Analytical Wargame Research Design
MORS Wargaming Workshop
21 October 2016

Syllabus

I. Instructors Contact Information

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II. Course Pre-requisites, Co-requisites, and/or Other Restrictions
None; but some methodological background is helpful

III. Course Description

In this course students will learn how to create and conduct a design of research that incorporates the wargaming method in the analytical context. We will start by discussing what an analytical wargame is and what differentiates it from other analytical methods. We will briefly examine the epistempology of analytical wargaming and why having a foundational understanding thereof is important. We will then describe wargames within the broader context of research design; when and when it is not appropriate, how to consider wargame design given the analytical problem at hand, what data a wargame needs to generate in order to conduct analysis, and to what extent that analysis has validity. Students will then be given sets of problems and will work through them to devise research designs that include wargames that address the analytical problem presented.

IV. Student Learning Objectives/Outcomes

Upon completion of this course students will be able to:
- Appreciate when an analytical problem is “wargamable”
- Be able to describe an appropriate design of research for an analytical problem that includes a wargame
- Be able to provide general guidance for a wargame design that generates appropriate data for analysis
- Be able to provide general guidance of a post-game analytical approach
- Understand what elements are required to present a defensible wargame report that has insights that go beyond first order observations

V. Textbooks and Materials

There is no required textbook for this course. Nevertheless, there is some recommended reading:
VI. Course Outline

The is a one-day course addressing the topics below.

- What is an analytical wargame?
- What differentialtes wargaming from other analytical methods?
- When is a wargame an appropriate method to aly to a problem?
- How does one construct a design of research that includes wargames?
- How does one generate data from a wargame?
- How is wargame generated used to conduct analysis?

VII. Instructional Method

- Classroom lecture, discussion, and classroom group work.