# U S Navy Fundamentals Of War Gaming

Fundamentals of War GamingU.S. Navy Fundamentals of War GamingU.S. Navy Fundamentals of War GamingWar GamesWar and GamesWar Games and Their HistoryWargaming for Leaders: Strategic Decision Making from the Battlefield to the BoardroomWar GamesWar GamesSimulation and Security in War and PeaceRules for the conduct of the war-gameWar GamesWargaming on a BudgetWargaming CampaignsCombat JournalOrdnanceWar Games + Knowledgeable DicisionmakersComputer Gaming WorldThe Art of WargamingThe Craft of Wargaming Francis J. McHugh Francis J. McHugh Francis J. McHugh Thomas B. Allen Tim Cornell C. G. Lewin Mark L. Herman Philipp Von Hilgers Philip Hammond Alfred Hartmann Hausrath War office Jonna Eagle Iain Dickie Henry Hyde Wayne D. Miller Peter P. Perla Jeffrey Appleget

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fundamentals of war gaming provides an in depth introduction to the basics of military gaming and offers historical insights into the devewlopment of war gaming methodologies it covers the evolution of gaming tools such as the ancient adaptations of chess and the development of kriegspiel to teach military tactics to prussian officers the employment of gaming by various military powers before and during the world wars is explored and culminated with the introduction of computer support and simulations in the u s navy

offers a historical perspective on military gaming and the evolution of the tools and tactics used in ancient times up through modern computer simulations and includes examples of one and multi sided games as well as free play and rigid style games

the classic text u s navy fundamentals of war gaming provides an in depth introduction to the basics of military gaming and offers historical insights into the development of war gaming methodologies it covers the evolution of gaming tools such as ancient adaptations of chess and the development of kriegspiel to teach military tactics to prussian officers the employment of gaming by various military powers before and during the world wars is explored and culminates with the introduction of computer support and simulations in the u s navy also presented is a comprehensive treatment of the various forms of war gaming from manual games to computer assisted games from one sided to multi sided games and from free play games to rigid style games mchugh addresses every aspect of gaming imaginable including data requirements design execution and analysis even the use of probabilistic tables to emulate stochastic processing and the use of flow diagrams for decisions are included mchugh was a member of the naval war college staff when that institution became the forerunner of all u s military

services for applying gaming technology to educate officers and to evaluate tactical situations operations and strategy he traces the history of gaming at the college from lt william mccarty little in the late 1800s to the employment of the news naval electronic warfare simulator in the twentieth century

these comparative studies focus on the relationship between war and games in an effort to achieve an understanding of the phenomenon of war in order ultimately to avoid it out of the ten studies on war and games in this volume the first five are historical the next two are by anthropologists and the last three concern modern war games the purpose of this comparative study is to focus on the relationship between war and games by highlighting their differences and similarities in an effort better to understand the phenomenon of war americans and europeans contribute studies on war and games in ancient greece the lack ofmilitary games in byzantium jousts in the middle ages flower wars and the aztec and maya ball game games in pre industrial societies and their relation to war and aspects of computer and video games contributors t b allen t j cornell m herman bruce m knauft c m mazzucchi p a g sabin a a shelton david turton t zotz

war games and their history volume 2 describes a rich selection of war games created and played through the centuries including some extremely rare and possibly unique games published in napoleonic times and found languishing in a university library since the early nineteenth century war games tended to be produced whenever there was a rise in diplomatic tension or an outbreak of war once peace was restored the games were usually discarded and today it is often hard to find surviving copies some of these forgotten games had excellent box lid graphics conjuring up visions of battles others were exciting to play presenting intellectual challenges with problems of strategy and tactics but war gaming has always been about much more than entertainment top secret games were arranged by governments to plan for real wars and still are this book discusses what is known about them and the insights they have provided into the real life consequences of pursuing various strategies including the use of nuclear weapons in an age of increasingly dynamic and popular computer games war games and their history volume 2 explores the fascinating and much forgotten heritage upon which modern war gaming in its myriad forms has been built

if you had the opportunity to probe the future make strategic choices and view their consequences before making expensive and irretrievable decisions wouldn t you take advantage of it of course you would and in a world of asymmetrical conflict security threats intense global competition and economic uncertainty there is an even higher premium on road testing plans and strategies whether they re spearheaded by government organizations transnational corporations or emerging megacommunities wargaming for leaders provides a methodology to get at the issues that one leader no matter how visionary cannot grasp on his or her own how by bringing together the real experts on the topic at hand to wage cognitive warfare through tapping the collective wisdom surrounding an issue experts can experience the future in a risk free environment and find answers to questions that had not been on their radar often with unexpected and startling results with examples from the fields of military corporate and public policy three wargaming developers from booz allen hamilton deliver compelling insights on this problem solving method including fascinating details on how a large equipment manufacturer determined whether making a merger was strategically right for its business growth as well as which technology investments it needed to drop a four star u s general tested his war plan for iraq and uncovered specific fixes that might have prevented a prolonged conflict an increasingly clogged air traffic system faced a security versus convenience issue determined whether military airspace could be used during peak demand periods wargaming allows

organizations of every type and every size to organize information plot out scenarios and tap into the collective expertise of participants the results allow everyone to identify and tackle obstacles solve problems and find new ways to innovate and further performance goals get ready for the battle of your organizational life and prepare to reap the spoils of victory

