



Strategic Command

Defence Experimentation and Wargaming Hub

The DEWH Lessons Process

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Evidence-based decisions faster

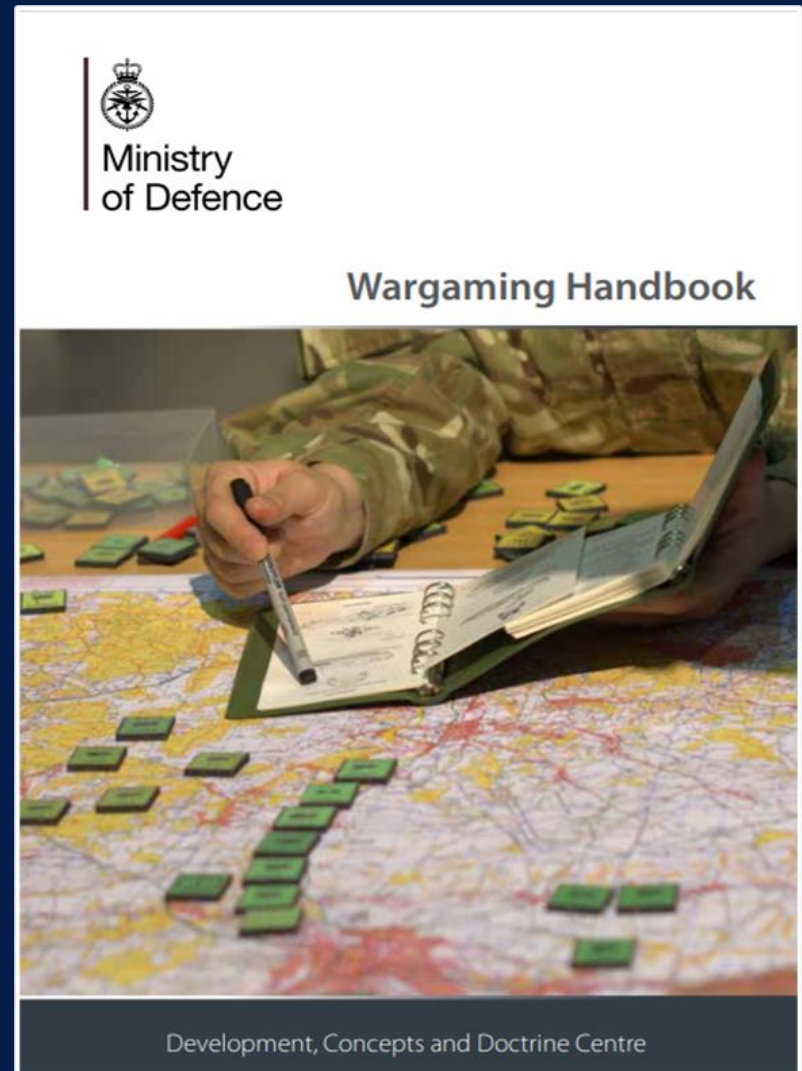


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Aim

- What is a lesson?
- The DEWH lessons process



What is a lesson?

*‘A lesson can be defined as **knowledge from experience** (positive and negative) that has future **value to others.**’*

The NATO Lessons Learned Handbook

*“A **learned lesson** is one that leads to an **enduring improvement** in capability or performance derived from **understanding** our experiences and **validated** by subject experts.”*

JSP 441 Information, Knowledge, Digital and Data in Defence



What is a lesson?

Can only be fixed by:

- Financial investment
- New infrastructure or infrastructure rebuild
- New equipment or equipment modification
- Change to policy
- Change to training
- Reforming organisational structures
- More workforce with specific skills
- Contractual change
- Cultural change



Good Practice, Observations, Findings

What is good practice?

- A good idea or 'hack' that should be used again

What is an observation?

- A notable failure or success. A potential lesson

What is a finding?

