



## What People Think Games Are About

Hex maps and counters      Simulations of conflict and combat      Sitting around talking      Rolling dice

Rigid, extensive rulesets      Winning      Only military problem sets

The unknown unknowns

Setting up future analysis and exercises

A shared narrative      Socializing a concept

The analysis, not the mechanics

Exploring costs, benefits, and risks

Integrating participant knowledge in novel and useful ways

Players' decisions and interactions

Revealing new lines of inquiry

Glimpsing the possible future from a firm grounding in the present

Producing real, practical, and actionable recommendations

Insights on problems other techniques can't see

Refining new concepts

Visualizing abstract problems and solutions

Creating better informed players

Generating analyzable data about things that don't exist

What Extraordinary Games Are Actually About

Failing safely and learning from failure

Exploring the bounds of a perceived problem

Modeling a process

A larger analytic or research plan

Topics at the strategic, operational, or tactical level

Exploring ideas

Creative approaches to familiar and unique problems

Providing an immersive experience

Maximizing player engagement

Creative approaches to familiar problems

Demonstrating an understanding of the sponsor, the problem, and the context of the game

Educating players on a specific topic, policy, or plan

