**Course Objectives:**
The overarching course objectives are to:

**ENHANCE** developing and established national and international wargaming capabilities

**UNDERSTAND** the fundamental principles of wargame design, execution, and analysis

**UNDERSTAND** wargaming processes and techniques to gain insights into complex maritime problems utilizing simulated and plausible scenarios

**ENHANCE** international collaboration through wargaming, to support operational planning and execution in an economically constrained environments

**ENHANCE** enduring professional and personal relationships within the international community

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**Method:**
This two-week international course supports course objectives with guided discussions, review of existing wargaming products, group activities, and practical application will enable students to improve their national wargaming organization, and better understand the application of gaming to research, analysis, and education.

**Learning Outcomes:**
On completion of the course, the student will be able to

**Understand** the game project management process used at USNWC to plan, execute, and analyze wargames.

**Understand** various game design options

**Apply** USNWC's game project management process to plan, execute, and analyze a naval war game

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*If you do not seek out allies and helpers, then you will be isolated and weak.*

Sun Tzu, *The Art of War*
The International Wargaming Introductory Course (IWIC) is a two-week introductory practitioner’s course jointly designed by the United States Naval War College (USNWC) International Programs and the War Gaming Department, to introduce international partners to the fundamental concepts of wargaming through the “game project management process” used at USNWC.

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