

# QUALITATIVE REVIEW OF TACTICAL AIR WARGAME RULES

Conducted by Vedette Ltd & Cranfield University for DSTL

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# PROCESS AND METHODOLOGY

The study looked at 17 COTS tactical air combat wargames, selected for relevance to contemporary air warfare.

Each game was assessed against 32 scored criteria.

These criteria were grouped into meta-scores headed:

- Technical Factors (aircraft capabilities)
- Operational Factors (eg. operational sustainability)
- Mission Scope (SEAD, DEAD, OCA, DCA)
- Game Qualities (eg. player agency, rate of play)
- Game Scope (scalability)



# KEY QUESTIONS FOR USERS

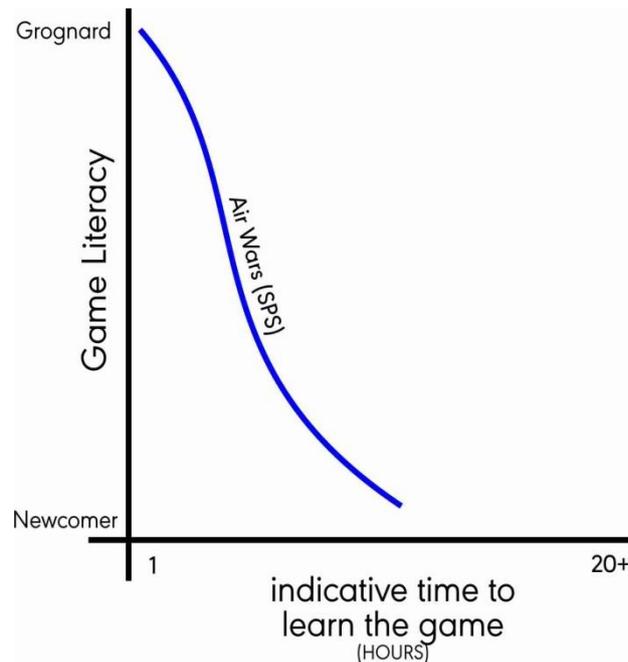
NOVELTY – Is it useful for future tech insights?

AWARENESS – Is it useful for training or development?

CAPABILITY – Is it useful for capability reviews?

MODABILITY – can we modify it easily?

## PLUS - WHAT IS THE LEARNING CURVE?



# USING THE STUDY

