

Dr inż. Bogdan Ćwik

bogdan.cwik@wat.edu.pl

Phone: +48 512 301 998

ORCID: 0000-0001- 8774-9054

The Military University of Technology in Warsaw, Faculty of Security, Logistics and Management

Decision games as an element of the methodology of active training of cadets in stress conditions

Abstract

Purpose:

Military students should be prepared to perform their tasks under conditions of stress caused by various dangerous situations - time pressure, responsibility, presence of various disturbances, including conflicting information. Decision games may be one method of preparing students in this respect. The article aims to present the possibilities of using decision games to train students, as well as to present the results of research obtained using this method.

Approach/Methodology/Design:

Students participated in the implementation of 4 team decision-making games. These were games with a plot, the use of various props simulating the current situation and audiovisual effects introducing emotional tensions or distortions. The first game required the optimisation of processes during the main task (execution of team activities). The second required innovation, including the ability to develop and apply creative solutions. A third skill was that of negotiation, and a fourth skill concerned the inference under conditions of information chaos and incomplete information. Part I of the playing teams had no audiovisual effects or interference, and Part II had. The results of individual games were measured quantitatively - execution time, number of points. The comparison of the results of games of teams from part I and part II was carried out using statistical reasoning methods (parametric tests - average test, fractional test).

Findings:

The theoretical part of the paper presents the results of a systematic review of scientific articles on the use of decision games for cadet training. The implementation of individual games was presented, as well as the methodology for evaluating research results. Research has shown that under conditions of stress and disruption, the ability to think creatively, to negotiate and to infer under conditions of information chaos and incompleteness is weakened. However, the ability to optimise the processes is improved.

Practical Implications:

This article may be scientifically useful for people investigating human activities under conditions of stress. It can be useful for university staff, presenting the method of conducting classes. It can also be useful for cadets, as potential training providers for their subordinates in the near future.

Originality/Value:

The article brings together the results of a multi-annual study relating to the examination of the activities of the members of uniformed public services under conditions of tension and interference. On the other hand, it presents the results of the search for educational methods to train cadets. The results presented in the article are original and have not been published before.