



Empowering Wargaming Educators: Hard Lessons Learned in Wargaming Education

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Connections UK
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The Nation's Premier Defense Research University

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- Setting the Table
- Wargaming Education – Maximizing Effectiveness
 - Define and Scope your Objective/Goals
 - Understand your Students
 - Maximize time to Wargame
 - Promote a culture of Wargaming
- Wrap Up

Today's Focus is on helping Wargaming Educators – but all wargamers can learn a thing or two today as well.



Colonel (R) Robert Burks, Ph.D.

- 32 years of U.S. Army service
 - Over a decade as Enlisted Infantryman and Infantry & Quartermaster Officer
 - 17 years OR/Systems Analyst
- **49+ years of Professional & Hobby Gaming.**
- Currently
 - Associate Professor, Defense Analysis
 - Director NWSI Wargaming Center
- Supporting DoD, Partners and Allies
 - **40 organizations, with 60 workshops, to help grow their wargaming capability.**





A Starting Point -- What is a Wargame?

An Act of Communication that simultaneously **explores complexity**, **enhances understanding** and **communication**, **stimulates creativity**, and **contributes to a of action**.

A dynamic representation of **conflict or competition** in which **people make decisions** and respond to the **consequences** of those decisions.



Crisis Planning



Border Security



Operational Planning

What About these ...

Crisis Simulation

Conflict Simulation

Crisis Management

Policy Gaming

Serious Gaming

Peace and Conflict Exercises

Professional Gaming

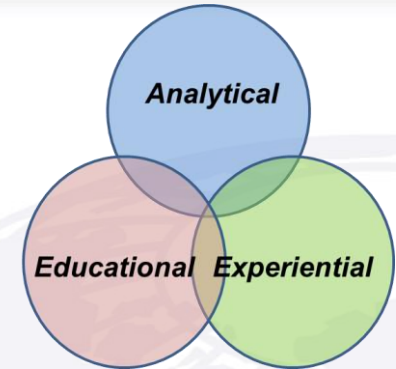
... are they wargames?



The Purpose of Gaming

The goal of all games is to immerse the players in an environment with the required level of realism to permit the investigation of the human decision-making process.

Three broad purposes (**The Why**) of gaming:



- **Educational (Player Focused – conveying knowledge)**
 - **Reinforce learning objectives** while exposing players (students) to situations that they are likely to encounter during their professional careers.
- **Experiential (Player Focused – conveying knowledge)**
 - Provide players practical experience during training that better prepares them for specific jobs or tasks.
- **Analytical (Sponsor Focused – creating knowledge)**
 - **Extract insights and findings** from players to inform organizational challenges and complex problems.



Wargame Education – Today's Focus!

Building a successful Wargame Education program!



The Three Witches – Focused **Student** Maximize
Objective , Background , and **Time**



Building a Wargaming Course

Why do you want the course, who is the **audience**, what do you want them to **get from the course**, and how much **time** do you have?

NATO School House Oberammergau (Resident)

- **Wargame Practitioner Course – Practitioner/Planner**, analytical, 5 Days (36 Hours)
- **Wargame Designer Course – Designer**, analytical, 10 Weeks (100 Hours)

Naval Postgraduate School (Resident)

- **Wargaming Applications – Analyst**, analytical, 12 Weeks (60 Hours)
- **Operationally Oriented Research Studies – Practitioner/Planner**, analytical, 12 Weeks (50 Hours)
- **Wargaming the Great Campaigns of History – Practitioner/Planner**, educational, 12 weeks (50 Hours)

