Day 1: 9 February 2026
Instructor: Major Tom Mouat MBE, Defence Academy of the UK

Time (EDT)	Title	Description
0930	Introductions! (N1)	Please be prepared to say who you are, why you are here, and anything you want to get out of the course that we may not know about
	Intro Studio	Tess Butler, CEO Ruddy Nice, host at the Studio Wargaming Centre
1000	What is a Wargame? (N2)	Defining what games are, and what they are good for
1100	Basic Theory (N3)	Some basic theory of games and wargames
1200	Lunch	
1300	Tasks to Games (N4)	What sort of Wargame is needed for what sort of problem
1400	Designing Matrix Games (N10)	How to design narrative games
1600	Free/ semi/ Rigid Kriegsspiel	

Day 1, Evening: 9 February 2026
Instructor: Col Ant Sharman

Time (EDT)	Title	Description
1800	Manual v Digital Games	30 minutes
	LLMs arrive in wargaming	Using ChatGPT and other tools for wargaming
	TEWT	20 minutes

Day 2: 10 February 2026
Instructor: Professor David Manley, UCL

Time (EDT)	Title	Description
0900	Design Thinking (N5)	
1000	Design Elements (N6)	
1100	Adjudication (N7)	
1200	Lunch	
1300	Adjudication Exercise (N8)	
1400	Conflict Simulations (N9)	
1500	Board games	Take that Island
1600		

Day 2, Evening: 10 February 2026
Instructor: Col Ant Sharman

Time (EDT)	Title	Description
1800	Introduction to current digital military simulations	Including Slitherine Games (combat missions) Company Commander (Hex War)
	Course of Action Wargaming	Short introduction (20 mins)

Day 3: 11 February 2026
Instructor: Dr John Curry, Reader in Professional Wargaming, Bath Spa University

Time (EDT)	Title	Description	Instructor
0930	The History of Professional Wargaming in 10 games		
1100	Games about Dark places	How to wargame difficult topics	
1200	Lunch		
1300	Strategic Games	Contested used by DSTL in UK	
1400	Committee Game *Article 5*	Also called seminar games in the US	
1500	How to become a Professional wargamer	Further reading	Tess Butler and John Curry
1600			