Wargame 101

Goal: Be able to construct a wargame using the components of a wargame

Description: definition, design, development, execution, and analysis of wargames covering all types of wargames. Will include: historical examples of designs and methods/examples of practice; pathologies and how to avoid them, assumptions, game control process, adjudication, data, participants, scenario development, outputs, data collection methods, level of abstraction, constraints and rules, structure, participant interactions, information, participant roles, team goals, output definition. Other topics include wargame team members and team roles, schedules, facilities, administration, player materials, IT support, data support, rehearsals, etc.

Pre-requisite: Courses 1-2. Students may skip this course and proceed to Wargame 201 if the student has 3-5 years of practical experience in professional games.

Suggested Reading:
- Weweue, Christopher. Wargame Pathologies Checklist. 27 February 2013.
- *Other specified by instructor*