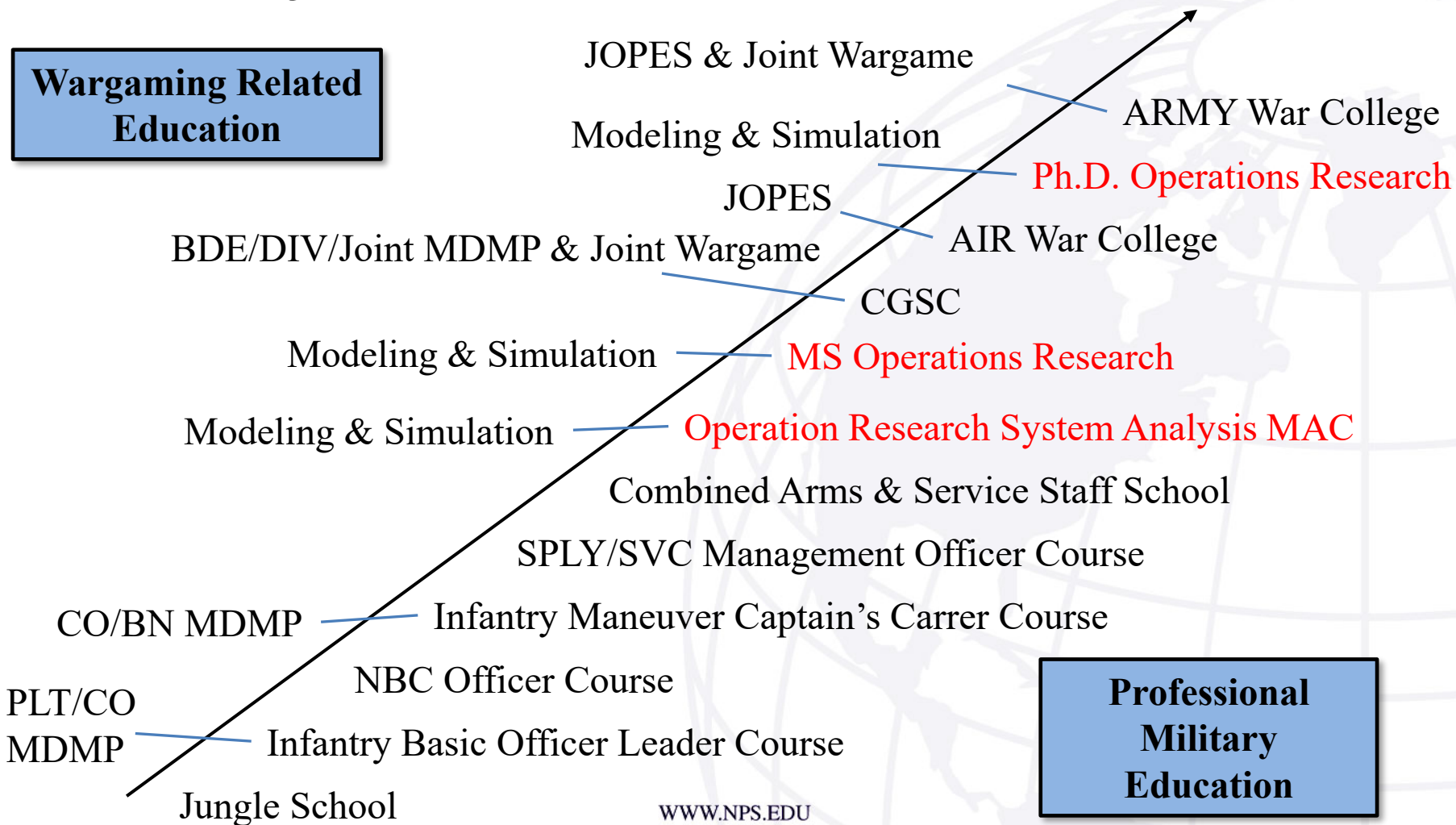
Naval Postgraduate School (Mobile Education).

- **Tailored to the Organization – analytical or educational**, 3 – 10 Days



Understanding this background is fine – **Sort of ...**

Education background of a U.S. OR Officer





Student Experience (Cont.)

