



Preferred Working Group: Military Education

Type: Wargame demonstration and/or Presentation

Title: Towards Transformative Wargaming: The Breakthrough Experience

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Abstract: With this wargame demonstration followed by a short presentation, my aim is to trigger interest for co-developing a new school of wargaming aligned with a new game system for small and middle powers across NATO members and partners. This new school and system are called transformative wargaming. They are geared towards accelerating the change of mindsets required for agility in complexity including planning multi-domain operations (MDO) and formulating strategies. Without this change of mindsets, the risk is for planners to plan based on learning inherited from traditional domains that are not relevant to non-traditional domains such as space and cyber. Likewise for strategists, the risk is formulating strategies based on learning inherited at the tactical and operational levels that may be misleading at the strategic level.

Breakthrough is the Archipelago of Design (AOD)'s first wargame co-developed with volunteers from several NATO members and partners including members of the Centre for Military Studies (CMS), FAK, SDU Centre for War Studies, Canadian Forces College and the Canadian Special Operations Forces community. Breakthrough is among the few wargames attempting to contribute to a solution to the challenge of evolving mindsets towards those that are fit for purpose for MDO and strategy. Set in a complex geostrategic situation in the Arctic in 2040, Breakthrough put players into situations that force them to bring their biases to the foreground and unlearn them if they wish to succeed. Thanks to a facilitated debrief, experts bring to awareness the process of unlearning that players went through for unlocking the agility required to think differently at the strategic level.

In a follow-on presentation, I will suggest that this type of wargame can be a steppingstone towards a new school of wargaming and a new game system that can reflect the ISMS community thanks to global crowdsourcing as both a philosophy and process. Organizing a short demo prior to this presentation would benefit the ISMS by providing a memorable



interactive activity to participants. This experience would also make more concrete the benefits of this type of wargame that I will attempt to convey in the presentation. I can personally provide this opportunity to up to 12 volunteers and more if there is room for inviting more game masters. With Breakthrough, we applied a seamless learning philosophy in terms of instructions and learning objectives. Accordingly, participants do not need to prepare prior to playing the game.

PS: See brochure attached for more details.