Wargaming Urban Conflict
Extended Table of Contents
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What are the unique challenges in trying to wargame modern military operations in an increasingly urbanised world and (how) can they be better addressed?

4. Warfighting
5. Solutions

2. Urban Myths

3. **Urban Wargaming**

1. Wargaming
    1. Why Wargame (cf other methods, uniqueness)
        1. Wargaming Epistemology
        2. Game Design Theory (minimal)
        3. Wargame Evidence & Benefits
        4. Wargame pathologies
    2. Wargame Design
        1. Trilemma
        2. 3 tier model
2. Why Urban Wargaming
    1. Save Lives
    2. Wargaming and Just War Theory
3. A History of Urban Wargaming
    1. Types
    2. Urban Wargames Database (Annex - list only!)
4. Historiography (1k)

4. **Urban Wargames – Detailed & Gap Analysis and Challenges**

1. Representation of Elements (6k)
    1. CivPop (1k ea.)
    2. CivInfra
    3. 3D Terrain
        1. Urban Warfare Modelling (e.g. Lanchester, Dupuy, Rowland)
    4. Solutions
    5. Warfighting
    6. Matrix of characteristics by existing wargames - played and noted games
2. Comparative Analysis (2k)
    1. Hue
    2. Fallujah?
3. What are the unique challenges/gaps in trying to wargame modern operations in the urban environment?

5. **Experimentation and Evaluation Planning**

1. What needs to be evaluated (and why)
2. Research Model and Philosophy
    1. Wargaming as Social Science
3. Critique of the researcher/self
    1. my own preference for P/CR/A

4. Ethics
5. Evaluation Planning/Framework
    1. Models of Validity

6. **Summative Experimentation**
    1. Game Selection
        1. Selection of Aims/audience
        3. Breadth of game options
        4. Selection of games, rationale and rejected games
    2. Design Process
        1. Each game
            1. Objectives
            2. Audience
            3. Design
            4. Iteration
    3. Methodology
        1. Recruitment
        2. Test description
        3. Data capture plan
    4. Game Runs
        1. Table of runs and numbers, observed and not
    5. Audience
    6. Holistic Results

7. **Civil Effects Mechanics**
        1. By Triad
            1. Civil Population
            2. Civil Infrastructure
        2. For each:
            1. Description
            2. Analysis
            3. Discussion
            4. Best Practice

8. **3D Terrain and Warfighting**
        1. By Triad
            1. 3D Terrain
            2. Warfighting
        2. For each:
            1. Description
            2. Analysis
            3. Discussion
            4. Best Practice

9. **Summative Discussion & Conclusion**
    1. Summative Discussion
        1. How have/can the challenges can be addressed through novel game design and novel mechanics
        2. How do the games work as a whole
        3. What further games & mechanics are needed
        4. Documenting Best Practice and Guidance
    2. Conclusion
        1. Why important
        2. Challenges
        1. What Learnt
        2. How Furthered Knowledge
        3. How changed the researcher
        4. How Successful?

Annexes

A. Published Papers and Presentations
B. Urban Battle List/Database
C. Urban Doctrine Summary
D. Urban Elements Detail
E Urban Wargames Database
F. Game Reviews - own
G. Discarded Games & Game Ideas
H. Game Design & Rules (per Game)
I. Research Methods Annex
J Ethics forms
K. Data Annex/Game Results