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**Learning Objectives and Procedures:** This class introduces students to the construction and presentation of formalized scenarios for international planning in addition to the formulation, implementation, and assessment of path games. Path games are competitive exercises performed by students organized into country teams in which the participants attempt to fashion domestic and international policies through a series of future scenarios and crises. Undergraduates form the country teams and the graduate course participants function as the control group in planning, guiding, and critiquing the progress of the game to determine “The Mastery of Asia.”

Path gaming and scenario writing are two contemporary tools widely used in business and government policy planning process. This is a “how to” course in the organization and preparation required for the student to export these games into a professional environment.

**Grading Policies:** Since most work in the seminar is done in group, students will be graded on their group’s productivity, each student’s ability to work in teams, and individual contributions to the group as determined by their peers. The grading process also considers the professor’s, teaching assistants’, and control group’s assessment of each team’s performance as well that of each individual.

**Text:** Peter Schwartz, “The Art of The Long View”, either 1st or 2nd edition.

**Course Structure:**

Week 1: Introduction to the course, policies, and procedures. Brief presentation on the fundamentals of scenario construction and applicability. Assignment of INTA 4014 students’ country teams. (January 9)

Week 2: Role of scenarios and path games in policy planning. Discussion of formal scenario construction with in-class exercises. Discussion of current “what-ifs” facing policy makers. (January 16)

Week 3 & 4: Completion and briefing of country specific scenarios. Construction and briefing of this year’s path game scenario based on the “Mastery of Asia.” Introduction of path game procedures and administration to INTA 4014 students while INTA 6014 students will be presented with policy question driving the semester’s research. (January 23 & 30)

Week 5-14: Each week shall open with an in-brief by INTA 6014 students and be followed by path game play in two-year increments, divided between two moves per week. (February 6 to April 10)

Week 15: International buffet, out-briefs, and “hotwash.” Submission of final game write-up and review. “Mastery of Asia” path game results and conclusions of CONTROL students briefed to players. (April 17)

May 1: Formal scenario annotated briefings due.

**Deliverables** (To be completed by the beginning of class of the listed week):

INTA 4014

Week 3- Scenario briefing presented to class

Week 4- Implications briefing presented to class

Week 15- Out-briefing presented to class and final-game write-up

May 1- Annotated briefings due.

INTA 6014

Week 4- Scenario package in reference to assigned policy question

Week 5- “State of the World 2014-15” write-up and presentation

Week 6-14- In-brief presentation at opening of classes

Week 15- Out-briefing presentation to class

May 1- Annotated briefings and policy recommendation