UNIVERSITY TECHNOLOGY MARA

WARGAME SIMULATION: APPLYING MILITARY APPRECIATION PROCESS IN MALAYSIAN ARMY WAR-GAME SIMULATOR

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ABSTRACT

Military simulation systems are categorized as training, analysis and acquisition applications. Military training is conducted through the use of virtual, constructive and live simulations. The development and expenditure in simulation programs will draw engineers and scientists from other fields. These practitioners bring valuable skills, but lack an appreciation of the historical and technical foundations of military operational knowledge. Concerning the importance of enhancing the knowledge technology in wargame simulation, Malaysian Army has acquired the system called BattleTek 4.0 which is developed by SAAB Intl. of South Africa. In applying this system to suit the requirement in Malaysian Army environment, a few upgrades have needed to be applied and added into this simulator. One critical element that shall be adopted is the decision making process which is obviously will involve the needs of Military Appreciation Process (MAP). This thesis will discuss more on the feasibility of making the MAP decision making become more realistic and reliable base on the output and result which will be produced automatically. The result will then influence the decision that will be chosen in each simulation either in the real or training scenario. A session of interviewing the user and the operator of this simulator had conducted to identify the pros and cons of this system. A set of proposed solutions for future versions of BattleTek 4.0 with some improvements will be discussed thoroughly in this project paper based on the information collected.

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TABLE OF CONTENTS

AUTHORS'S DECLARATION

ABSTRACT

ACKNOWLEDGEMENT

TABLE OF CONTENTS

LIST OF TABLES

LIST OF FIGURES

LIST OF ABBREVIATIONS

CHAPTER ONE: INTRODUCTION

1.1 Introduction

1.2 Background

1.2.1 BattleTek4.0

1.2.2 Military Appreciation Process (MAP)

1.3 Problem Statement

1.4 Research Question

1.5 Research Objective

1.6 Scope of the Research

1.7 Significance of the Research

1.7.1 The Malaysian Army

1.7.2 Users

1.7.3 Simulation System

1.7.4 Researcher

1.8 Research Design Summary

1.9 Research Paper Outline

1.9.1 Chapter 2: Literature Review

1.9.2 Chapter 3: Research Methodology

1.9.3 Chapter 4: Analysis and Findings

1.9.4 Chapter 5: Conclusion and Recommendation

CHAPTER TWO: LITERATURE REVIEW

2.1 Introduction 13

2.2 War Game Simulator in Global 13

2.2.1 Effect Based Operation Wargame System (EBOWS) 14

2.2.2 Synthetic Theatre Operations Research Model (STORM) 18

2.3 Malaysian Army Warfare Simulation Centre 20

2.4 Army Warfare Concept 22

2.4.1 Guerrilla Warfare/Counter Insurgency Warfare (CIW) 23

2.4.2 Conventional Warfare 24

2.4.3 Electronic Warfare 24

2.5 War Games Simulation Concept 25

2.5.1 Stochastic Modelling 25

2.5.2 Command and Control Decision Making 27

2.5.3 Analytical Combat Simulation 29

2.6 Conclusion 30

CHAPTER THREE: RESEARCH METHODOLOGY

3.1 Introduction 31

3.2 Research Phases 31

3.3 Planning 32

3.3.1 Phase 1: Preliminary Analysis 32

3.3.2 Phase 2: Literature Review 33

3.3.3 Phase 3: Data Collection 33

3.3.4 Phase 4: Analysing Data 33

3.3.5 Phase 5: Documentation 34

3.4 Research Methodology 34

3.4.1 Questionnaire on Experience 34

3.4.2 Operator Interview 35

3.4.3 Observation 35

3.5 Variables Identification 35

3.6 Data Collection 37

3.7 Interview 38

3.8 Scale of Score Benchmark 38