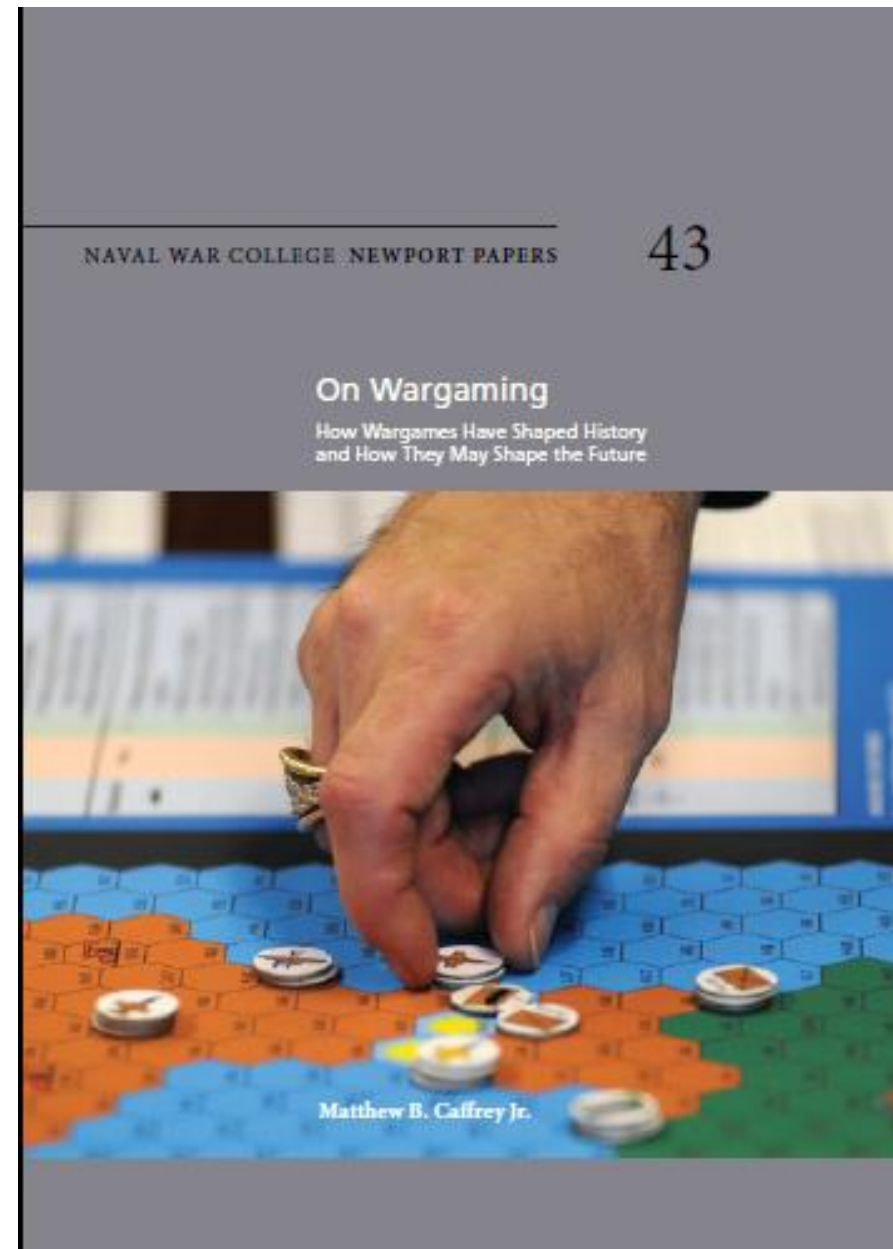
