CASL Gaming Anthology

Introduction
Peter Perla's "*A Guide to Navy Wargaming*" is primer on the design, implementation, and use of wargames. Topics discussed in the article include:
- a discussion of what a wargame is and what it can and cannot do
- a typology of different levels, styles, and formats in uses,
- an outline of the basic game design process
- a discussion of what can be learned from involvement in a wargame, and how game findings should be documented and analyzed

While the examples used to illustrate these points are pulled from efforts to support the Navy, the advice and findings are generally applicable. This is an ideal piece to gain a lay of the Wargaming landscape.

Edward A. Parson's "*What Can You Learn from a Game?*" highlights the types of problems that can be effectively examined with gaming. Four models are discussed: experimental games which require a high bar of validity to be met in order to support findings, instructional games which are good at conveying facts and skills, promote creativity through games' flexible rules and the debates they inspire, and knowledge integration allowing not only facts but also preferences of a diverse group to be examined and integrated.

History of Wargaming
Francis McHugh's piece "*Gaming at the Naval War College*" is a short overview of the history of War Gaming at the Naval War College up until 1965. While the article does not cover more recent innovations including the use of personal computers and networks in the gaming process, McHugh's account is the standing narrative of the early history of War Gaming in the U.S.

"*Reflections on Gaming*" offers an alternative history of gaming, as Lincoln P. Bloomfield's discussion of the crisis simulations run by MIT and other academic and think tank organization for senior leaders. This is also a useful discussion of the early differences in style and purpose between the games of the military colleges, and efforts being run for senior decision makers.

Lt. Gen. Richard D. Lawrence's account of the early years of the Gaming center at NDU "*Playing the Game*" provides a sense of how the center was conceived as a bridge touching both traditions. The article discusses some of the first games run by the center, as well as the incorporation of computers.

Gaming for Research
"*War Gaming*" by E. W. Paxson is an introduction to various methods of gaming, with a particular focus on its use as a research tool. The article details the distinctions between man-machine games, simulations, rigid manual games, and free form games and

discusses their uses and pitfalls. Particular attention is paid to gaming ability to provide a framework for knowledge sharing and objective review.

Gaming for Education
LTC Frank J. Dellermann's piece "*The Acedemic Uses of Politico-Military Simulations*" discusses how simulations have been incorporated into the National Defense University's curriculum. Particular attention is paid to how these exercises can prepare participants for involvement in real world crises by teaching decision making in the National Security policy.

Game Design
William M. Jones's "*On Adapting Political Military Games for Various Purposes*" discusses a range of element of game design, and discusses their uses and disadvantages. Variations in game organization and procedure, including the number at style of teams, roles, move schedule, game clock, and number of moves, are linked to potential game objectives. Finally, instructions for organizing and conducting the game itself are offered.

Harvey DeWeerd's piece, "*A Contextual Approach to Scenario Construction*" discusses a critical aspect of all wargames; the scenario that prompts the player's discussion and actions. DeWeerd stresses the importance of the overall environment in which a incident occurs to insure that the scenario that drives the game is both factually accurate and comprehensible to participants. A range of examples are also provided. (or DeLeon)

In "*Reflections from a Red Team Leader*", Susan Craig discusses the importance of playing the opposition (known as red teaming) to prevent 'failures of imagination and critical thinking'. Also covered are key lessons learned from her experiences, including the importance of cultural understanding and critical awareness. (or Greenblat's further Explorations on the Multiple Reality Game)

Limits of Gaming
Robert A. Levine's "*Crisis Games for Adults*" is a respectful critique of wargames, and raises critical issues to be considered in any game. Games are by their nature expensive and seductively persuasive, but not necessarily true, and this powerful discussion of the limits of gaming is a useful reminder about the potential pitfalls of the method.