**Wargame Theory**

Goal: Understand the theoretical basis for the method of wargaming.

Description: Wargaming as the analysis of complex problems using inductive and abductive reasoning through the use of the decision-making interactions among opponents. Gaming as narrative. Knowledge that games can create and are unable to create.

Pre-requisite: None

Suggested Reading:

- Army War College, MORS, Naval War College Handbook appendices on definitions.
- *Other specified by instructor*