

What kind of Wargaming Revolution do we seek?

David Banks
Academic Director, King's Wargaming Network
King's College London
david.banks@kcl.ac.uk
[@davybanks79](https://twitter.com/davybanks79)

The Wargaming Revolution

- I. Causes and Processes of Revolution
- II. Applying the Metaphor
- III. What is to be done?

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Background Causes:

- Unstable equilibrium
- Elite *and* popular resentment
- Alternative ideas



The fall of the Bastille

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Revolutionary Processes:

- Elite Support & Switching
- Inspiring and Organizing Leadership
- Bridging Ideology



Oliver Cromwell at Marston Moor

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The American (elite) Revolution

Revolutionary Outcomes:

- Victory via central collapse, peripheral advance, negotiated settlement
- Can replace elites or be elite led
- Consolidation threatened by factionalism and/or counterrevolution

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Revolutionary Processes:

- Elite Support from some key individuals and limited number of organizations
- Visionary and organizing leaders exist
- Wargaming is the ideology – promises to address many problems

Revolutionary Outcomes:

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Revolutionary Processes:

- Elite Support from some key individuals and limited number of organizations
- Visionary and organizing leaders exist
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Revolutionary Outcomes:

- Victory will be peripheral and/or negotiated
- Elites support will be central
- Consolidation threatened by both factionalism and counterrevolution

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Continued and growing Elite support essential

- Institutionalization
- Professionalization
- Proselytizing

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Wargaming must better understand itself

- Understanding will help temper expectations
- Crucial to prevent factionalism or counterrevolution

Thank you!

Find out more about the King's Wargaming Network at <https://www.kcl.ac.uk/research/wargaming-network>

Follow us on twitter at: [@kclwargaming](https://twitter.com/kclwargaming)

Appendix 1: Causes of Revolutions

Background Conditions

- Social and/or economic strains
- Growing elite resentment
- Growing popular resentment
- Bridging Ideology
- Favorable external environment

Structural Causes

- Demographic change
- Shift in international environment
- Economic developments
- Discrimination
- Personalist regimes

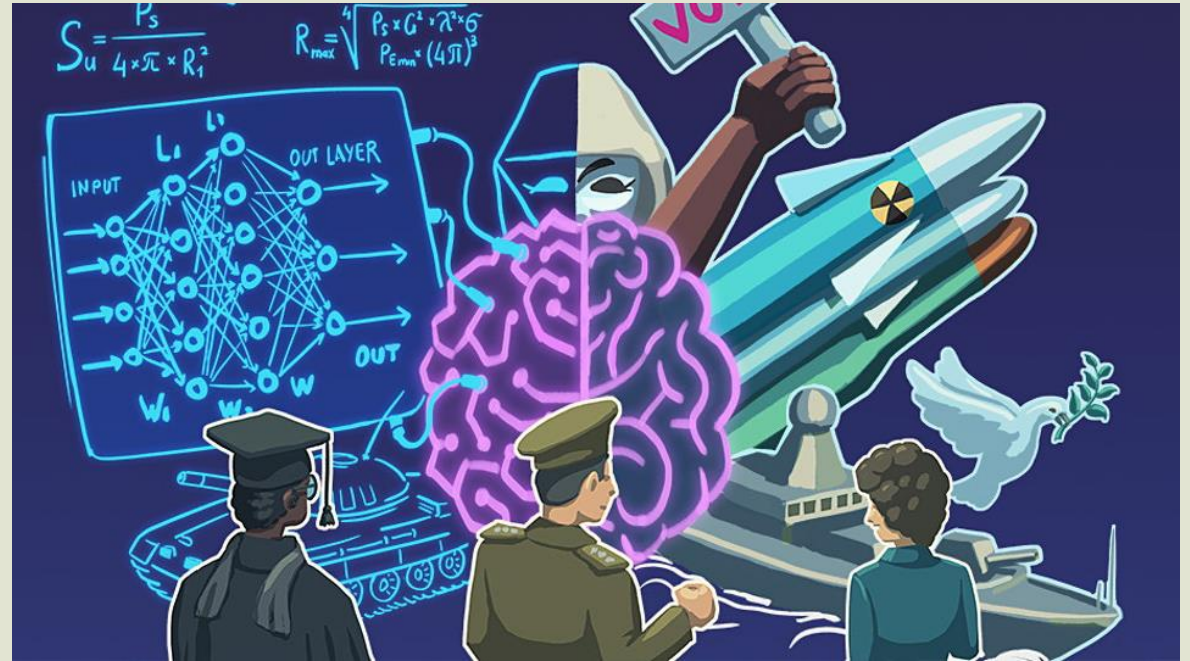
Appendix 2: Definition of Wargames

Wargames are bespoke models designed to represent actual or potential events, which feature human players engaged in consequential decision-making, which include mechanisms that immerse these players, and which possess adjudication procedures for choosing actions, determining outcomes and determining system dynamics in the wargame. They are used for analysis or education.

Appendix 3: The KWN

At the King's Wargaming Network we engage in:

- Research on Wargaming
- Applied Wargaming
- Education
- Training
- Events & Networking



The King's Wargaming Network

Appendix 4: References

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