the convergence of military strategy and mathematics in war games from medieval to modern times for centuries both mathematical and military thinkers have used game like scenarios to test their visions of mastering a complex world through symbolic operations by the end of world war i mathematical and military discourse in germany simultaneously discovered the game as a productive concept mathematics and military strategy converged in world war ii when mathematicians designed fields of operation in this book philipp von hilgers examines the theory and practice of war games through history from the medieval game boards captured on parchment to the paper map exercises of the third reich von hilgers considers how and why war games came to exist why mathematical and military thinkers created simulations of one of the most unpredictable human activities on earth von hilgers begins with the medieval rythmomachia or battle of numbers then reconstructs the ideas about war and games in the baroque period he investigates the role of george leopold von reiswitz s tactical war game in nineteenth century prussia and describes the artifact itself a game board topped table with drawers for game implements he explains clausewitz s emphasis on the fog of war and the accompanying element of incalculability examines the contributions of such thinkers as clausewitz leibniz wittgenstein and von neumann and investigates the war games of the german military between the two world wars baudrillard declared this to be the age of simulacra war games stand contrariwise as simulations that have not been subsumed in absolute virtuality

many of today s most commercially successful videogames from call of duty to company of heroes are war themed titles that play out in what are framed as authentic real world settings inspired by recent news headlines or drawn from history while such games are marketed as authentic representations of war they often provide a selective form of realism that eschews problematic yet salient aspects of war in addition changes in the way western states wage and frame actual wars makes contemporary conflicts increasingly resemble videogames when perceived from the vantage point of western audiences this interdisciplinary volume brings together scholars from games studies media and cultural studies politics and international relations and related fields to examine the complex relationships between military themed videogames and real world conflict and to consider how videogames might deal with history memory and conflict in alternative ways it asks what is the role of videogames in the formation and negotiation of cultural memory of past wars how do game narratives and designs position the gaming subject in relation to history war and militarism and how far do critical anti war peace games offer an alternative or challenge to mainstream commercial titles

war games surveys the contemporary terrain of simulated war experience and locates this experience within the broader history of war and media organized around three modes of war representation live screen based and interactive this book provides an overview of the nature function and appeal of war games the first chapter on live war games discusses activities such as chess football and battle re enactments the second chapter looks at the simulated intense gaze via movies such as saving private ryan the hurt locker and american sniper the final chapter considers the role of video games and other interactive technologies such as doom counter strike call of duty and other simulated war experiences via

helmet cams and drone warfare in approaching these conceptual categories jonna eagle highlights key tensions in the relationship of media and war and allows for an emphasis on both the historical evolution of the simulated war experience and the continuity of issues and impulses across this evolution

wargaming can be a very expensive hobby but it needn t be iain dickie one of the best known names in the hobby shares dozens of hints and tips on how to cut the cost of your gaming and get more bang for your buck he offers sound practical advice on buying and building your armies should you opt for metal plastic or even card and in which scale gaming tables terrain buildings and even storage solutions as well as purely financial constraints iain dickie also recognizes the fact that available space is another major restriction for many gamers and tackles this issue too now you ve got no excuse not to get wargaming

an authoritative reference guide to building wargaming campaigns featuring a full set of campaign rules tips on creating maps and more most miniature wargames take the form of simulating a single battle with the opponents either winning or losing and that s that until the next game such games can be a fun test of tactical skill but it can be even more rewarding if they form part of a wider campaign in a campaign the players commanding the forces have to make the decisions at the strategic level that determine the context of any battles that occur the outcome of these battles will in turn have strategic consequences for the ongoing campaign although campaigns can be very rewarding many wargamers are deterred by the need to produce maps and devise mechanisms for strategic movement intelligence logistics recruiting reinforcements keeping track of casualties etc henry hyde s excellent book greatly eases this task with masses of sound advice concrete suggestions and even a full set of campaign rules useful for any period whatever historical or fantasy setting you prefer henry shows that even simple campaigns can add extra fun to your gaming praise for wargaming campaigns this big thick tome contains everything you d ever want to know about creating and running a wargame campaign historical miniatures gaming society

the basic question is what top management should know about computer assisted war gaming a literature search discussions with war gamers and decisionmakers as well as participation in war gaming have provided ample data the relative position of war gaming in the spectrum of solution techniques available to the decisionmaker discloses the usefulness of this approach to providing insights into today s military problems an understanding of war gaming procedure terminology models and how they are used provide the basis for guidelines to assist the user of war games in recognizing the overall values and limitations of war gaming

the author discusses fundamental principles and techniques governing the design and use of war games

the craft of wargaming is designed to support supervisors planners and analysts who use wargames to support their organizations missions the authors focus on providing analysts and planners with a clear methodology that allows them to initiate design develop conduct and analyze wargames built around the analytic wargaming construct organizations or individuals can easily adapt this methodology to construct educational and experiential wargames the book breaks the wargame creation process into five distinct phases initiate design develop conduct and analyze for each phase the authors identify key tasks a wargaming team must address to have a reasonable chance at designing developing conducting and analyzing a successful wargame while these five stages are critical to the process of constructing any wargame it should be understood that the craft of wargaming is learned through active participation not by reading or

watching this craft must be practiced as part of the learning process and the included practical exercises provide an opportunity to experience the construction of an analytical wargame the authors also discuss critical supervisory tasks that are essential to manage the wargaming team s efforts while the creators are focused on the design and development of the game itself supervisors must set conditions for the wargame to be a success best practices and beware of the pitfalls that may set the wargame up to fail worst practices the book demonstrates using the analytical wargaming framework to create relevant and useful planning wargames it also reinforces using the analytical wargaming framework for seminar wargames that without rigor are useless the book demonstrates the benefits of using the analytical wargaming process to design educational and experiential games

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