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Gaming The Interwar How Naval

Wargaming at the U.S. Naval War College began with a lecture in 1886, but did not reach its full potential until the interwar period. The wargames ostensibly served to train naval officers in strategic, operational, and tactical thinking. Wargames also gave guidance for shipbuilding, the creation and refinement of war plans, and the

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GAMING THE INTERWAR: HOW NAVAL WAR COLLEGE WARGAMES TILTED ...

Wargames are a valuable tool for the molding of the professional military officer. During the interwar period the United States Naval War College (NWC) used wargames extensively as a method of teaching both history and current tactics to aspiring naval officers.

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Gaming The Interwar: How Naval War College Wargames Professionally converted for accurate flowing-text e-book format reproduction, this unique book examines the use of wargaming by the Navy during World War II. Wargames provide unbelievable opportunities for learning.

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The NWC's war gaming during the interwar had immense impact on the Navy's carrier aviation and cruisers, and Friedman devoted a chapter to each topic. As airplanes, especially military airplanes, were still new in the interwar years, there was a lot of guess work, but NWC played a key role in identifying the challenges and helping the Navy to think through these challenges.

Winning a Future War: War Gaming and Victory in the ...

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INTERWAR DOCUMENTS - U.S.

Despite being constrained by the Great Depression and treaty limitations, the interwar Navy used war games, a senior officer think tank, and annual fleet exercises to develop far-sighted strategic plans and pursue technological advances that allowed the United States to win a two-ocean war against German U-boats and the Imperial Japanese Navy.

Recapturing the Interwar Navy's Strategic Magic | Naval ...

Influence of Naval Power on the Course of the Spanish Civil War, 1936-1939. CDR John M. Kersh, Jr.
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Naval & Carrier - Interwar Period (1918-1939) - Home at ...

War gaming was the means the college used to test alternative strategies, tactics, evolving naval aviation, and warship types in a way that the Navy's full-scale exercises could not. The think tank...

Winning a Future War - United States Navy

In the years leading up to World War I, the Naval War College underwent a revolution in pedagogy, borrowing the Army War College's "applicatory system" of war gaming, which improved Newport's already-robust war gaming program.

The Intellectuals Behind the First U.S. Navy Doctrine: A ...

The military gaming community also acknowledges a similar definition provided by the late Francis J. McHugh, an influential game designer at the U.S. Naval War College: "A simulation of selected aspects of a military operation in accordance with predetermined rules, data, and procedures to provide decision-making experience or provide decision-making information that is applicable to real-world situations." 10

Interwar-Period Gaming Today for Conflicts Tomorrow: Press ...

The Naval War College is the most well-known illustration for American military gaming between the First and Second World Wars. Newport fully embraced wargaming by integrating it into officer PME curricula as the Germans did at the Kriegsakademie.

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Much of the credit for the transformation should go to the war gaming conducted at the U.S. Naval War College. Conversely, as we face further demands for transformation, the inter-war experience at the War College offers valuable guidance as to what works, and why, and how.

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