

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

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.

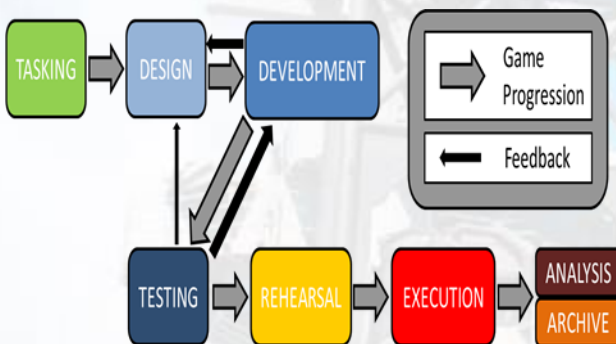
Understand various game design options

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



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

Sun Tzu, The Art of War



Game Project Management Process

Course Administrative Details:

NETSAFA MASL # P 179682

25 seats/course

IWIC 20-01 (26 June – 10 July 2020)

Course Classification - Unclassified

Student Status - Unaccompanied

Tuition fee: ~\$3,000

Accommodation:

Available on base in the Bachelor Officer Quarters (BOQ) at rate of \$95/day

Excellence through collaboration



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Sun Tzu, The Art of War

International Programs

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US Naval War College International Programs



International Wargaming Introductory Course (IWIC)

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.