Using a Low-Fidelity Simulator for Training Fleet-level Command and Control in the Classroom

Dr Christofer Waldenström
Swedish National Defence College
Two assumptions that drive the development of military training simulators:

The higher the fidelity, the better the training.

Training is good if a subject matter expert thinks the simulator is good.
There is little evidence that support those assumptions

Other aspects of training are more important than fidelity...

Guided practice

Feedback

Performance measurement

Scenario construction
Engaging

What do you gain from low-fidelity?

- Models used in the game are easy to create and update
- Easy to learn
- Few number of operators to run the game
- Development costs are low ($SSM \approx \$300k$)

Saves time
Saves money
Saves personnel
SSM a naval wargame

Team 1

Clients

Team 2

Clients

Team 3

Clients

Server

Editor

Scenario
What the players do in the game
Courses

Has been used for three years...

**Officers Academy** (Cadetts graduating as ensigns)

**Staff Course** (Liutenants graduating as Lieutenant Commanders)

**Higher Staff Course** (Lieutenant Commanders graduating as Commanders)

Despite the low fidelity both students and instructors are very pleased with the deeper understanding of naval theory and tactics they get after playing the game.
The end
References to the pictures used in the presentation

Slide 2
http://reederreads.files.wordpress.com/2010/03/
http://www.cwu.edu/~ccc/images/thumbs_up.jpg

Slide 3
http://www.referenceforbusiness.com/photos/performance-measurement-110.jpg

Slide 4
http://static3.depositphotos.com/1007467/228/i/950/depositphotos_2286124-Board-game-pieces.jpg