

Professional Gaming Society Training Bulletin

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The Professional Gaming Society (PGS) offers opportunities for professional development and training via courses, tutorials and workshops. Payment can be made via credit card, check, or wire transfer. The wire transfer must include your invoice number.

Date	Subject	Location	Tutorial/Courses	CEUS	Certificate	Presenter Opportunities
22 - 25 Sept 2026	Wargaming Emerging Technologies Workshop	Alexandria, VA				X
19 - 23 Oct 2026	Certificate in Wargaming	Online	X	X	X	
3 - 5 Nov 2026	Designing Tactical Games Course	Online	X			
17 - 19 Nov 2026	Gaming Space Operations Course	Online	X			

[Wargaming Emerging Technologies Workshop](#)

Dates: 21 - 24 September 2026

Location: Alexandria, VA

Registration: Register [here](#).

Fee: \$500 - \$800

Description: This workshop will encompass all aspects of wargame and wargame design, but with a focus on how wargaming can support analysis of disruptive technologies and industrial base issues. Papers are welcome on all aspects of wargaming, but we challenge you to think about how wargaming supports and can focus on analysis of disruptive strategies and alternative procurement processes.

The DoD's "commercial first" policies have been followed up by a movement of technology disruptors into the defense space. They seek to disrupt not only how the military innovates, but also how it fights, and how it builds an industrial base that meets the requirements of the long war. Gaming can provide the base from which to make decisions about disruption. Manual gaming is fast, able to keep up with the pace of change. It also represents an inexpensive way to test new ideas and warfighting concepts. What manual gaming has not done is focus on the long war and the logistical, industrial, and social aspects of a multi-year, peer competitor, war where the national production and global economics will drive the warfight.

[Certificate in Wargaming](#)

Dates: 19 - 23 Oct 2026

Location: Online

Registration: Register [here](#).

Fee: \$2,700 - \$3,000

Description: The Certificate in Wargaming is a five-day course designed to enhance analyst capability and knowledge in multiple aspects of professional games, including research, design, development, execution, analysis, and reporting. Through a combination of lectures and exercises, participants will learn the theory behind wargames before diving into research design and execution. Building on Peter Perla's theory of the "Architect, Artist, and Analyst" model for game designers, the course includes material that covers each style of wargame design. The course culminates in a practicum where participants will be divided into teams to develop and execute their own game for an assigned analytical problem.

[Designing Tactical Games Course](#)

Dates: 3 - 5 November 2026

Location: Online

Registration: Register [here](#).

Fee: \$1,620 - \$1,800

Description: The Designing Tactical Games Short Course is a three-day course that focuses on building tactical games. Tactical games deal with maneuver and combat during individual battles. This requires the game designer to manage large numbers of complex variables in ways that allow the players to make the appropriate warfighting decisions. Whether this is done using computer or manual techniques, it demands no small degree of simulation—the interaction of forces, the effects of human factors and technology, and the effects of the environment on combat. Any good wargame strives to produce realistic adjudications and outcomes, but the realism of tactical games is tested even more stringently because the players can more easily relate game mechanics and adjudication to their own personal experiences. All of this makes designing tactical games different—and even more challenging—than designing operational or strategic games. This class will examine some of these challenges and possible solutions in both theoretical and practical terms.

[Gaming Space Operations Course](#)

Dates: 17 - 19 November 2026

Location: Online

Registration: Register [here](#).

Fee: \$1,620 - \$1,800

Description: Gaming Space Operations is a three-day course focused on how we develop and execute games that involve operations. The course will cover the basics of game design, so that students with no background can understand gaming, but will focus on building games that deal with operations in space. There will be an emphasis on the role that orbital mechanics and space flight considerations play on game design, and students should be prepared to engage with quantitative concepts.

Note that the class will emphasize manual games, with and without digital modeling assistance. This class will be strictly at the UNCLASSIFIED/OPEN SOURCE level.
