

Examples of Factors to be considered during the Training Wargame Design Stage when determining the types and sources of information the players will need to make their decisions, and to create the desired effects on them

‘Determine and collect the information players will need to make their decisions’

Are the scenario and all information used valid, credible and reliable? Will it enable players to suspend disbelief during the wargame?

Is the scenario sufficiently detailed? Are Subject Matter Experts needed to supplement it?

Is the scenario flexible enough to provide branches and sequels?

Is the geographic area of operations sufficient?

Has a geopolitical context been established?

Are force structures and sizes appropriate to the TOs?

Are non-military elements represented? If so, how are they controlled?

Where will information come from? How will it be collected, collated and analysed?

What are the most appropriate methods to communicate information to and from players and controllers in all directions?

How will information be presented?

Is there too much/too little information to allow players to make decisions?

Has too much or too little time been allocated to allow players to assimilate information and make decisions?

Do players have sufficient guidance about the possible outcomes of their decisions?

Are unexpected results to be played? If so, have players been briefed?

Will players be able to see that their decisions have influenced the course of events?

What OA support is required to assist players in their decision-making?

Will ‘raw’ results and information be filtered/moderated by umpires to build in human factors?

Have players’ key Decision Points been anticipated?

Has Clausewitzian ‘friction’ been enabled?

Is the use of deception enabled?

Are Effects Based Operations and Networked Enabled Capabilities enabled?

Is asymmetric play included?

Will the wargame be challenging?

Will the wargame be a positive learning experience (and even fun!)?

In every case, does the decision ensure that the wargame aligns with and supports the ex TOs?

Have all these factors been documented, along with decisions taken and the reasons why?