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### Key Points

- Strategic gaming helps senior decision-makers consider policy within the context of plausible scenarios
- Gaming provides decision-makers them with new insights and perspectives into risks, challenges and opportunities that can shape their approach to policy



### Why do we use strategic gaming?

Strategic gaming helps decision-makers answer a number of questions

- Shaping Policy
  - Testing Policy
    - "What should our policy be?"
    - "Does the policy work?"
    - "How do we go about implementing the policy?"
- Testing Policy-Making
  - "How do we address the problem?"
  - "Have we thought about all the issues?"

### Strategic gaming provides new insights into both familiar and novel issues

- Allows participants to think about issues as part of a broader context
- Can encourage decision-makers to confront and engage with difficult choices
- Provides senior actors with the opportunity to practise making rare or sensitive decisions in a representative environment
- Decision-makers can uncover previously unidentified gaps in knowledge, capabilities or ownership.

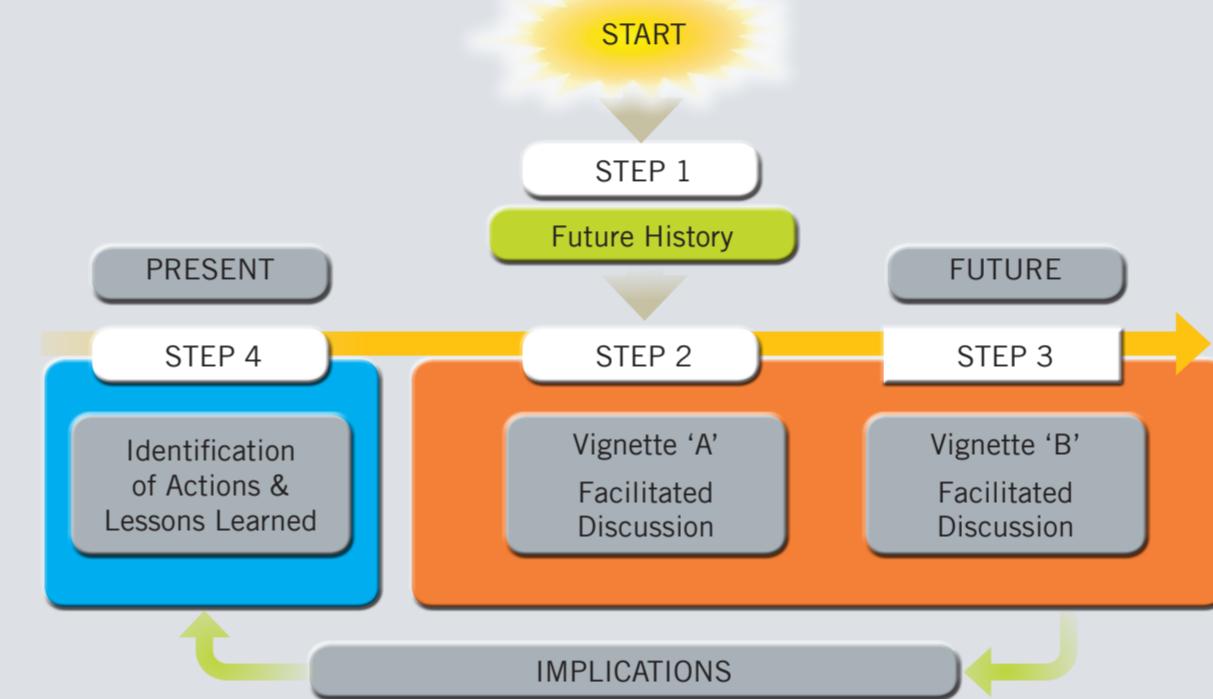
### Strategic gaming helps inform stakeholders across government