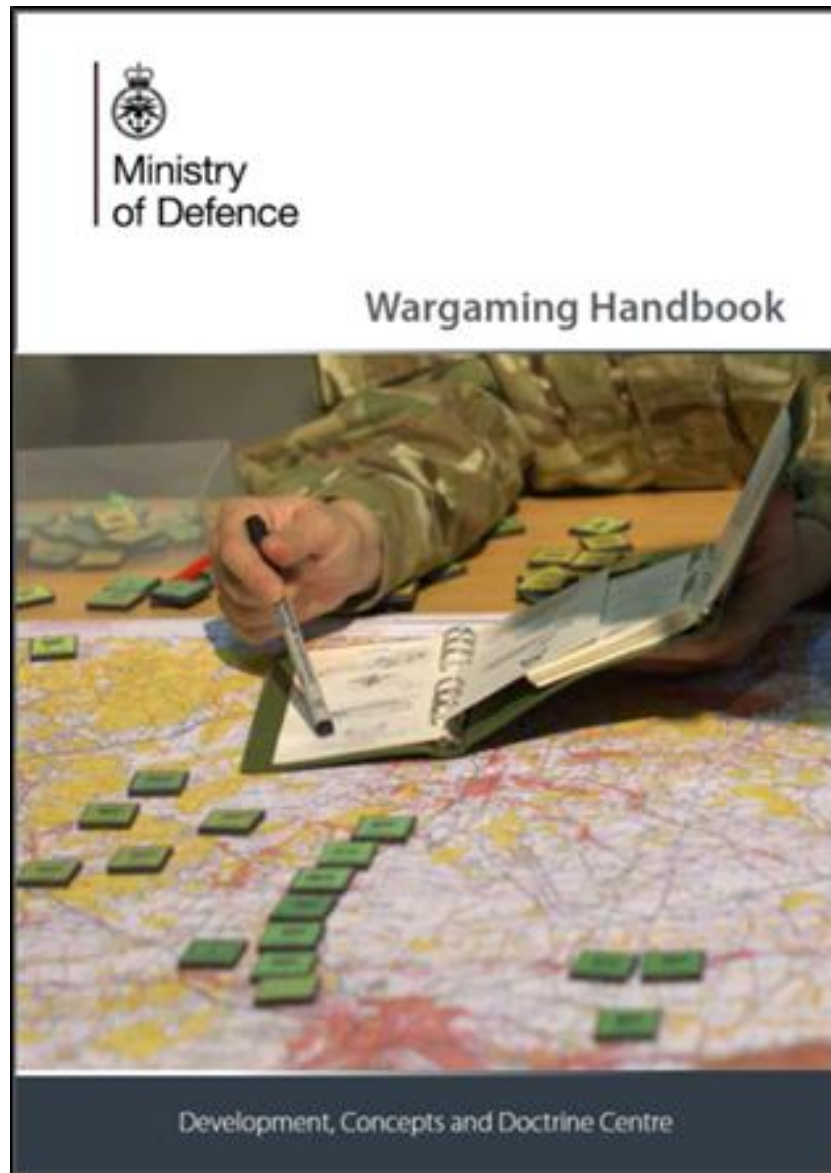


