wargaming Handbook brings together

Play (8) 0:22 / 3:58

YouTube

Chapters

Chapter	Thumbnail	Start Time	End Time	Chapter Title
Introduction		0:00		Introduction
Part 1 for the sponsor		15:03		Part 1 for the sponsor
Part 1: Chapter 2		22:58		Part 1: Chapter 2
Controlling influence wargames		26:32		Controlling influence wargames
Part 2 - for the practitioner		29:34		Part 2 - for the practitioner
Challenges to wargaming influence		34:54		Challenges to wargaming influence

[dstl] The Science Inside

Influence Wargaming Handbook

(Georgetown University Wargaming Society)

Colin Marston & Graham Longley-Brown

DSTL/PUB149735

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ICymi: Colin Marston and Graham Longley-Brown summarize the newly released UK Ministry of Defence Influence #Wargaming Handbook from @dstlmod. It also explores how influence effects might be better represented within #wargames.

Link: youtu.be/ecVxwlaAxE

Georgetown University Wargaming Society @GUWargaming

YouTube

[dstl] The Science Inside

Project WIRE

Wargaming influence

Development, Concepts and Doctrine Centre



Chapter	Thumbnail	Start Time	End Time	Chapter Title
Part 2: Chapter 4		41:29		Part 2: Chapter 4
Example methods of		48:53		Example methods of
Example adjudication		50:28		Example adjudication
Annex A case studies		51:51		Annex A case studies

<https://www.professionalwargaming.co.uk/2023.html>

Grab a copy in Room 114 (Military Deception Game Experience)

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