

For more information on the Wargaming Urban Conflict PhD project please contact David Burden at:
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Scan the QR code to go to the games page where you can choose the relevant game and access the Participant Information Sheet, and complete the optional Consent Form, Demographics Survey and Game Questionnaire.



PLEASE NOTE

This game is being played for research purposes. By choosing to participate in the game, or commenting to the facilitator on the game, you are giving your informed consent for your play and comments to be used in the “Wargaming Urban Conflict” PhD research study detailed below.

My name is David Burden and I am a PhD candidate at Bath Spa University doing a PhD on Wargaming Urban Conflict. This game is being run as part of my research, and I am collecting data both on how people play the game and what they think of the game and the topic being gamed. Data collection is by a combination of recording and discussing moves, listening to discussions, asking questions and discussing the game at the end. I may also record discussions for later analysis.

If you do not want to have your views recorded then please keep quiet.

If you would like to establish your identity so that you can ask for your data to be deleted from the project prior to publication then please talk to me at the earliest convenience.

If you have direct or indirect personal experience of conflict, particularly urban conflict, and particularly if you have suffered from any form of Post Traumatic Stress Disorder (PTSD) as a result please warn me before you play, and if ask me to stop the game if the play or discussions trigger discomfort. We can then decide how to proceed, and I can also put you in touch with relevant organisations.

The aim of the research is to understand how well existing wargames model modern urban conflict, what unique challenges this environment presents to both warfare and the wargaming approach, and how wargames could be developed that better model urban conflict in order that future military operations can be better informed, and hopefully save lives. Urban wargames have challenges in representation not faced by more traditional wargames, such as the impact of the 3D built environment, the increased opportunity for covert movement, the frustration of conventional surveillance technology, and the presence of a human population dependent on the urban infrastructure. There is a wiki to support my PhD which continues background material and work produced so far at: <https://taunoyen.com/phd>.

If you have any concerns regarding the nature of this project should be notified in the first instance to the my Supervisor, Dr John Curry at j.curry@bathspa.ac.uk or to the Bath Spa Research Support Office at researchsupportoffice@bathspa.ac.uk.