Connections UK 2019 – Closing remarks



- Presentations, speaker audio etc will appear on:
www.professionalwargaming.co.uk
- On Wargaming: <https://digital-commons.usnwc.edu/newport-papers/43/>
- PAXsims: <https://paxsims.wordpress.com/>





Purpose of handbook:

“...to provide context and guidance for wargaming. It is designed principally to introduce the topic; it is not a detailed manual or practitioner’s technical guide.”

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



The author (left), with General Julius Thompson (right) and Commodore Wilham Clapp (centre) during a playtest of a Falklands wargame.

You will benefit from this book if you are a practitioner of the art of serious wargaming. Done well, the simple act of putting players in an immersive environment, asking them to make decisions and then face the consequences of those in a dynamically evolving narrative generates astounding insights and immediate learning objectives. Yet, as Clausewitz said of war, everything in wargaming is simple, but doing the simplest thing is difficult. This book explains the seemingly simple. It is a detailed guide to designing and delivering successful wargames, whether you apply the technique to Defence, other government departments, business, the emergency services, academia or humanitarian operations. This is important because good wargames save money but, first and foremost, they save lives.

The author

In his book, Graham Longley-Brown draws on his first-hand experience and those of leading professionals around the world to tell the story of wargaming best practices. From delving into the nature and applicability of wargames (they're not just for the military), to building the best teams for producing and managing them, to articulating the life cycle of a successful game, it is a story which will prove invaluable for professional practitioners of wargames for both security and business.

Peter Perle, author of The Art of Wargaming

This book offers a cornucopia of invaluable information and ideas based on Graham Longley-Brown's decades of hands-on experience in designing and running professional wargames. There are extensive contributions from other experts, making the book a gold mine of insights from across the global wargaming community. It is essential reading for anyone wishing to use this increasingly prominent analytical and educational technique.

Professor Philip Sabin, author of Simulating War

Soldiers take great pride in being physically fit. Sport plays a major part in Army culture. But fighting power comprises three components: physical, moral and conceptual. The physical component is important, but the conceptual component is the decisive and campaign-winning differentiator: in war, the winners are the thinkers, the rest are bears. Wargaming is not only a directed element of the military planning process, but it also provides a fitness training programme for the brain in which every thinking Army officer should engage. Anyone involved in military thinking, or indeed any form of tactical or strategic thinking, from government to business, will derive huge benefit from Graham Longley-Brown's excellent exploration and explanation of the (often neglected) art of wargaming.

General (Retired) Andrew Sharpe CBE



Graham Longley-Brown
www.lbsconsultancy.co.uk

John Curry
www.wargaming.co

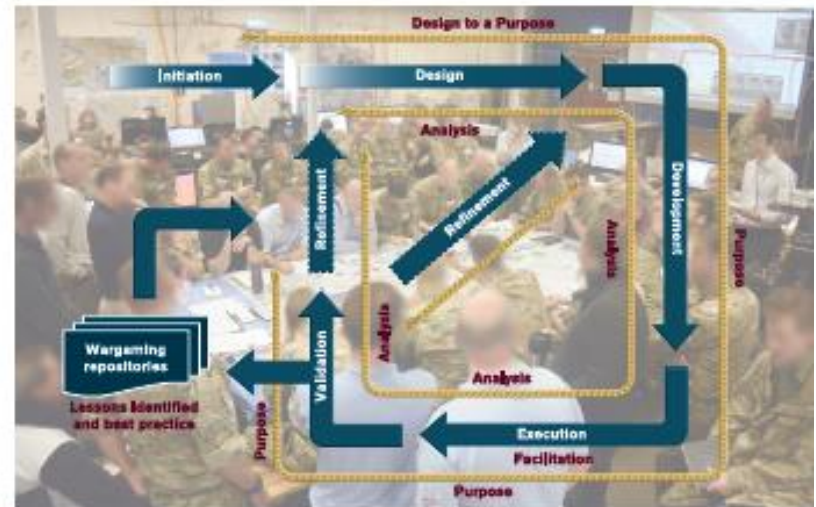


Successful Professional Wargames A Practitioner's Handbook

Graham Longley-Brown
Edited by John Curry



Successful Professional Wargames A Practitioner's Handbook



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Successful

Successful Professional Wargames

A Practitioner's Handbook

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Professor Philip Sabin, author of *Simulating War*

Connections UK 2019 is based 100% on your feedback from 2018

While the Intro to War Gaming day was interesting and provided a useful context to the subject, there were far too many people in the room. Tom said he usually has around 20 for the course and there were over 80 who turned up, which made the training difficult. With so many people in attendance I did not actually get to take part in any war gaming throughout the day, which I think is quite fundamental in learning about it. Just being an observer all day was boring and disappointing, particularly with the last game which seemed to run for a few hours. I am not sure if I could recommend this course to others based on how oversubscribed it was.

