Introduction. This introductory course is designed for civilian and military personnel who want to learn about wargaming as an operation research tool for analysis with an additional slant on technology. The course is designed for members of government, industry, or academia who have not had a formal course in wargaming but perhaps have backgrounds in science and technology, program management, history, computer science, operations research, or military operations. This is an ideal course for those who may be tapped for leadership positions or are being designated to attend wargames in the future. All the fundamentals of wargames are taught along with the ideas surrounding game design and the extraction of game results desired by game sponsors. Emphasis is on creating new and novel ideas and the rationale for player decision-making. Students may not already be familiar with wargaming or have only limited experience in professional games. The course is taught by seasoned senior analysts, game developers, and a wargame cadre who have tremendous experience in conducting military and civilian wargames.

Goals. The goal is to provide a fundamental understanding of how wargaming as another form of warfare simulation supports analytical studies. It is intended for personnel assigned to national analytical agencies, defense industries, or academic institutions which support various departments of government. It provides the student with a set of lessons that are not normally taught in civilian or Service schools preparing them to lead or participate as players or members of analytical teams. The instruction concentrates on preparing individuals to attend various types of wargames or other conflict simulations. It emphasizes game elements, determining objectives, defining measures, and taking approaches which lead to successful decision-making while analyzing courses of action and anticipated risks. Lessons center on what should be known and what can be done to be productive game participants and includes participation in a hands-on and technologically challenging game. Students will finish this course with knowledge and technical skills that will make them players and versatile operations research analysts.

Student Objectives.
• Understand the historical value of technological advances to the warfighter and be able to describe the use of military wargames as a means to demonstrate operational system concepts
• Know the essential elements of wargames, their operational levels and primary uses, along with understanding the importance of wargame scenarios, models, and analytical tools
• Know the basic characteristics of wargames, principles of game design, mechanics of game play, and wargame strengths, limitations, and impacts on participants
• To understand the wargame exercise environment and describe concept development by discussing the roles and responsibilities of the wargame and red team participants
• Understand the special topic of scenario and identify some key aspects of game knowledge important to the perspective of wargame participants
• To understand wargaming by examining a simple yet representative and characteristic board game that simulates various aspects of air combat
• To understand an example wargame by participating as active game player initiating tactical planning and technical play with the goal of absorbing all the facets of the game
• To understand and review through seminar discussion the tactical and technical perspectives learned from the Wings of War Wargame that illustrates all previous wargame instruction
• Understand the employment of operational system concepts into wargames and to describe the development process, roles and responsibilities of technology insertion
• To understand the importance of employing an independent and knowledgeable opposing force (known as a red team) at various levels within the planning and execution of wargames