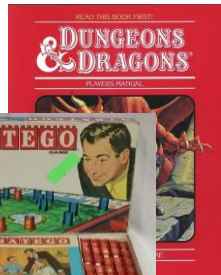
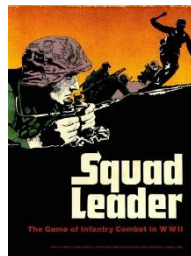
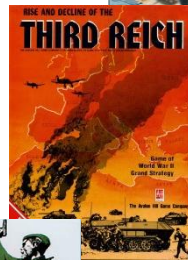
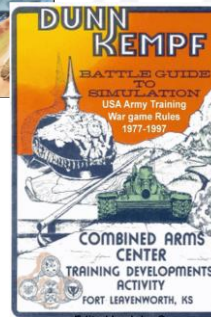
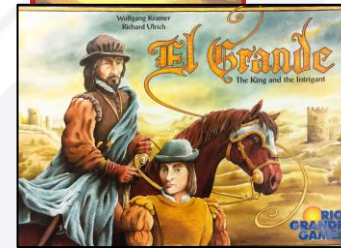
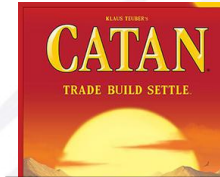
Understanding this background is better!

2000s

1990s

1980s

1970s



What gaming have they been exposed to or experienced!



Course Design - Crawl, Walk, Run

Don't try to start at your end goal/objective but build towards it.



**The Campaign for North Africa:
The Desert War 1940-43, SPI**

**Approximately 2 Years to Design and Develop
Playing time \approx 1,000 Hours**

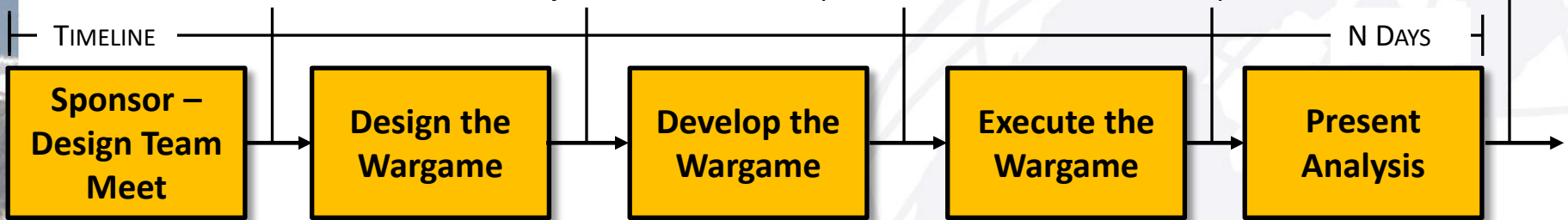




Basic Building Blocks for Successful Course

NSO Practitioner/Planner Wargaming Course (Three Key Elements)

- **Sponsored Wargame** – Students should **build a wargame** seeking insights into a complex problem
- **Small Groups** – 4 – 6 student teams
 - Topic Defined
 - Core Support ID
 - Endstate
 - Purpose
 - Objectives
 - Analytical Plan
 - Facilitation Plan
 - Operations Plan
 - Wargame Data
 - Wargame Quick-look Report
 - Products
 - Report



- Ice Breaker Game (COUP)
- Experience Game (Power of Persuasion)
- Focused Game (Matrix Game)

- **Experience Building** – Play 2 – 6 focused tailored games (but not just any games)

