

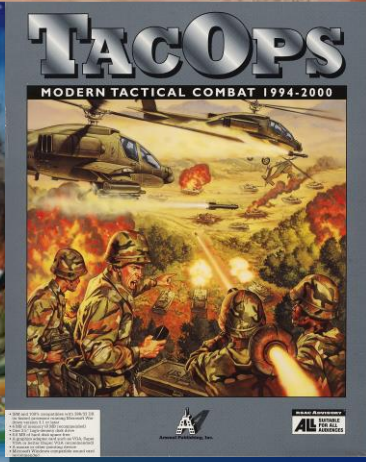
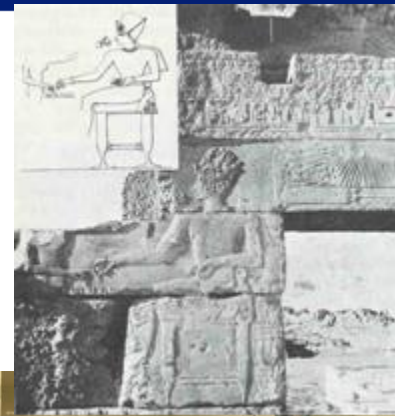
## War Gaming as a Learning activity

“This is not a game, it is training for war”

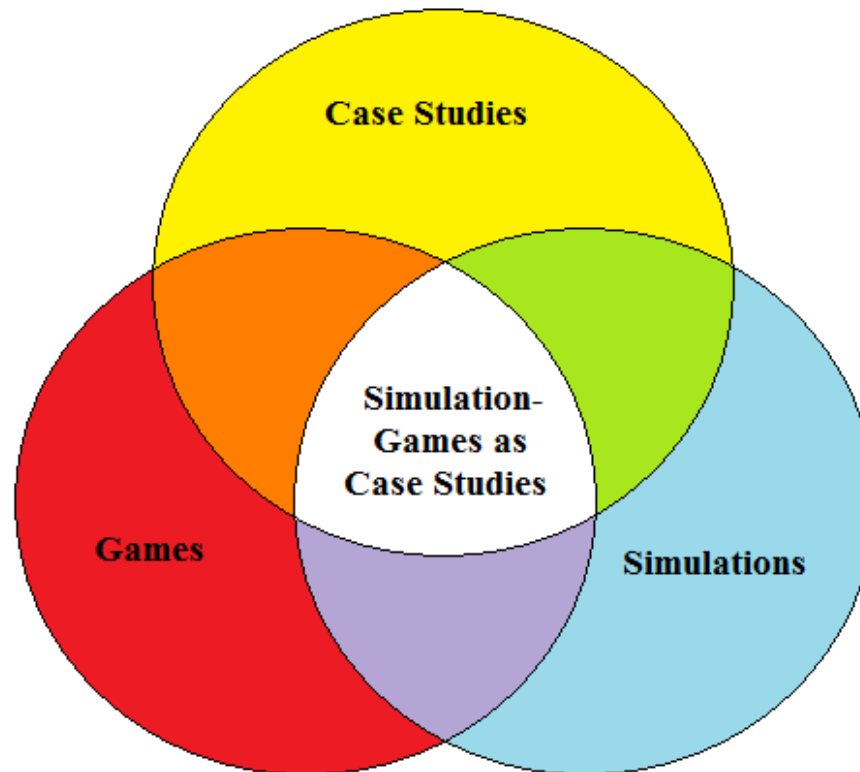
A war game is a simulation technique depicting operations involving two or more opposing forces, conducted using rules, data, and procedures designed to represent an actual or assumed military situation

# SimTec20

Avia Design, Simulation & Training



## Interactive Learning Activities



## **Types of War Games**

Training (decision, procedural, experience)

Experimentation and exploration

Operational support (planning and COA, walkthrough, rehearsal)

Historical Study

# Learning Objectives

Blooms Taxonomy: psychomotor, cognitive and affective domains (skills, knowledge and attitudes)