- A deduction or conclusion identified by a wargame
- It is not a lesson

The Outputs Hierarchy



The Outputs Hierarchy

Staff Action

LESSON

(Something must change)

OBSERVATION

(We must do better)

**GOOD
PRACTICE**

(We should all be doing this)

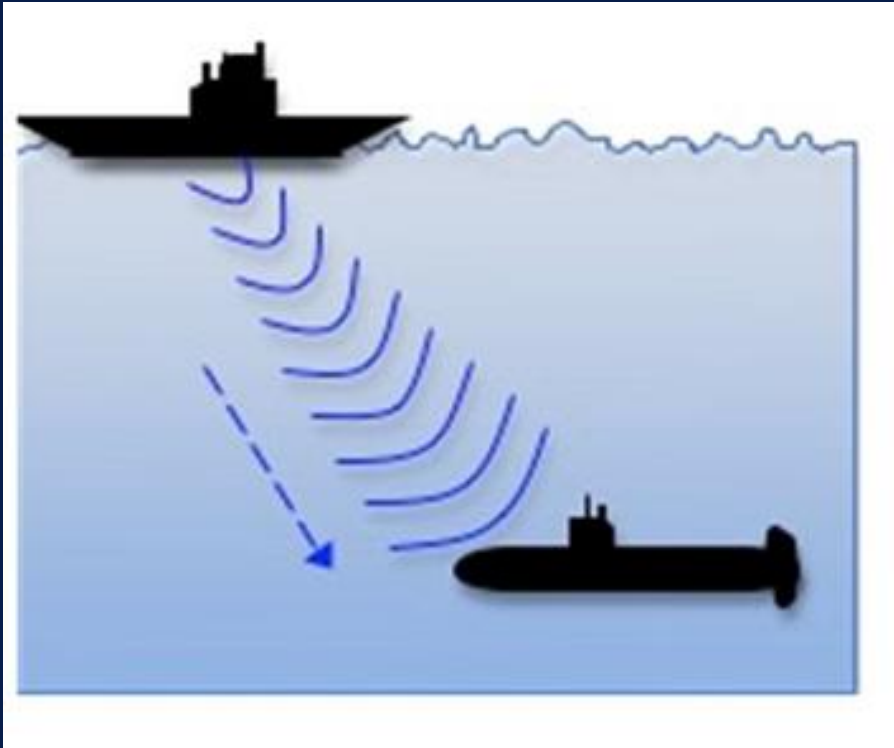


The Outputs Hierarchy

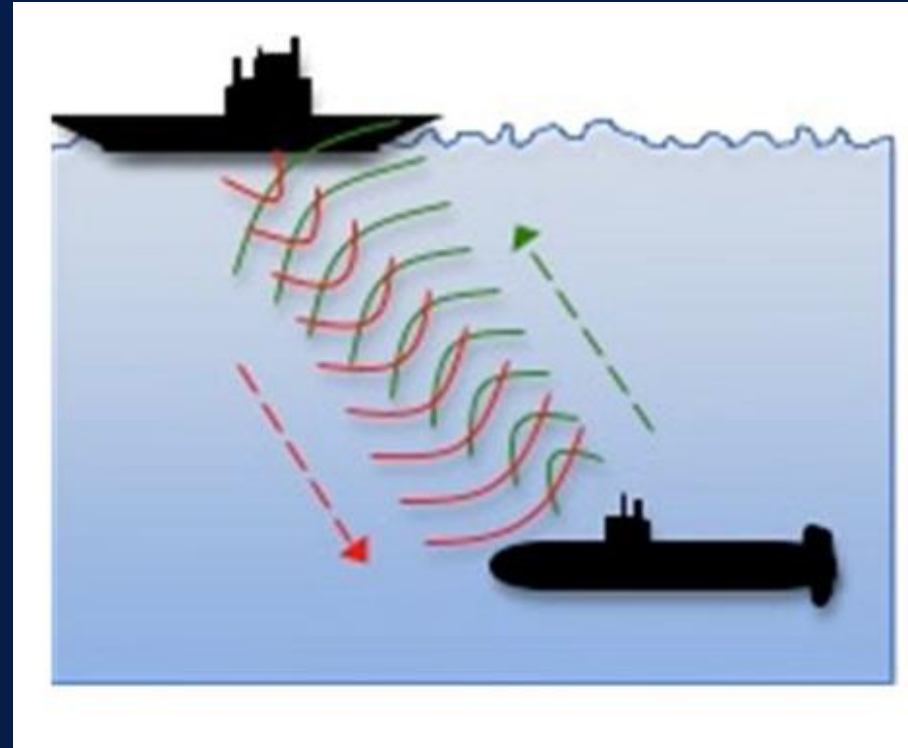


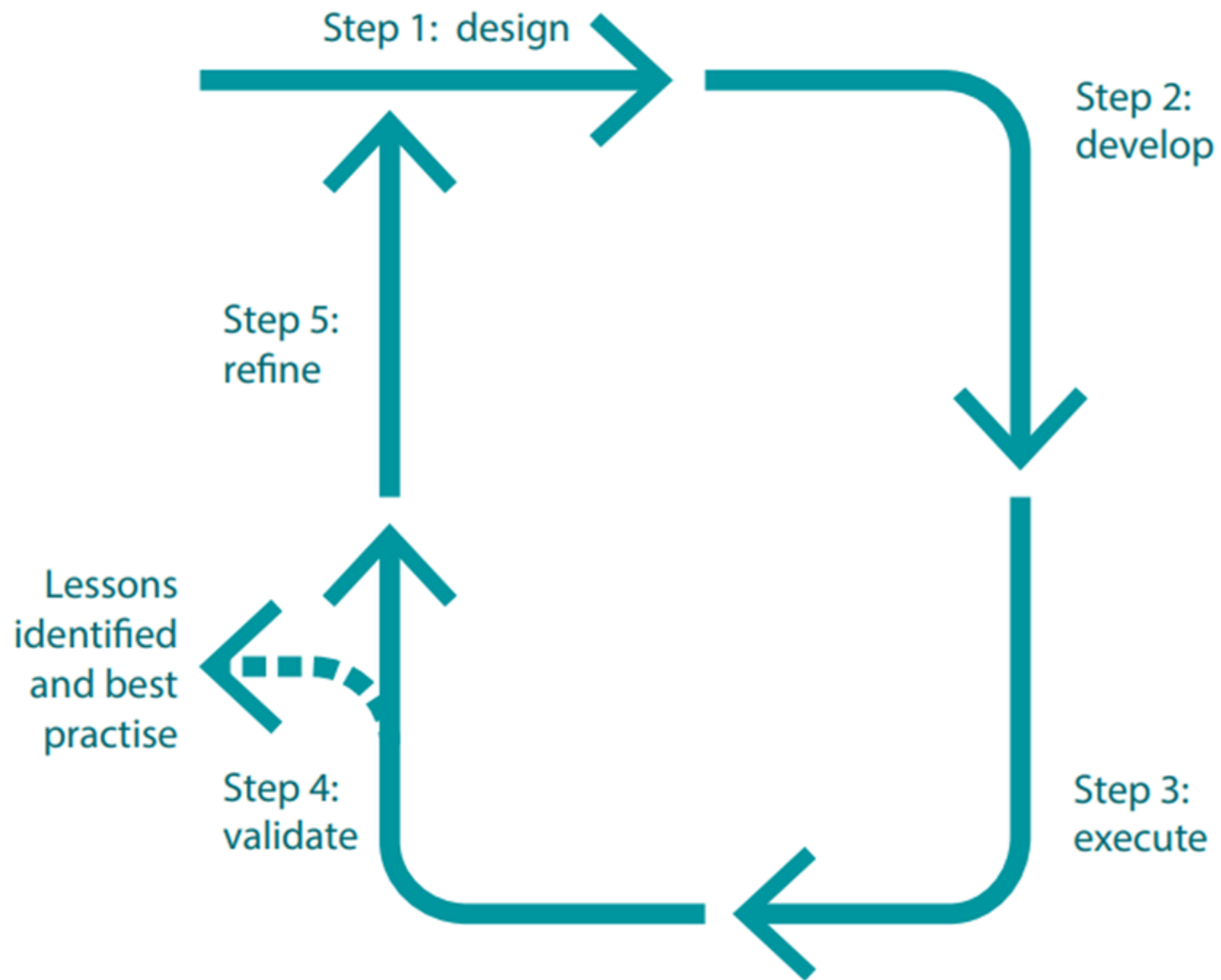
Lessons Capture

Passive Collect



Active Collect

