

Historical simulation and wargames

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Note sur le contenu : Introduction: The Greatest Story Ever Told (and Played) Chapter 1. What is a Simulation Game? 1.1. The Games People (and Not Only People) Play 1.2. The Concept of "Simulation": From Aristoteles to Dunnigan . . . and Beyond 1.3. How to Model Reality: Beyond the Chessboard 1.4. The Simulation Flow 1.5. The Three Realms of Simulation Chapter 2. How it is Done: Common Simulation Game Mechanics 2.1. The Pieces and the Board 2.2. C3i . . . and More 2.3. The Turn of (So Many) Friendly Card(s) 2.4. Endgame: From Mechanics to Dynamics Chapter 3. In the Field: Historical Dynamics Through the Gaming Lens 3.1. The Face(S) of Battle 3.2. Sensitive Issues and Insensitive Games 3.3. Squaring the Circle: Elements of Non-Linear Simulation 3.4. The Hybrid Approach, or How I Learned to Stop Asking if this is a Wargame or not . . . Chapter 4. The Real "Engine": Game Designers and Gamers 4.1. Point of Departure: The Game Designers 4.2. Destination: The Gamers 4.3. The Journey Itself: Games Chapter 5. Not all that Glitters: Issues and Pathologies of Simulation Games 5.1. All Evil Comes from the Top: Design-Related Issues 5.2. Are We in the Right Place? Game-Related Issues 5.3. The Eye of the Beholder: Player-Related Issues Conclusions: All Good Games Must Come to an End Turn

Résumé ou extrait : This book is a comprehensive study on analog historical simulation games, exploring both their theoretical concepts and practical solutions. It considers the various ways used by simulation

games to depict the different dynamics of historical events and analyzes how commercial analog miniature and board wargames can become valuable tools for historical research and provide a more modern and captivating interpretation of past events. The nature of simulation is discussed, exposing its differences with other forms of ludic activity, both analog and digital, as well as intellectual speculation. Many of the most common game mechanics are analyzed in depth and in their practical use, to answer whether reconstructive simulations dedicated to historical episodes can provide valuable, reliable and useful insights for researchers. It critically examines the challenges presented to game designers that look to produce an accurate (even if not necessarily complex) simulation of historical events. The book will be of great interest to those curious about the potential applications of such a powerful research and experimental tool for historical, sociologic and anthropologic research, as well as wargaming and board gaming enthusiasts looking to gain a deeper understanding of the inner workings of historical simulations

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