



## What People Think Games Are About

### Common Misconceptions About Games

Hex maps and counters

Simulations of conflict and combat

Sitting around talking

Rolling dice

Winning

Only military problem sets

Rigid, extensive rulesets

Uncovering unknowns and revealing new lines of inquiry

Exploring costs, benefits, risks, and potential futures from a grounded present

Refining concepts and producing actionable recommendations

Integrating participant knowledge in novel, useful ways

Generating insights and data about challenges that don't yet exist

## What Extraordinary Games Are Actually About

Visualizing and socializing abstract problems and solutions

Creating a shared narrative that connects human elements to strategic, operational, or tactical outcomes

Modeling processes and systems to inform better decisions

Focusing on analysis and understanding, not just mechanics

Testing decision in a safe environment to learn from success and failure

Simulating conflict, collaboration, and complex interactions

