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- **A BRIEF OVERVIEW**
of my research (dissertation)
- **A CASE**
of how we use wargames at SDU

My dissertation:

From Play to Power

A Philosophical Inquiry into How
Educational Wargaming Can Help Cultivate
Battlefield Acumen



WARGAMES

have been used for a long time



BATTLEFIELD ACUMEN

a set of competencies that includes

**SITUATIONAL AWARENESS
PROBLEM-SOLVING
ADAPTABILITY,
JUDGMENT, INITIATIVE
and CREATIVITY**

PHILOSPOHY

a discipline dedicated to examining
CONCEPTS and **IDEAS**



Photo by Valentin Kremer on Unsplash

**TRADITIONALLY
TRUTH or
CONFORMITY**

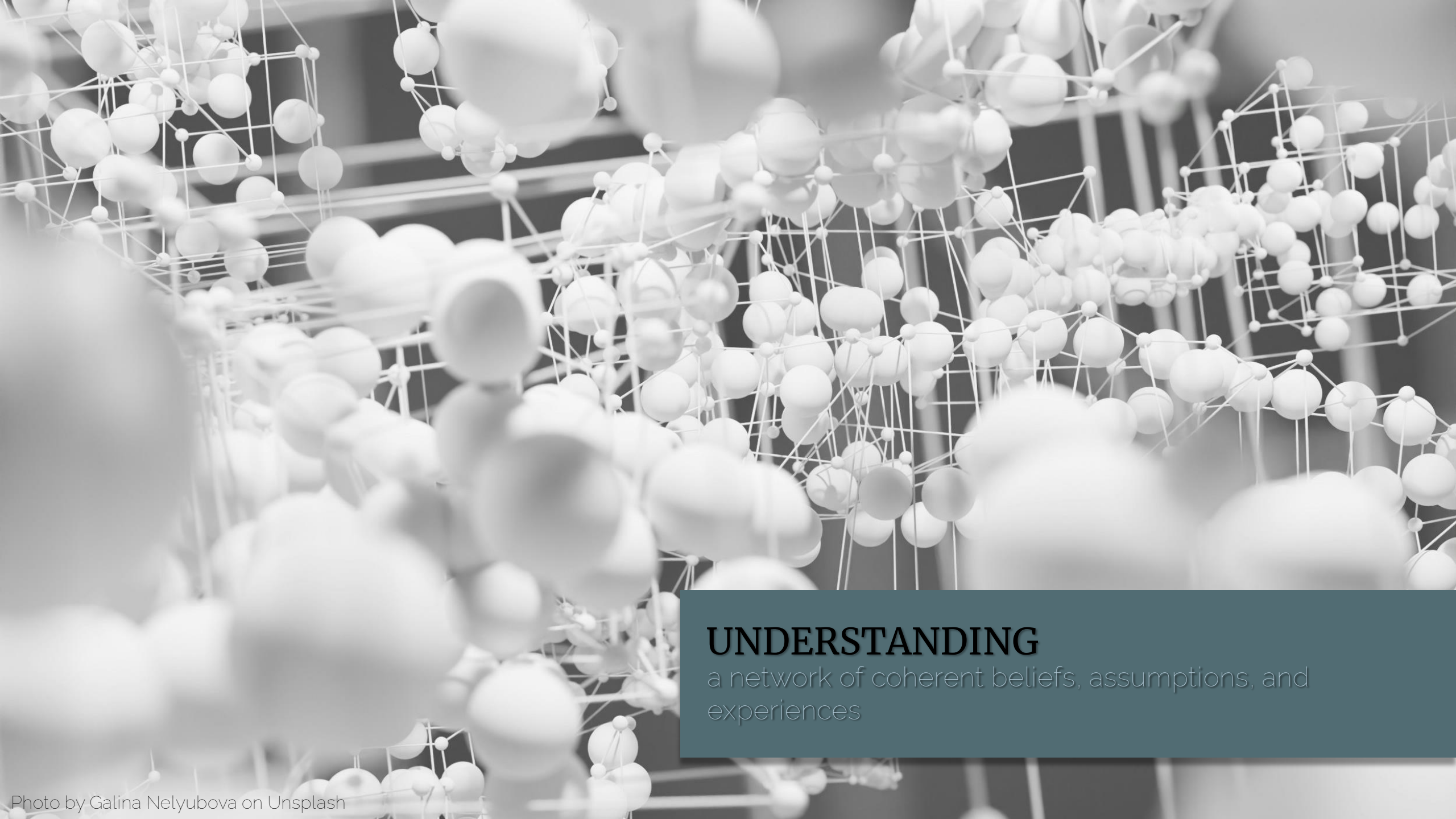
to reality is seen as the
MEASURE
or **GOAL** of
KNOWLEDGE