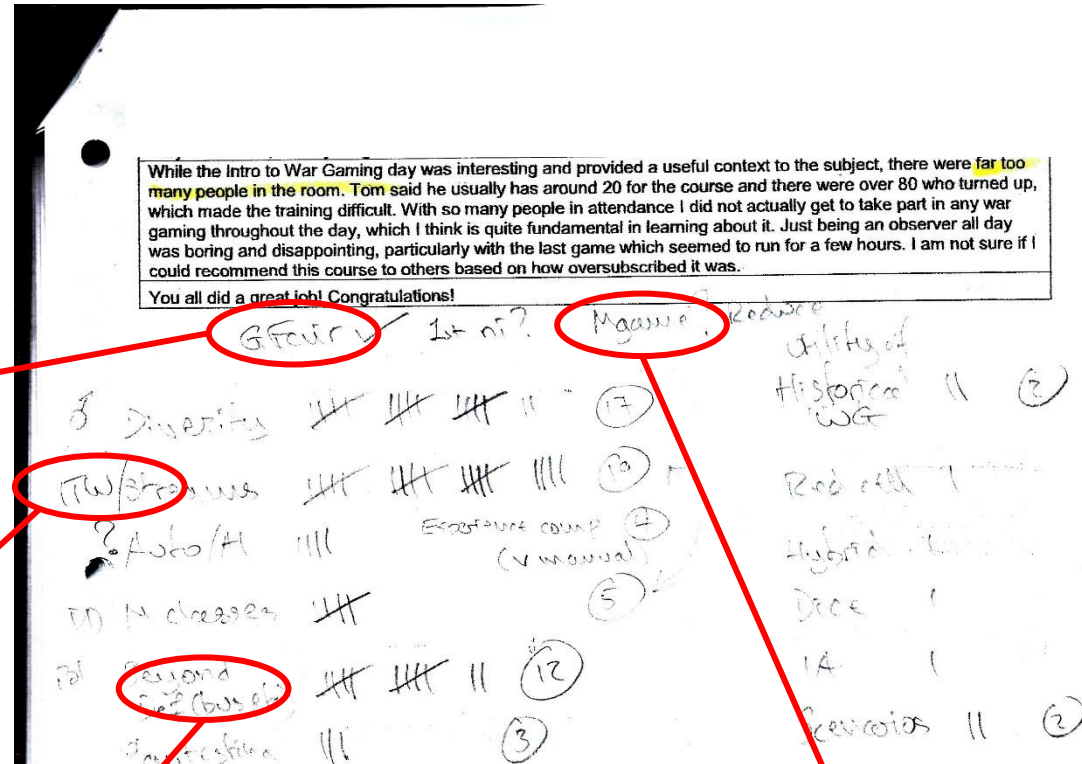
You all did a great job! Congratulations!

Play more games!

Introduction to
Wargaming Course

More diverse game formats

...but keep the megagame



Connections UK 2019 is based 100% on your feedback from 2018

Plenary:

'Beyond Defence': Gaming
Peace and Stabilisation Operations

Simultaneous streams (Deep Dives):