## Psychomotor

Imitate  
Manipulate  
Refine  
Coordinate  
Naturalise

## Cognitive

Remember  
Understand  
Apply  
Analyse  
Evaluate  
Create

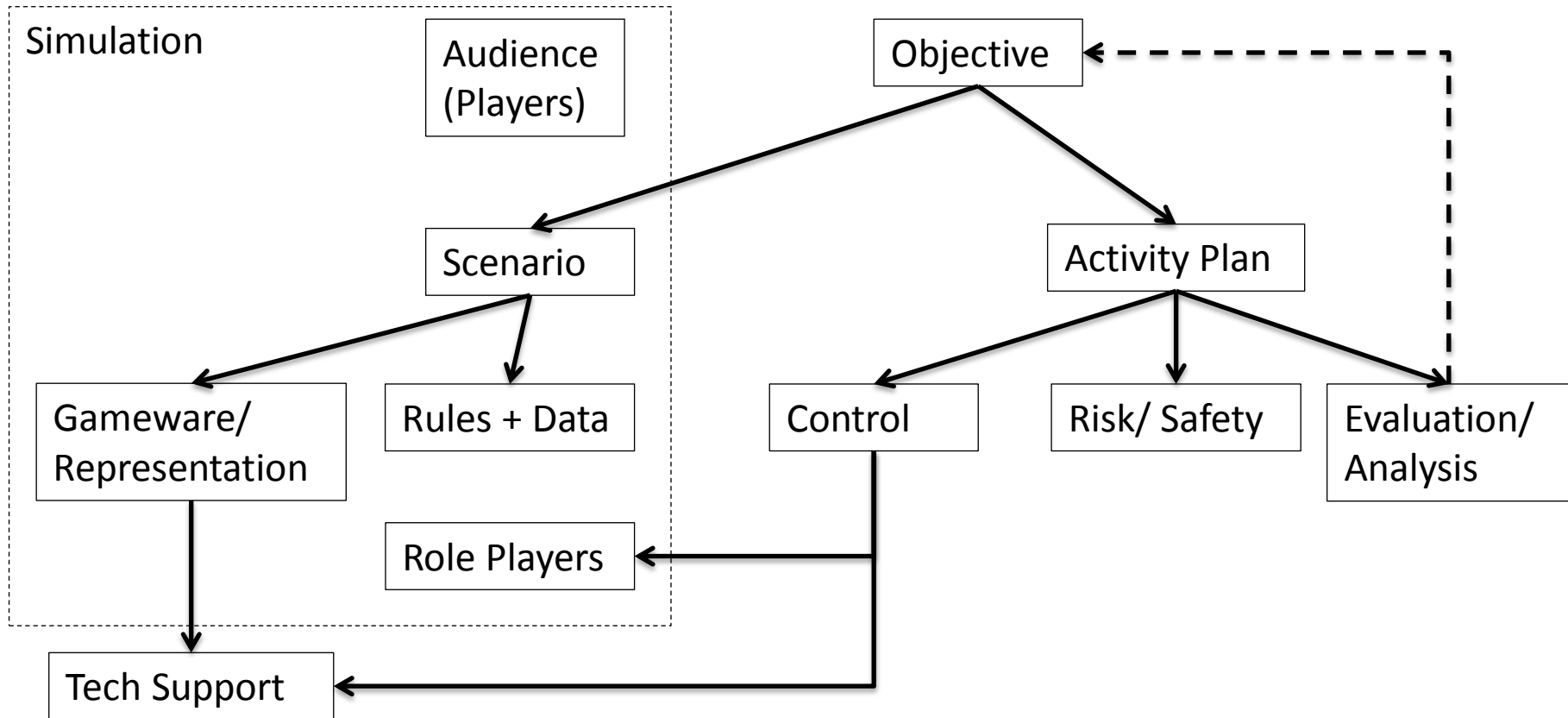
## Affective

Receive  
Respond  
Value  
Organise  
Characterise

## Example

In a procedural game, a participant must **understand** information being presented to them, and **remember** and **apply** correct procedural knowledge. They will need to **manipulate** equipment, such as radios or computers. Having applied the appropriate procedures, they will then **analyse** the results and **create** new information to be passed on to other participants. As part of a team, the participant needs to **value** the attitudes of other members and **characterise** the attitudes of teamwork, proactivity, professionalism etc.

## Process



# Questions