

Draft Agenda:

Time (Eastern)	Day 1	Day 2	Day 3	Day 4	Day 5
10:00 AM	Welcome	Welcome	Game Analyses	Game Design: Analyst	Game Design: Analyst
	What is a Wargame?	Design Basics			
11:00 AM	Designing Wargames is Hard - Definitions	Design Advances Process			
12:00 AM	Lunch	Lunch	Lunch	Lunch	Lunch
1:00 PM	The Axes of Wargaming	Design Advanced Elements			Practicum
2:00 PM	Designing as the Architect	Tasks to Games	Optional Topic	Strategic Gaming	
3:00 PM	Break	Break			
	Brief History of Wargame	Adjudication	Break		
4:00 PM	Wargame: Kriegsspiel	Game Deconstruction	Wargame Graphics	Break	
5:00 PM					
	Facilitation				
6:00 PM					