Something only needs to be "TRUE ENOUGH"



to CONTRIBUTE to KNOWLEDGE



UNDERSTANDING

a network of coherent beliefs, assumptions, and experiences

Generativt
koncept



Epistemiskt
koncept



Utvärderande
koncept



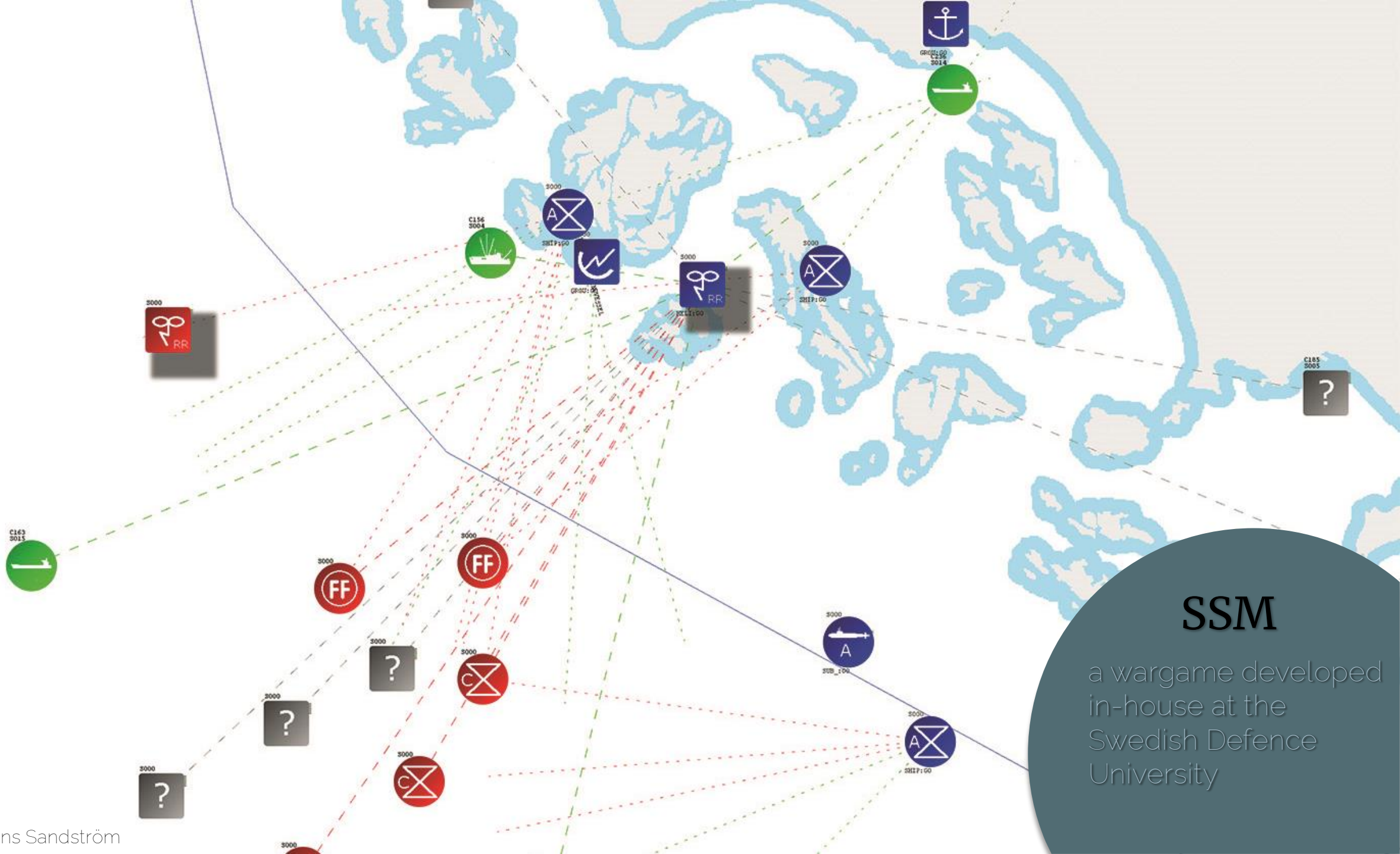
WARGAMES do **NOT** have to **REFLECT**
REALITY to be effective



Identifying the **OPTIMAL COURSE OF ACTION** among all the **EVER-CHANGING POSSIBILITIES** is what makes **BATTLEFIELD** situations both **PROBLEMATIC** and **CHALLENGING**



a **FRAMEWORK**
for challenging existing
BELIEFS and to inspire
future **RESEARCH** and
WARGAMING PRACTICES



SSM

a wargame developed
in-house at the
Swedish Defence
University

Applied Tactics (Synthesis),
Advanced Course
5 weeks

1 week, Joint Navy-Airforce operation,
"1.75-sided," teams/staffs at different command
levels and services

Applied Naval Tactics,
Intermediate Course
5 weeks

3 weeks, a more complex extended naval operation,
1.5-sided, teams/staffs at different command levels