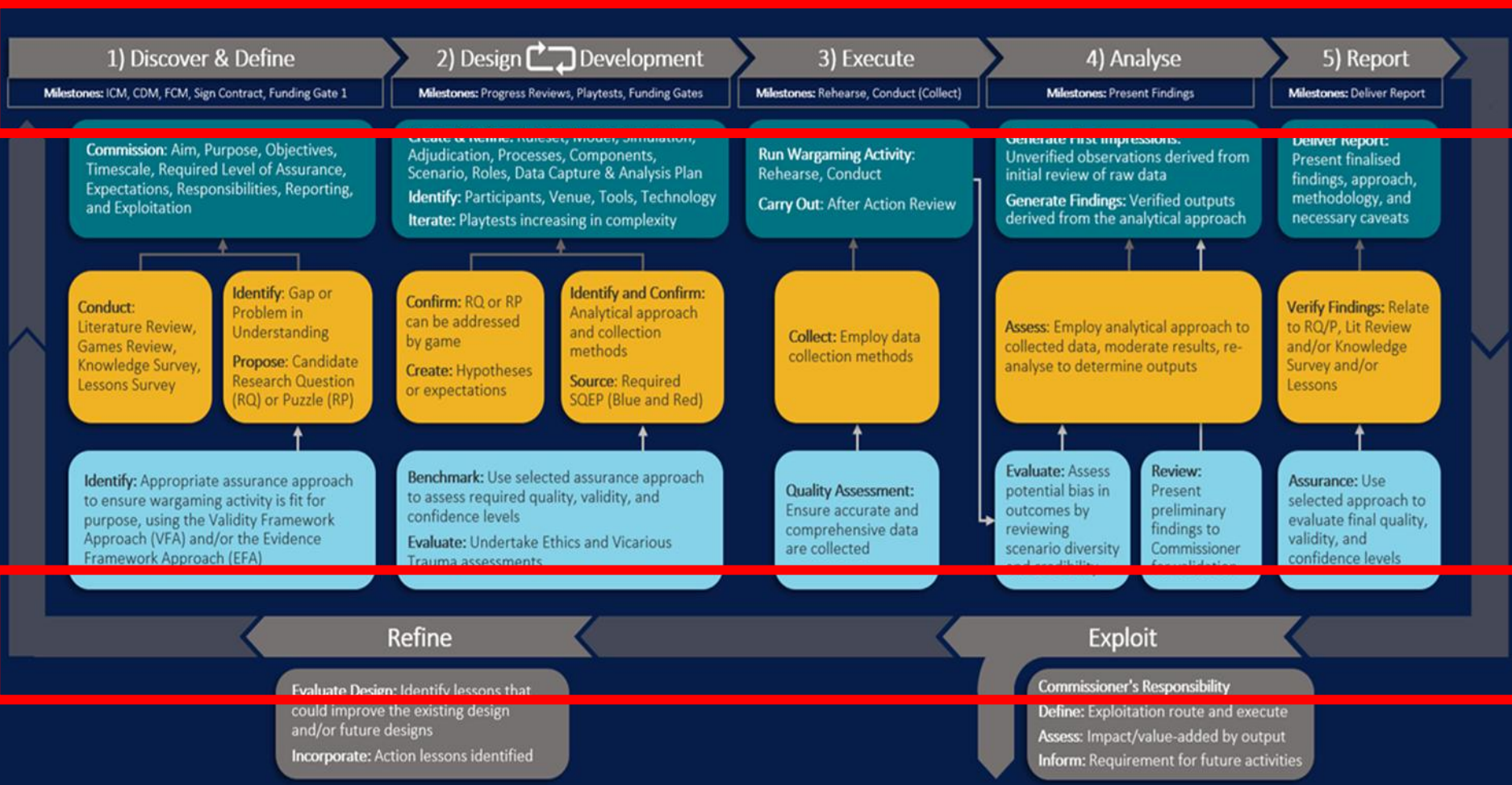




Source: DCDC Wargaming Handbook. Aug 17



Analysis Led Wargaming Framework



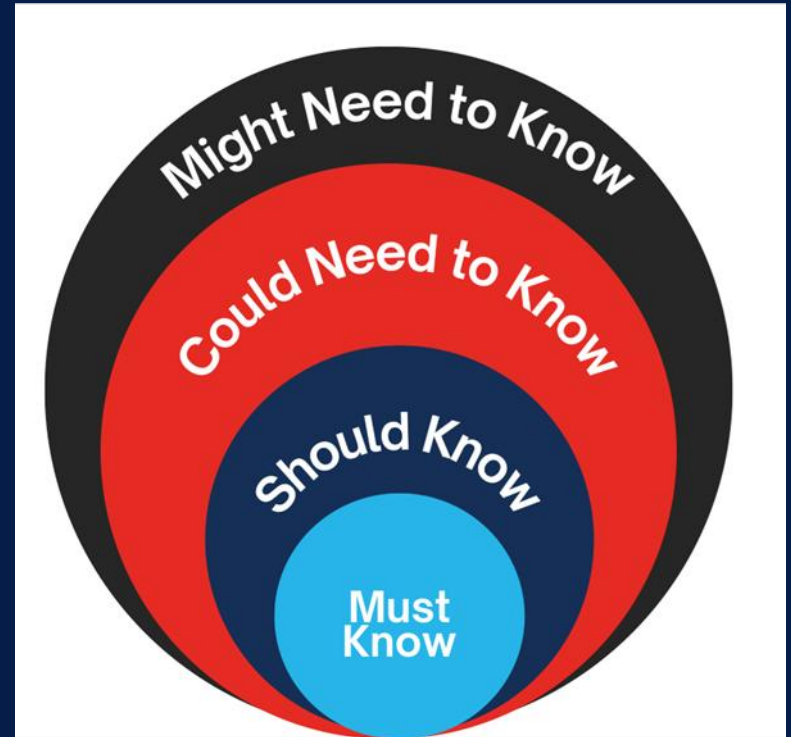
Delivery Activities
 Analysis Activities
 Assurance Activities

