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 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 exercises 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

Wednesday 3:05-5:55
Room: Habersham G17

Contact Information

Professor Jenna Jordan
Office: Habersham 135
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Professor Mike Salomone
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Instructor: Tarun Chaudhary
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Teaching Assistant: Wes Stayton
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Required Texts:


Books available at Barnes and Noble. All other readings will be on T-square.

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 and an annotated scenario briefing. (35%) Note: Final presentation time will need to be scheduled.

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

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.

***Note: Syllabus subject to change****
The Course

August 24: Course Introduction

- Introduction to Cyber Security
- Research 101
- Scenario exercise: health care

August 31: Scenario building

- Scenario exercise: ISIS
- Assign teams and meet in groups

September 7: Discussion on escalation: The Cold War and beyond

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

September 14: Organizational Seams. Scenario Presentation on Building Blocks.

- Allison, Graham, “Conceptual Models and the Cuban Missile Crisis,” *American Political Science Review* 63, no. 3 (September 1969), Model II - pages 698 - 707

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

September 21: Guest lecture by Dr. David Fahrenkrug – Cyber and IR.

**September 28:** Scenario Presentation on Narrative.

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

**October 5:** In-class Workday

**October 12:** Path Game Preparation and Research

- Assignment: come to class having completed initial research on your country

**October 19:** Final Scenario Presentation

- Mandatory: schedule final scenario presentation with Dr. Jordan and Dr. Salomone.

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

**October 26:** Path Game

**November 2:** Path Game

**November 9:** Path Game

**November 16:** Path Game

**November 23: Thanksgiving - no class**

**November 30:** Last class – Potluck – game out brief

**Each team will deliver a presentation on the past game.**
Learning Outcomes

1. 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, and employ quantitative and qualitative methods. Students will demonstrate the ability to construct formalized scenarios that can be used in international planning.

2. Effective communication skills. Students will be able to express their arguments clearly and effectively both in written reports and in their research and oral presentations.

3. Teamworking skills. Students will be able to work in small groups in a way that demonstrates respect for their colleagues and efficiency in working collaboratively towards projects and goals.

4. Science, Technology and International Affairs. Students will demonstrate the ability to describe the causal and determinant relationships between science and technology (S&T) and international affairs across different topic areas.