

## Sponsor Conversation

**Purpose:** This is the laying of the foundation of the wargame. To effectively deliver a credible response to a sponsor, it is imperative to first ensure the problem statement is effectively communicated and understood by all parties. Follow on work must be documented with transparency throughout the process, however, the analysis starts with the initial conversation with the sponsor, and then continues in each pillar of the wargame. Wargame findings must be based on data generated by the game, analyzed within the sponsor's operational context.

*Note:* The sponsor conversation continues throughout the entirety of the wargame process (6 pillars)

- a. Upfront:
  - understanding the problem to be researched/explored
  - understanding the character of data responsive to the issue
  - understanding the character of participants who must be involved
  - understanding the sponsor's context
  - understanding the sponsor's need for speed (time constraints)
  - understanding the sponsor's audience (i.e. what decisions will the findings inform)
- b. Periodic updates/vector checks:
  - understanding how the wargame team is progressing
  - understanding the help the wargame team needs in overcoming obstacles
- c. Post-Game:
  - understanding deliverables and emerging results from the wargame
  - understanding methods for both documenting and communicating these results

## Game Design

**Purpose:** The wargame team creates the wargame concept (e.g. Where to hold the game; What participants are required; How the game would be conducted; How the data would be captured; How the report to the sponsor would be developed)

"Alpha Check":

- If the game were developed and executed as designed, could it generate the insights and options responsive to the sponsor?
- Run with a small portion of the wargame team: team lead, analysts, selected control members
- Vector check back to the sponsor (e.g. Here's what we think we heard; Here's how we're attacking the problem)

## Game Development

**Purpose:** The wargame team develops and tests the component parts of the game design. Team acquires current components to adapt, where appropriate (e.g. Scenario; Simulations/Models/Software). Ultimately, development phase ensures wargame delivers intended design to effectively address the sponsors problem

"Beta Check":

- given that the Alpha check received the sponsor's buy-in
- confirms that the components all work together
- may test a subset of the scenario across all the game processes
- may be a dry run of all the game processes across all the scenario
- likely includes more of the control team to execute

## Game Execution

**Purpose:** The execution of the actual event for data generation for insights to the sponsor's problem statement. This is the most "visible" part of the game. Comparatively speaking a relatively short but intensive operation.

Wargame Issues to be Addressed:

- Scenario presentation methodology
- If required, adjudication methodology (note: "De-railments" are useless without the right people involved)
- The data being captured (EXTREMELY CRITICAL to ULTIMATE SUCCESS of the WARGAME's PURPOSE) --> Must describe: What was done? (i.e. The action/decision); Why was it done? (i.e. The reason, Actant Analysis, human activity); What were the results? (i.e. The outcomes within the game's abstract reality adjudication)

## Report Writing

**Purpose:** The wargame final report must convey credibility towards addressing the sponsor's problem statement.

Credibility Characteristics:

- a. Transparency
  - What decisions shaped the game's design, development, execution, and analysis
  - Starts at "hello" in the sponsor's conversation, continues to final punctuation in final product
  - Draft started already at game execution <> Report done at game execution
- b. Logical outcomes
  - Must deal with both supporting evidence and the counter-arguments
- c. Readability
  - The mechanics of organization and format
  - Executive Summary? BLUF
  - Main Body?
  - Attachments?

## Report to the Sponsor

**Purpose:** A PERFECT wargame WITHOUT effective analysis and/or communication of the data generated and the insights it provides towards addressing the sponsor's problem statement, is an UNSUCCESSFUL wargame. Thus, the final report and its underlying analysis and insights, are a critical as any of the previous five pillars for a SUCCESSFUL wargame.

Critical to Know:

- For whom does the sponsor want the information?
- Implication on vetting the information to be presented
- Implication on vetting those to receive the information
- How does the sponsor want the information? (e.g. Briefing &/or Paper)
- When does the sponsor want the information?