

## International Wargaming Introductory Course

The International Wargaming Introductory Course (IWIC) exposes international partners to the fundamental concepts of wargaming through the game project management process used at the college. Guided discussions, case studies, group activities, and practical application enable students to improve their own wargaming organization and better utilize wargaming for research, analysis, and education.

### Eligibility

- IWIC is designed for international military officers in the rank/paygrade of O3 to O5 (NATO OF2 to OF4). IWIC is taught in English and attendees must obtain a minimum score of 80 on the English Comprehension Level test.

### Location & Duration

- The two-week curriculum is taught at the U.S. Naval War College (NWC) in Newport, Rhode Island. Classes typically meet in the month of June.

### Learning Format

- The course is conducted in a seminar format augmented by guided discussions, case studies, group activities, and practical application.

### Outcome

- On completion of the course, the student will be able to understand the NWC's game project management process to plan, execute, and analyze wargames, apply the process to organize, conduct, and assess a naval war game, recall game design process, recall the data collection and analysis process, and understand various game design options.

## General Program Overview

- Introduction and Tasking Phase | Core Course, Required  
*These sessions introduce the course and provide students with an overview of the initial wargame planning process.*
- Design Phase | Core Course, Required  
*This phase describes game design considerations such as level of war, number of sides, scenario, and player actions.*
- Development Phase | Core Course, Required  
*The transition to a playable game involves product creation, process refinement, scheduling, and discussion topics.*
- Testing Phase | Core Course, Required  
*This overview of the beta test reviews the game development decisions, concluding with a Final Planning Conference.*
- Rehearsal Phase | Core Course, Required  
*This phase is a planned activity for game support personnel to practice performing game tasks.*
- Execution Phase | Core Course, Required  
*These classes review lessons learned, game execution options that were used, and data collection techniques.*