

SCENARIO WRITING AND PATH GAMING: INTA 4014, INTA 6014
Professor Salomone, Professor Jordan

Description and Objectives: This class introduces students to the construction and presentation of formalized scenarios for international planning, and into 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 to guide their nation through a series of future scenarios and crises. Students from the undergraduate seminar form the country teams and the graduate course participants function as the control group, planning and guiding and critiquing the progress of the game to determine “The Mastery of Asia”. Path gaming and scenario writing are two contemporary tools widely utilized in business and government policy planning processes. This is a “how to” course to organize and prepare the student to conduct these games professionally

Texts:

Peter Schwartz, "The Art of the Long View", first or second editions.
Selected articles and posts from the Web.

The Course:

Week 1: Introduction to the course, policies and procedures. Role of scenarios and games in policy planning.

Weeks 2 & 3: Discussion of formal scenario construction, assessment of contemporary policy planning games, discussion of current “What if s”.

Weeks 4 thru 6: Construction and briefing of this year’s path game scenario based on “The Struggle for Mastery in Asia”. Introduction of path game administration to INTA 4014 students, who comprise the country teams while the graduate students in INTA 6014 constitute the game controllers and assessors.

Weeks 7 thru 12: Game play in 3 year increments per move per week.

Week 13: Out-briefs, “hot wash” and assessment.

Week 14: “Struggle for Mastery in Asia” results and conclusions of Control briefed to INTA 4014 seminar.

Week 15: Submission of final game write-up and review.