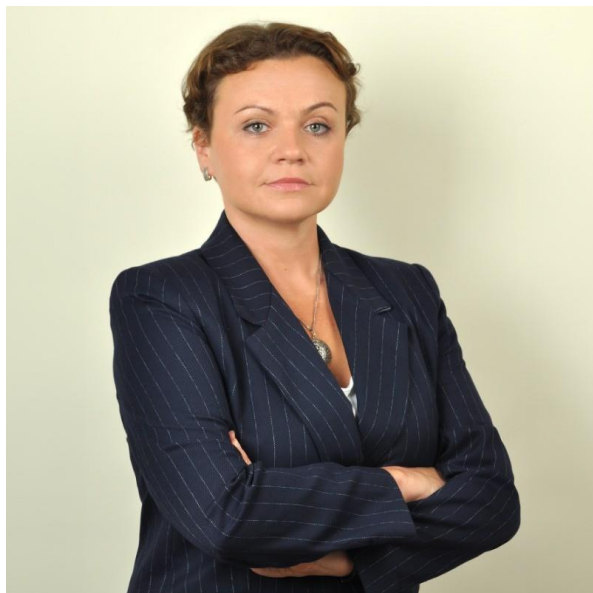


Improving Formative Feedback in Student Learning During Wargaming



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Image Source: FHS

Invaluable educational tool

‘Wargames offer a structured setup to collect expert judgements and information for analysis in support of real-life decisions. Wargaming can immerse players in realistic environments for decision-making related to conflict, both for educational and analytical purposes. The level of immersion and the shared narratives that players experience are often identified as important success factors for gaming.’ (Fridheim, 2022, 225)



Image Source: FHS

Ongoing research

- The primary focus of the research project is the role of formative feedback in student learning during war gaming experiences, aiming to identify best practices for providing formative feedback for this type of learning activity.
- The preliminary case study group at FHS
- ‘formative feedback can refer to any discussion of students’ performance during one wargaming before the beginning of the next one. So, this refers to reflecting upon student performance to shape and improve their performance during the next stage of wargaming’ (VF, 2023)

Survey questions

- Should students be provided with formative feedback right after the gaming session?
 yes no
- Should students be provided with formative feedback after each gaming session?
 yes no
- In your experience, what is the best length for a constructive feedback session with students after the wargaming?
 30 min 1 hour 2 hours more than 2 hours
- What are the best means of conducting reflection\formative feedback?
 dialogue monologue written feedback hybrid
- In your experience, what is the best formative feedback for the wargaming settings?
 individual group both

Findings I

- 89% of the respondents agreed that the feedback should be provided immediately after the gaming session, while 11% considered that it could be provided later.
- students should be provided with formative feedback after each wargaming session - 100 %
- 45% of respondents considered that the feedback session should be around 30 minutes, while 55% would prefer a 1-hour timeslot

Findings II

- 55% favoured dialogue as the best format for formative feedback, while 45% chose the hybrid version. This finding corresponds to the focus of the wargaming on interaction. Accordingly, whichever format of the feedback is chosen, it should have some form of interaction. Hence, written feedback alone was not favoured by any of the respondents.
- The majority of the respondents (89%) answered that group feedback would work the best, while 11% emphasised the importance of having both individual and group feedback.

Some solutions, points for discussion

- Under the conditions of scarce time and human resources, combining new technologies with traditional practice
- Wargaming reflection seminars
- Combining peer and superior's feedback
- Involving students from the higher courses in mentoring students from junior courses.



Image Source: FHS



Questions, suggestions, complaints?