What is an HSEEP Game?

- A discussion-based exercise
- Structured form of play
- Designed for individuals OR teams
- Competitive OR non-competitive
- Simulation of operations that explore the consequences of player decisions and actions

Purpose of Games

- Simulation of operations that explore the consequences of player decisions and actions

Game Structure

- Usually involves two or more teams
- Should have rules, data and procedures designed to depict an actual or hypothetical situation
- Decision making can be slow/deliberate OR rapid/stressful-depends on design and objectives
- Open, discussion-based format, so "what if" questions are good and can expand the benefits of using a game instead of another type of discussion-based exercise
- Depending on the design, the consequences of player actions can be pre-scripted OR decided dynamically based on decisions made during play/conduct

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Participant Goals

- Explore decision making processes and consequences
- Conduct a "what-if" style analysis of plans
- Evaluate existing and potential strategies

Conduct Characteristics

- No actual resources used

- Should involve two or more teams

- Can include models and simulations of increasing complexity as the game progresses

- May or may not include pre-scripted activities

Outcomes

- Validate plans, policies, and procedures or evaluating resources requirements
- AAR/IP

Exercise vs. Training Event

- Evaluation is what makes a game an exercise
- If you do not evaluate against a set of objectives, it's not an exercise-what is it?
- Identification of critical decision-making points is a major factor in the success of evaluating a game

Explore some examples of games...

- Take some time and walk around the room and look at the game examples provided
- Take note of what games you might be interested including in your IPP
- Think about how you might evaluate each game

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Questions?