Wargame 201

Goal: Provide a deeper review of the previous subjects defined in Wargame 101.

Description: Deep dive that includes, but is not limited to the following topics: pathologies, design issues, scenario development, realism vs tempo in choosing adjudication methods, data collection and analysis, adjudicators as players; games of exploration; etc. Qualitative and quantitative methods for analyzing game results. Rapporteur training. Team lead orientation.

Pre-requisite: Courses 1-3.

Suggested Reading:
- See Wargame 101.
- Angela Wilkinson, Angela, Roland Kupers, Diana Mangalagiu. ‘How plausibility-based scenario practices are grappling with complexity to appreciate and address 21st century challenges’ Technological Forecasting & Social Change 80 (2013) 699–710 December 2012
- *Other specified by instructor*