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
Office: Habersham 135
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Professor Mike Salomone
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Guest Instructor: Chris McDermott
Office: Habersham 315
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**Required Text:** Book available at Barnes and Noble Campus Bookstore


**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

- Thomas Schelling, *Arms and Influence*, pages 181-189
- Herman Kahn, *Thinking About the Unthinkable*, pages 41-84

January 31: Scenario building

- 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

**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 will 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 will deliver a briefing on the path game.**