

Applying deception in wargaming

Type de contenu : Texte

Type de médiation : sans médiation

Type de support : Volume

Titre(s) : Applying deception in wargaming : introducing limited intelligence into wargames / John Curry

Auteur(s) : Curry, John (19..-....) spécialiste des jeux sérieux et de cybersécurité

Publication : [Lieu de publication inconnu] : The history of wargaming project : John Curry, 2026

Description matérielle : 1 volume (169 pages) : illustrations, cartes ; 24 cm

ISBN : 979-8-2717-9165-9

EAN : 9798245316185 broché

Classification décimale Dewey : 355.48

Note sur les bibliographies et les index : Bibliographie pages 154-156 et 168-169

Résumé ou extrait : Limited intelligence is pivotal in wargaming because it realistically simulates the uncertainty and unpredictability of real-world operations. When players only have partial information, they must make decisions based on assumptions and incomplete data, just as military leaders do in actual conflict. This not only tests their analytical skills and adaptability but also exposes them to the risks and consequences of misjudgement, fostering a deeper understanding of operational complexity. In real warfare, deception exploits this limited intelligence and is used to mislead opponents, mask intentions, and create opportunities. This book is packed full of practical examples of how wargamers can include limited intelligence, and opportunities for deception, into their games. A wide range of game mechanisms simulating 'the fog of war' are discussed; from hidden scenarios, to uncertainty about the enemy order of battle. Uncertainty, also makes hobby games more interesting as it increases the challenge where players are compelled to develop robust strategies for gathering information, interpreting ambiguous signals, and managing the unknown.

Sujet - Nom commun : Jeux de guerre

Jeux de guerre (jeux vidéo)

Déception (science militaire)

Stratégie

Surprise (science militaire)