

SCENARIO WRITING AND PATH GAMING: INTA 4014, INTA 6014

Professor Michael Salomone & Professor Jenna Jordan

Description and Objectives

This class introduces students to the construction and presentation of formalized scenarios for international planning and the formulation, implementation and assessment of path games. The first part of this class will guide students through the creation of original futures scenarios centered around various aspects of cyber-security coordination. The second portion of this class will engage students in a path game which is a competitive exercise performed by students organized into teams in which the participants attempt to fashion domestic and international policies while negotiating treaties and agreements amongst all teams involved. The scenarios will explore the interdependence among organizations and command structures within the U.S. civil and military complex, particularly at the “seams” of the country’s patchwork response system. Students from the undergraduate seminar will then form country or institutions specific teams and the graduate course participants will function as the control group, planning and guiding and critiquing the progress of the game. 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 and develop scenarios professionally.

Course Information

W: 9:00am - 11:45pm
Room: Habersham G17

Contact Information

Professor Jenna Jordan
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Professor Mike Salomone
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Guest Instructor: Chris McDermott
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Required Text: Book available at Barnes and Noble Campus Bookstore

Peter Schwartz. *The Art of the Long View: Planning for the Future in an Uncertain World*. Doubleday, 1996. First or second editions.

Grading

Reading Quizzes: There will be reading quizzes on every class for which there is assigned reading. (10%)

Participation: Students are expected to complete all of the required reading prior to each class and be prepared to participate fully in the discussions. (20%)

Scenario Building: This grade will include a group presentation, a written narrative, and an annotated scenario briefing. (35%)

Path Game: This grade will include a final report on the path game, a group presentation, and a peer evaluation. (35%)

Due Dates:

Undergraduates:

- Annotated scenario briefing – April 23, 5pm
- Scenario narrative – April 23, 5pm
- Path game final report – April 27, 5pm
- Peer review – April 27, 5pm

Graduate Students:

- Annotated scenario briefing – April 23, 5pm
- Path game write-up – April 27, 5pm
- Peer review – April 27, 5pm

Attendance Policy:

You are expected to attend and participate in every class. If you miss more than one class without an approved excuse, you will be penalized by one full letter grade.

Learning Outcomes:

- *Problem Solving in International Affairs.* Students will be able to use their knowledge of international affairs in a practical problem-solving way to address issues of immediate international concern. This includes knowledge of key issues, familiarity with methods to assess solutions, data-gathering research skills through which to put different methods into place.
- *Scientific analysis of international politics.* Students will be proficient in basic analytical skills and be able to formulate problems in international affairs mathematically if appropriate. Use software, process and analyze information, quantitative and qualitative methods. Students will demonstrate the ability to construct formalized scenarios that can be used in international planning.

Note: Syllabus subject to change

January 10: Course Introduction

- Introduction to the course
- Dr. Strangelove

January 24: Discussion on escalation and deterrence

- Donald Kagan, *On the Origins of War*, pages 437-451
- Thomas Schelling, *Arms and Influence*, pages 181-189
- Thomas Schelling, *The Strategy of Conflict*, pages 187-203
- Herman Kahn, *Thinking About the Unthinkable*, pages 41-84
- Bernard Brodie, *Escalation and the Nuclear Option*, pages 97-112
- Thomas Powers, The Nuclear Worrier, *The New York Review of Books*, January 2018.

January 31: Scenario building

- *The Art of the Long View: Planning for the Future in an Uncertain World* (read entire book)
- Scenario presentation
- Scenario exercise: health care
- Assign teams and meet in groups

February 7: Organizational Seams

- John Crecine and Michael Salomone, "AFCENT Command and Control Assessment. Coordination Across Organizational Seams." (pages...)
- Allison, Graham, "Conceptual Models and the Cuban Missile Crisis," *American Political Science Review* 63, no. 3 (September 1969), Model II - pages 698 - 707

February 14: Cyber and International Relations

- Ben Buchanan podcast, "The Promise and Perils of Cyber Operations," *War on the Rocks*. <https://warontherocks.com/2017/02/the-promise-and-peril-of-cyber-operations/>
- Liles, S, & Kambic, J 2014, 'Cyber fratricide', 2014 6th International Conference On Cyber Conflict (CyCon 2014).
- Libicki, Martin, "Pulling Punches in Cyberspace," in *Deterring Cyber Attacks: Informing Strategies and Developing Options for US Policy*, Nation Research Council
- Jon R. Lindsay, "Tipping the scales: the attribution problem and the feasibility deterrence against cyberattack." *Journal of Cybersecurity* 1:1 (2015): 53-67
- Erik Gartzke and Jon Lindsay, "Thermonuclear Cyberwar," *Journal of Cybersecurity* 3:1 (2017) 37-48.

February 21: Scenario Presentation on Building Blocks.

**** Each team will present their scenario building block in class.**

February 28: Scenario Presentation on Narrative.

**** Each team will present their scenario narrative in class.**

March 7: Final Scenario Presentation

**** Each team with present their full scenario in class.**

March 14: Path Game

March 21: No class- Spring Break

March 28: Path Game

April 4: Path Game

April 11: Path Game

April 18: Path Game

Final Exam: Potluck – game out-brief

**** Each team with deliver a briefing on the path game.**