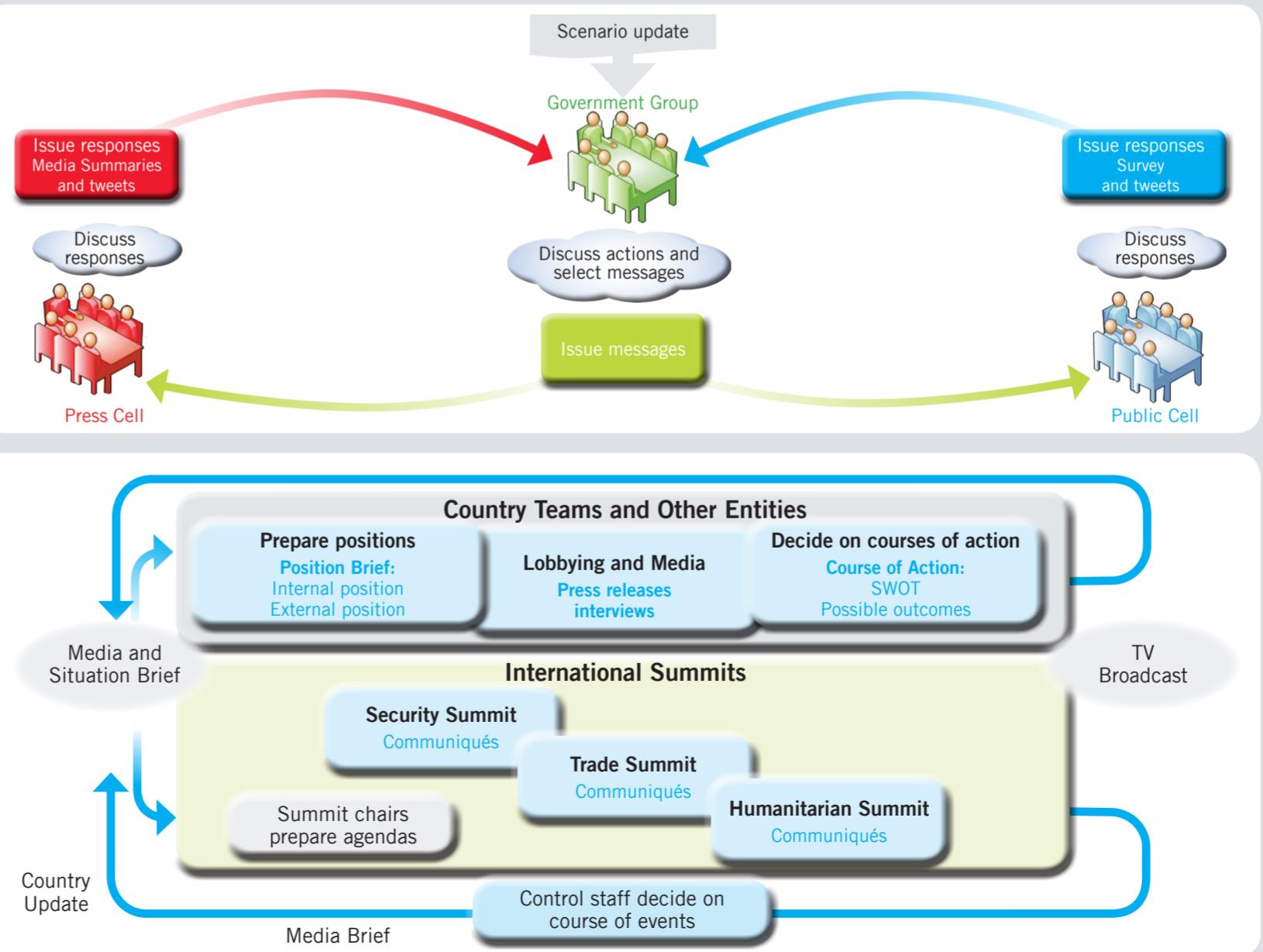
### How do we run strategic games?

- Our 'games' provide a framework for facilitated discussions around key issues
- We use plausible scenarios to ensure the discussions are held against a realistic backdrop and produce insights that are applicable to the real world
- We tailor the precise methodology to suit the required exercise outputs

#### One of our main approaches: RAND's 'Day After...' Method



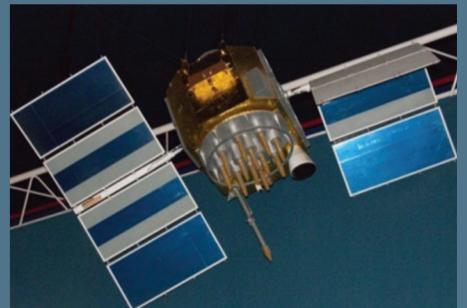
### We also use more interactive methods:



### Examples of previous games:

#### Understanding space resilience

- Considered the impact that loss or degradation of space assets might have on the UK armed forces.
- Helped senior decision-makers understand the level of risk to operations.
- Identified that we need to better understand the aggregate impact of individual risks.



- Led to greater awareness of the issues across the Front Line Commands, and further work to identify possible mitigations.



#### Testing emergency communications

- Sought to understand public and media reactions to Government messages following a major terrorist incident.
- Players in 'press' and 'public' cells provided Government communications experts with immediate feedback on how their messages were received.
- Provided insights into how communication plans could be improved or adapted.