Note: Some activities and milestones may only apply to large-scale wargames

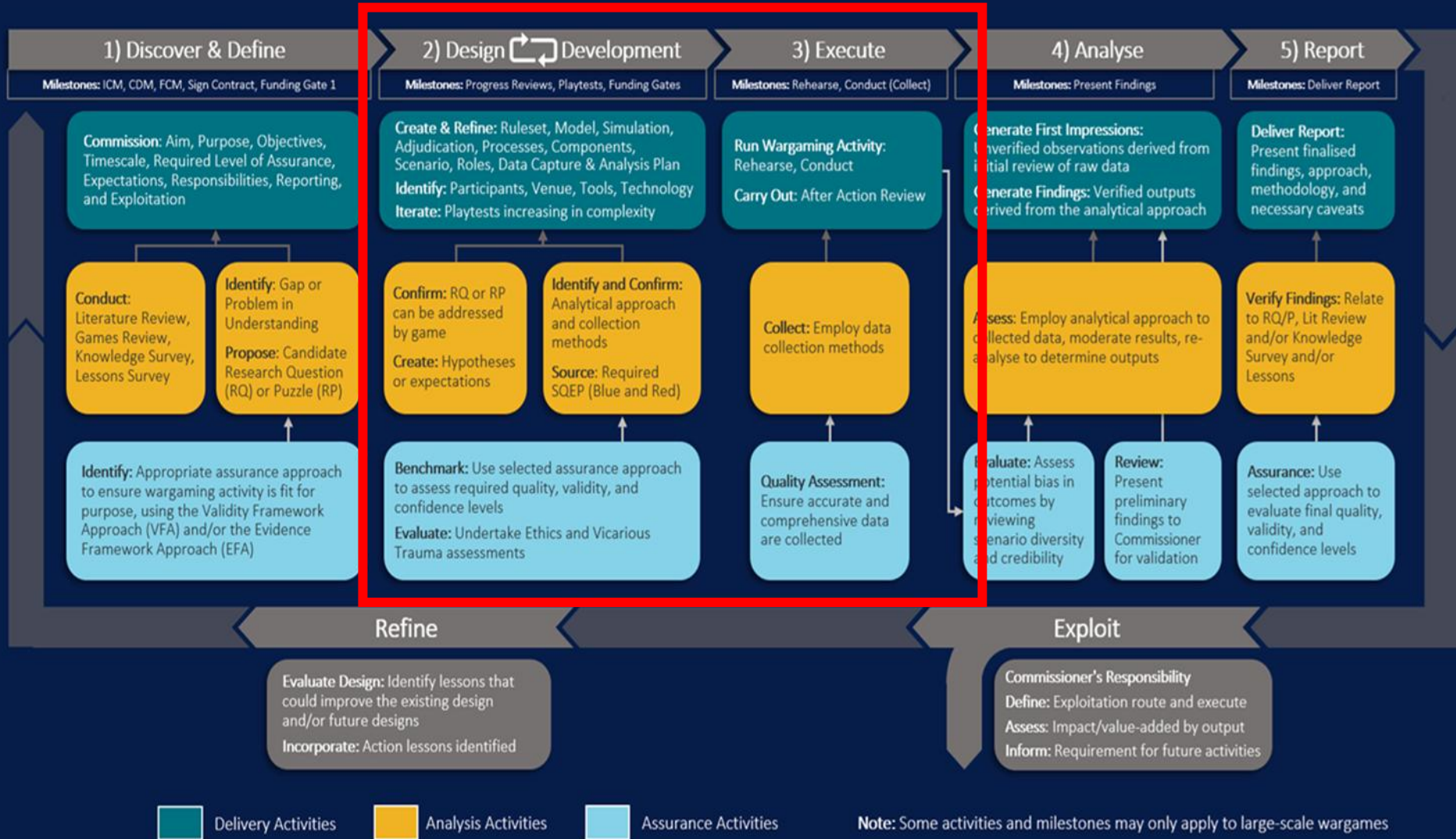
Analysis Led Wargaming Framework



- Research relevant lessons from:
 - Operations
 - Training
 - History
 - Allies and adversaries
- Research relevant wargames
- Begin developing the exploitation pathway



