

Technology and Decisionmaking

Technology is being used to train and enhance decisionmaking at the tactical, operational, and strategic levels of warfighting. Antonio M. Lopez, et al, reports the U.S. Army War College's efforts to use systems and knowledge-engineering techniques to model strategic-level thought, specifically, systems and techniques to help students and real-world planners consistently apply the center-of-gravity concept at the strategic and operational levels of war. At the tactical level, nontechnical as well as technical simulations and games are being used to develop warfighting skills. Frank Brewster shows how the Infantry Captains Career Course is using nontechnical tactical decision games to practice planning and decisionmaking skills in a stressful environment. Brian Steed reveals how the Armor Captains Career Course is using a constructive, map-based, turn-based, tactical decision tool called tactical operations to train future commanders and staff officers in the military decisionmaking process.