

## **Cyber wargaming**

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Résumé ou extrait : This unique volume is the first book to provide both the theory and practical examples that practitioners, researchers, educators, and students need to successfully build, play, and learn from cyber wargames. Cyber wargaming is a powerful approach for solving interactive, complex problems that involve cyberspace in a variety of settings. Wargames teach us about human decisionmaking and the consequences of those decisions, particularly in the face of uncertainty. The contributors to this book are a diverse group of experts who explain what cyber wargames are, how they work, and why they offer insight into real world problems that other methods cannot match. As this book shows, the lessons learned through cyber wargaming are not merely artifacts of these games-they shed light on how people interpret, act upon, and experience cyberspace in real life. The examples in this book cover topics such as cyber action during kinetic war, information effects on potential conflict between the United States and China, individual versus group decision making, the intersection of cyber conflict and

nuclear crisis, professional military education, business resilience, emerging technologies, and more."  
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