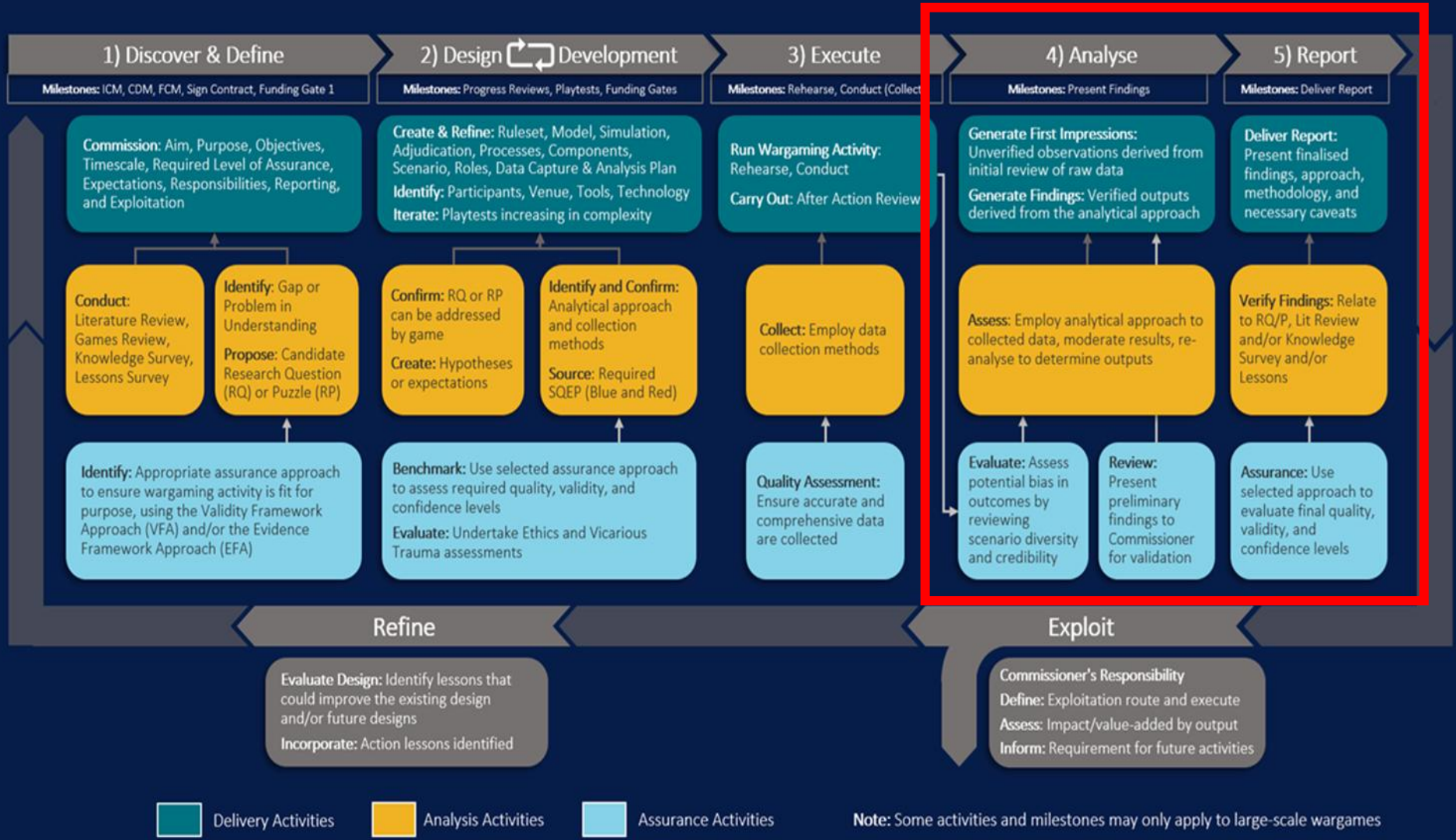
Analysis Led Wargaming Framework



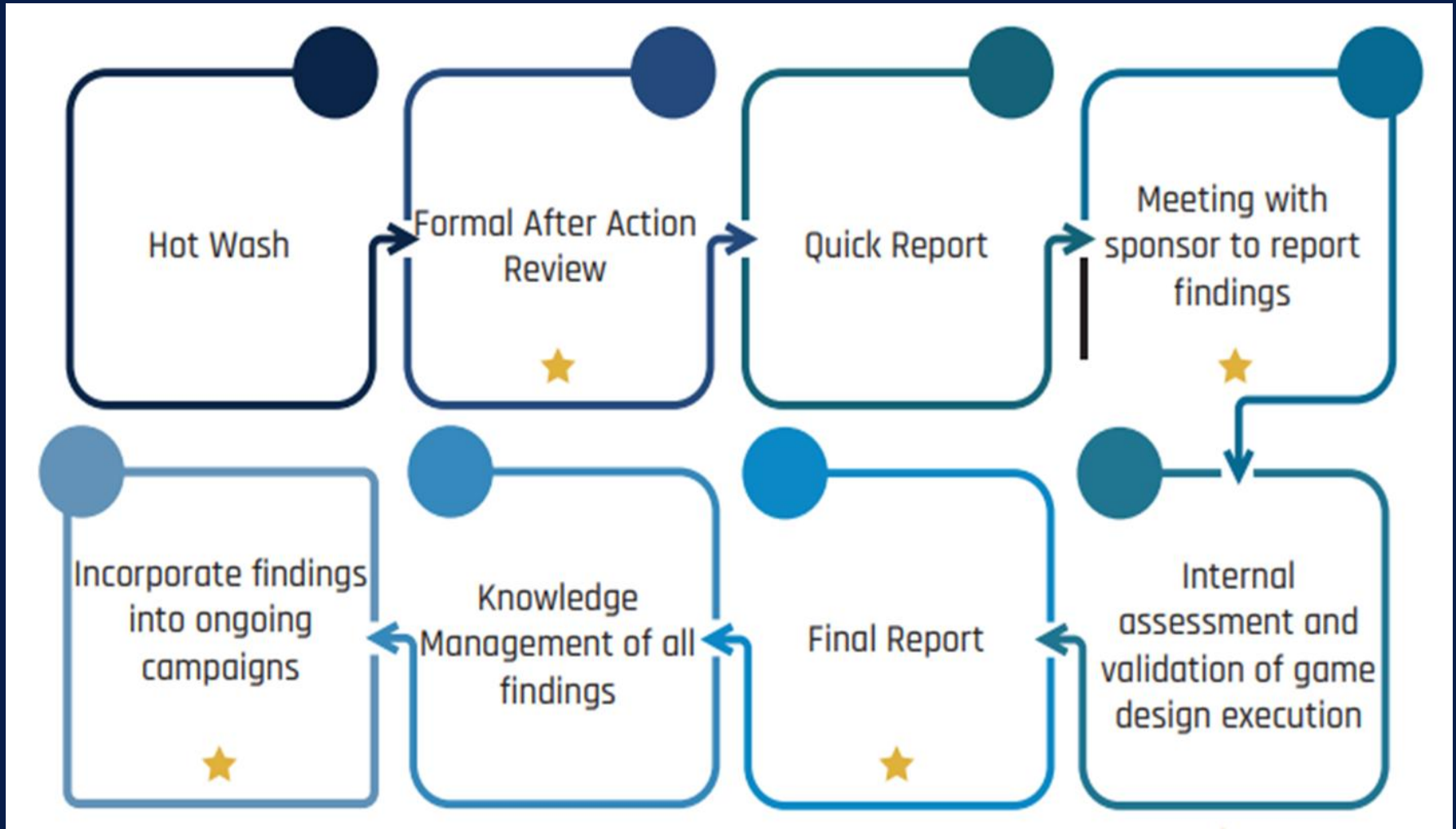
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Analysis Led Wargaming Framework