& #s

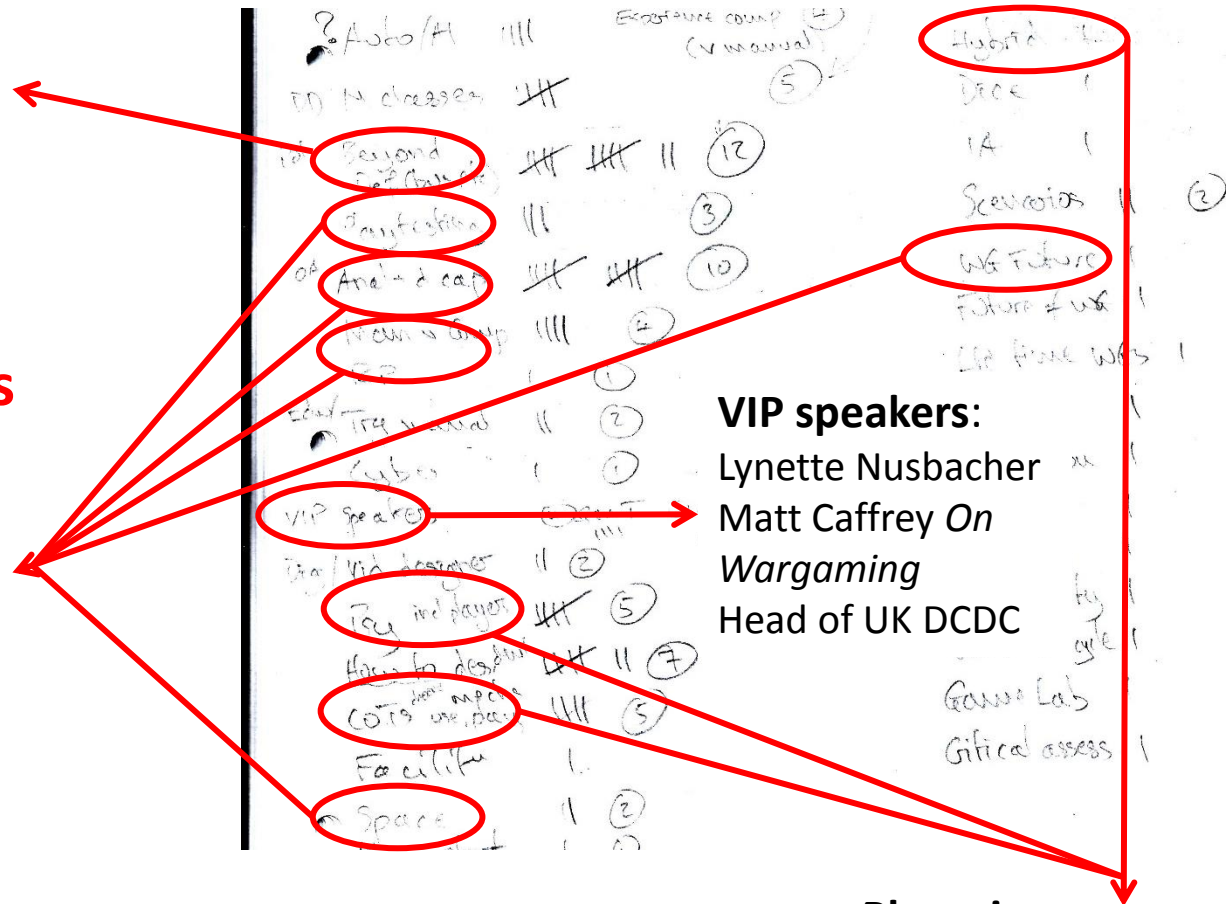
Quantitative vs Qualitative gaming
Answering 'So what?' Questions
Successful Playtesting
Data Capture & Analysis
Wargaming the Future
Space Games
Technology to Support Wargaming

VIP speakers:

Lynette Nusbacher
Matt Caffrey On
Wargaming
Head of UK DCDC

Plenaries:

The Psychology of Wargaming
Wargaming Hybrid Ops
Using COTS/MOTS Games



Please complete our survey.



Connections UK 2019 survey feedback

Welcome to the Connections UK 2019 survey

Thank you for participating in our survey; your feedback on Connections UK 2019 is very important to us. Please try to answer every question.

Since our first conference in 2013, we have continually made changes to the content and format of Connections UK based on your feedback. Help us shape future Connections UK events.

Your responses are anonymous but if you want to give additional direct feedback you can use the contact form on the Connections UK website (www.professionalwargaming.co.uk).



Interdisciplinary Wargaming Conferences

Connections UK 2019 – Thank you and safe travels

