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# War-Stories

The Utility and Power of Narrative in Modern (War)Gaming.


Sean Havel.

February 17, 2024.  
Connections North Conference.



Canada

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# Agenda

- Why game professionally?
- Storytelling and gaming, two paradigms.
- Thoughts on matrix games.

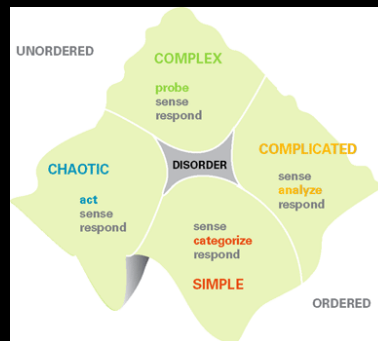
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## Wargames are 'complex'

"Where systems involve large amounts of structural indeterminacy, gaming can produce knowledge more valid than other analytic techniques, though less subject to rigorous proof."

John Hanley



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## Wargames are 'histories'

"History does not teach lots of little lessons. Insofar as it teaches any lessons, it teaches only one big one: that nothing ever works out quite the way its managers intended or expected."

Gordon S. Wood



Recommended Read: [History Has No Lessons for You: A Warning for Policymakers - War on the Rocks](#)

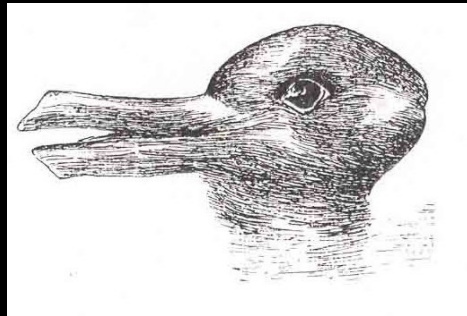
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## Wargames are 'Language Games'

"The limits of my language mean the limits of my world."

Ludwig Wittgenstein



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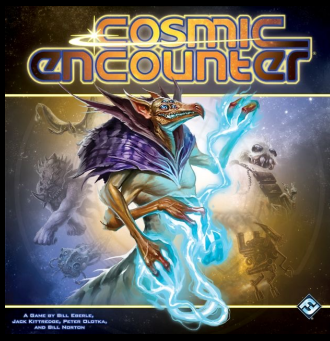
## War-Games vs War-Stories

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# 'War-Games'

-Mechanics Build the Narrative-



7



# 'War-Stories'

-Narrative is Mediated by Mechanics-



-We want a good conversation-

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Matrix Games seek to build credible narratives: war-stories.

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Some Final Thoughts

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