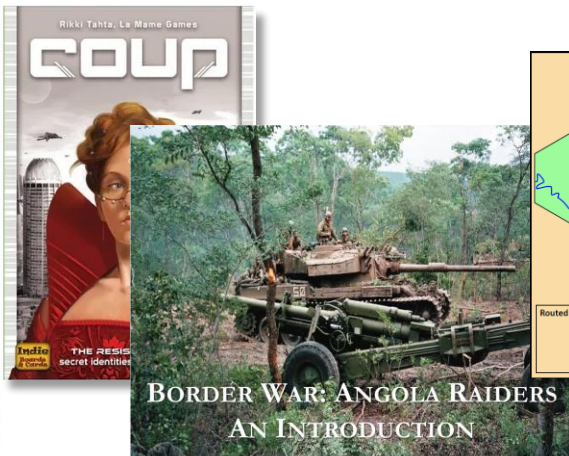
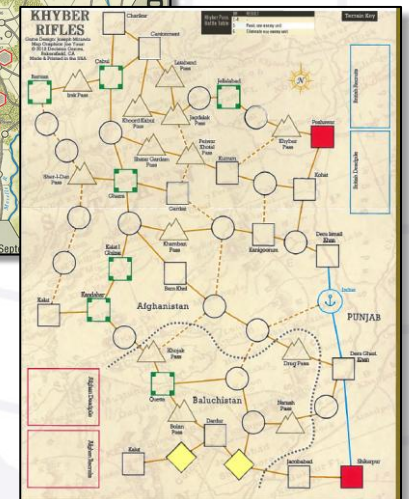
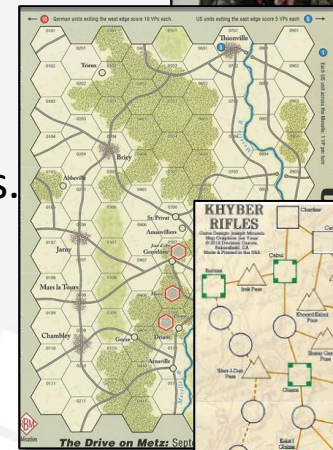
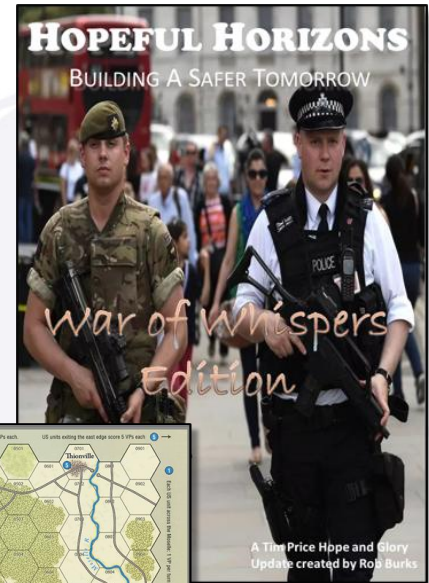
No course has every failed to have to have a functional game on the table by Thursday Afternoon for Friday execution



Maximizing Time – More Gaming

The only way to get good at wargaming is to wargame – so wargame!

- Introduce wargaming in **manageable learning slices!**
 - Start slow and easy.
 - Add complexity (“realism”) as you go.
- **Utilize wargames that are quick to play and support the course objective and student experience.**
- **Develop opportunities** for individuals to do more wargaming.
- **Expose novice wargamers** to the myriad of possible game mechanics, use **hobby games** as teaching vehicles.





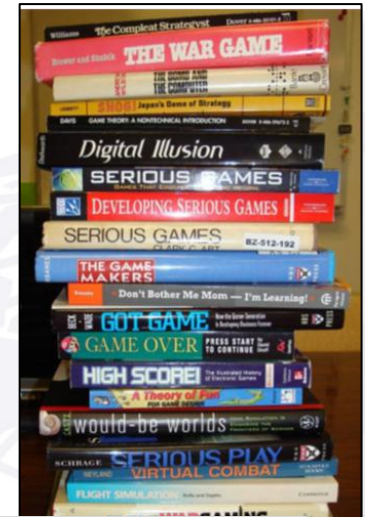
Wargaming is best learned by doing

- Less lectures/discussions and more doing/reflecting
- Exploit every opportunity to wargame.

Start small with frequent small successes and build toward the ultimate objective.

Communicate and **demonstrate the value proposition** of Wargaming.

Empower everyone in the course to do wargaming.



Hands on Gaming is key!





Questions?

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