Naval Tactics Theory,
Intermediate Course
5 weeks

Planning for the wargame in the next course

Applied Naval Tactics,
Basic Course
5 weeks

1 week, simplified naval operation, 2-sided, teams, both sides

Naval Tactics Theory,
Basic Course
5 weeks

1 day, simple duels, 2-sided, one-on-one

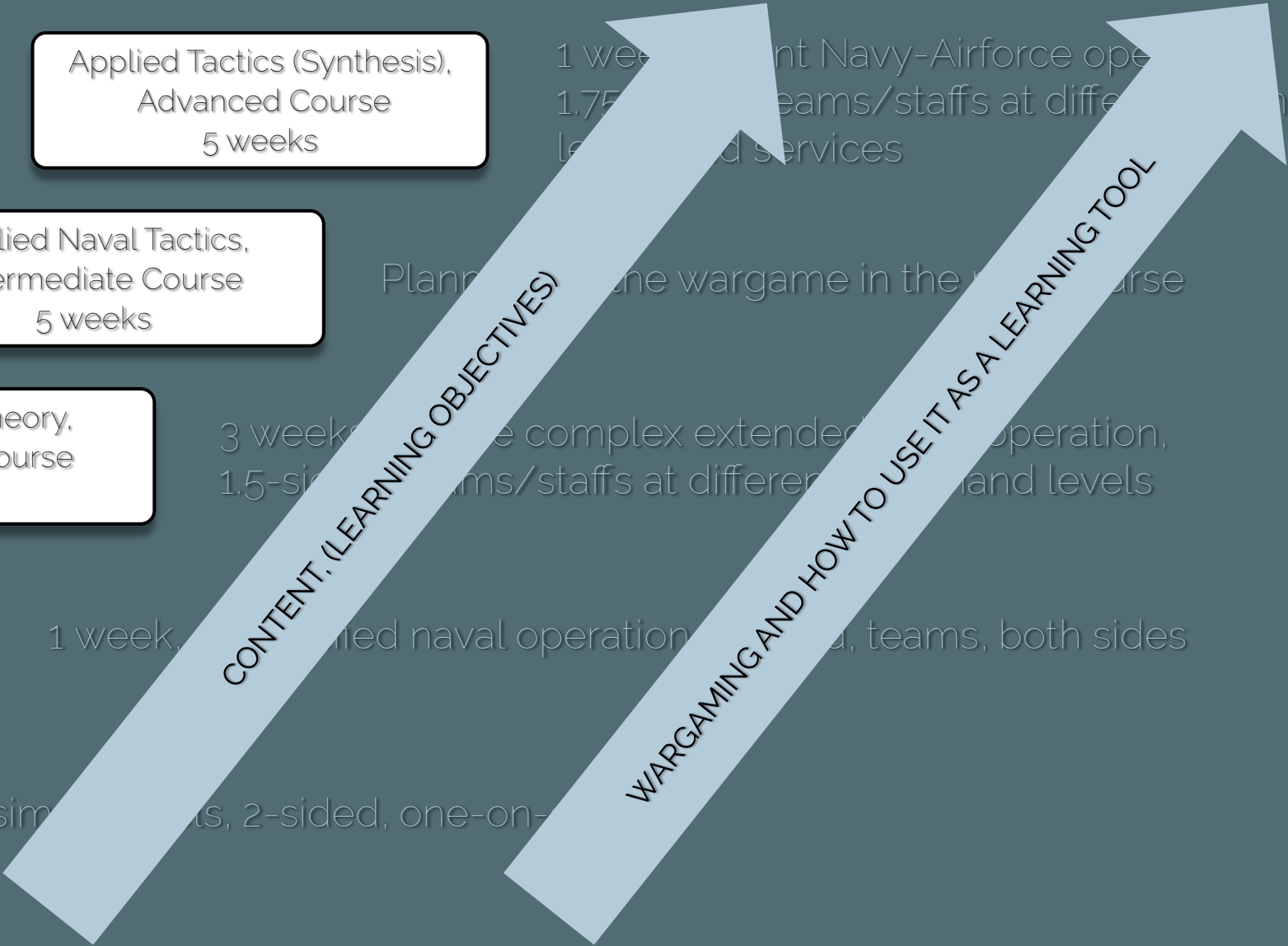
Naval Tactics Theory,
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Applied Naval Tactics,
Basic Course
5 weeks

Naval Tactics Theory,
Intermediate Course
5 weeks

Applied Naval Tactics,
Intermediate Course
5 weeks

Applied Tactics (Synthesis),
Advanced Course
5 weeks



1 day, simple, 2-sided, one-on-one

1 week, simulated naval operation, teams, both sides

3 weeks, complex extended operation, 1.5-simulated teams/staffs at different command levels

Planning the wargame in the course

1 week, joint Navy-Airforce operation, 1.75-simulated teams/staffs at different command levels and services

WARGAMING AT SDU