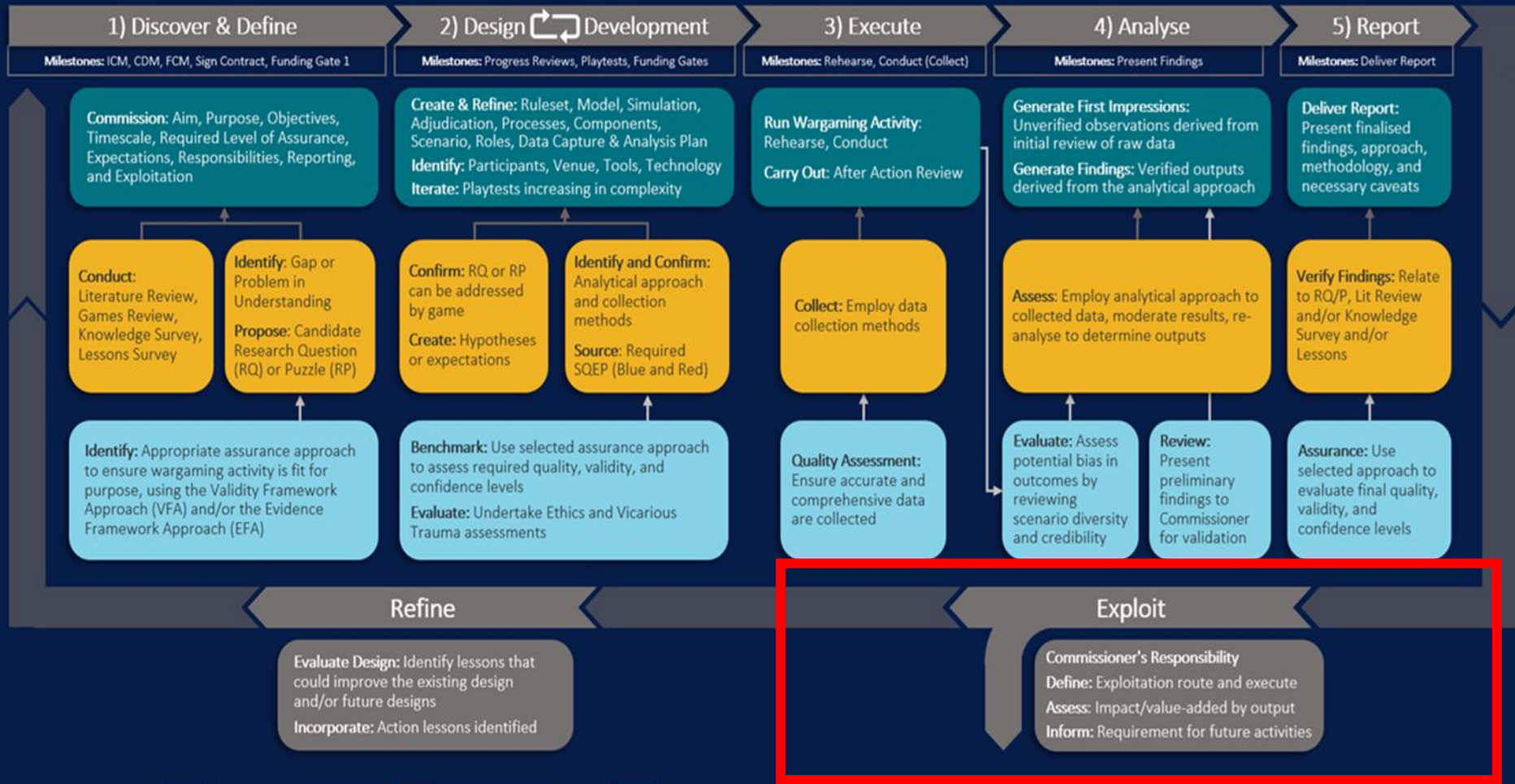


Exploit at the pace of relevance



Source: NATO Wargaming Handbook

Analysis Led Wargaming Framework



Delivery Activities
 Analysis Activities
 Assurance Activities

Note: Some activities and milestones may only apply to large-scale wargames

- Review each finding.
Refer to lessons from ops, training, history, allies and adversaries. (Link to Step 1 research)
- Share this knowledge
- Where a new lessons has been identified, confirm owner, assign, record, monitor
- Information management



Analysis Led Wargaming Framework



Delivery Activities
 Analysis Activities
 Assurance Activities

Note: Some activities and milestones may only apply to large-scale wargames

How can I make the next wargame better?

- Review internal lessons log
- Identify an owner, assign and record ownership, monitor progress
- Information management



If you only remember one thing ...

**Exploit at the pace
of relevance**



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Questions



