Wargaming

Constructing Simulations and Competitive Strategy Exercises

CSIS EXECUTIVE EDUCATION
Course Overview

Wargaming: Constructing Simulations and Competitive Strategy Exercises is a practical, hands-on course for mid-to senior-level professionals responsible for designing, managing, and interpreting the results of wargames and other strategic simulations. Participants will work alongside CSIS scholars with decades of experience developing and running wargames, simulations, and strategic exercises for the defense and intelligence communities, and apply these lessons to their own organizations and industries. Through a combination of interactive seminars and exercises, they will learn how to design games that help leaders and executives better assess strategic choices and risks. At the conclusion of the course, each participant will be able to differentiate the types of simulations they could employ in their organization, design purpose-built games, and analyze and present the results.

Course Objectives

Course faculty introduce participants to different gaming techniques and methods for designing and analyzing strategic simulations including:

- Understanding the history of wargaming and strategic simulations
- Analyzing different game designs and their purposes
- Constructing games and analyzing results

Register

DATES: SEPTEMBER 26-28, 2022
TUITION: $3,500
LOCATION: 1616 Rhode Island, Ave, Washington, D.C. 20036
REGISTER:

If you have questions or your organization is interested in a private, customized offering, please contact Eric Palomaa, Director of Executive Education, at epalomaa@csis.org.
## Sample Agenda

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<th>Time</th>
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<td>9 AM</td>
<td><strong>Welcome Session</strong></td>
<td><strong>Simulations that Capture Dilemmas:</strong></td>
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<td></td>
<td><strong>Modeling Key Decisions:</strong></td>
<td><strong>Building Tabletop Exercises and Matrix Games</strong></td>
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<td>10 AM</td>
<td><strong>Break</strong></td>
<td><strong>Break</strong></td>
<td><strong>Games that Generate Data</strong></td>
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<tr>
<td>11 AM</td>
<td><strong>Designing Decision Exercises</strong></td>
<td><strong>Designing Tabletops and Matrix Games</strong></td>
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<tr>
<td>12 PM</td>
<td><strong>Lunch</strong></td>
<td><strong>Lunch</strong></td>
<td><strong>Designing Games that Generate Data</strong></td>
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<tr>
<td>1 PM</td>
<td><strong>Lunch</strong></td>
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<td><strong>Break</strong></td>
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<tr>
<td>2 PM</td>
<td><strong>Decision Game Exercise</strong></td>
<td><strong>Matrix Game Exercise</strong></td>
<td><strong>Data-Driven Game Exercise</strong></td>
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<td>3 PM</td>
<td><strong>Break</strong></td>
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<td>4 PM</td>
<td><strong>Networking Reception</strong></td>
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<td><strong>Leadership Debrief:</strong> <strong>Applying</strong></td>
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<td><strong>Future Lessons</strong></td>
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### Focus Areas

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Methods

**DESIGNING DECISION EXERCISES**
Design and facilitate crisis vignette games and decision exercises that help leaders and senior staff compare response options, investment decisions, and risk mitigation frameworks.

**DESIGNING TABLETOPS AND MATRIX GAMES**
Build and facilitate foundational game designs that help senior leaders understand competitive strategy and develop new indicators, warnings, and decision-support tools.

**DESIGNING GAMES THAT GENERATE DATA**
Gain more robust analysis and an enduring advantage by adapting game designs to capture data and measure risk in a structured manner for statistical analysis and data visualization.

Seminars

**MODELING KEY DECISIONS:**
**PRACTICAL APPLICATIONS OF SIMULATIONS AND WARGAMES**
Gain an appreciation for the evolution of wargaming and simulations as methods that help senior leaders and staff analyze decision making and decision-making processes. Explore key concepts from strategic studies, economics, and psychology that situate different analytical gaming and simulation designs.

**SIMULATIONS THAT CAPTURE DILEMMAS:**
**BUILDING TABLETOP EXERCISES AND MATRIX GAMES**
Investigate the inherent strengths, weaknesses, opportunities, and risks of tabletop exercises and matrix games. Learn the art and science of crafting game designs that preface creativity, free play, and structured dialogue to capture the challenge of making the right decision in situations of high risk and uncertainty.

**GAMES THAT GENERATE DATA**
Explore the techniques and analytical methods that enrich traditional gaming and simulation approaches through statistical analysis and data science. Gain a deeper understanding of how players assess opportunities and risks at the core of critical decisions in competitive settings.
Interactive Exercises

**DECISION GAME EXERCISE**
Respond to a major international crisis that has significant implications for defense, business, and investment decisions. Roles will be based on the backgrounds of the participants to provide direct relevance to the types of decisions facing defense, intelligence, business, nonprofit, and government organizations.

**MATRIX GAME EXERCISE**
Revisit the same crisis from the opposing viewpoint in a matrix game designed to explore first order actions like escalation and confrontation and their second and third order effects in areas like currencies, energy prices, and international shipping.

**DATA-DRIVEN GAME EXERCISE**
Practice with data analysis tools that optimize games and simulations for advanced analytics and more reflective strategy formation.
CSIS Executive Education

The Center for Strategic and International Studies’ (CSIS) Executive Education Program convenes professionals from diverse backgrounds at Washington, D.C.’s premier bipartisan think tank for transformative programming in leadership, communication, and global issues. For over 60 years, CSIS has brought independent research, innovative ideas, and practical policy solutions to some of the greatest security, regional, and transnational challenges facing policymakers and international thought leaders. Recognized as a “Defense and National Security Center of Excellence” by the University of Pennsylvania’s Global Go To Think Tank Index, CSIS is led by Chairman Tom Pritzker and President and CEO John J. Hamre.