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Résumé ou extrait : In the 2010s, rapid progress in artificial intelligence (AI) for game-playing inspired intense interest in the possible benefits of the technology for playing wargames. Advocates suggested that AI might make wargames more effective or make it possible to apply wargames to novel problems. This report presents an assessment of the limits to applying AI technologies to wargaming and opportunities

for future investments to productively employ AI in wargames. To do this, a taxonomy of wargames by type or purpose (systems exploration, innovation, alternative conditions, and evaluation) and by time-phased task (preparing, playing, adjudicating, and interpreting) was specified. These frameworks are used to assess the technical feasibility and cost-effectiveness of applying AI to various aspects of a given type of wargame under particular conditions. This report is the fourth in a five-volume series addressing how AI could be employed to assist warfighters in four distinct areas: cybersecurity, predictive maintenance, wargames, and mission planning. It is aimed at those with an interest in wargaming, the history of AI use in wargames, and the application of AI more generally.

Sujet - Nom commun : Intelligence artificielle -- Applications militaires -- Évaluation

Jeux de guerre -- Innovation -- Évaluation

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