Practicum[s]

Goal: Obtain practical experience in developing a research design and executing all subsequent steps in conducting a wargame.

Description: Student teams receive three analytical problems. The team develops a research design for each problem and develops/executes the corresponding type of game design based upon their research design for each problem: Seminar game with self adjudication; a game using rigid, rules/M&S oriented adjudication; a game using semi-rigid adjudication.

Pre-requisite: Courses 1-4, 6.

Suggested Reading:
- See previous courses.