Professional Gaming Society
Training Bulletin

Contact: Ms. Sarah Madonia, sarah.madonia@mors.org

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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
17 - 19 Nov 2026	Gaming Space Operations Course	Online	X		X	
8 Jan 2027	Playing and Designing Assessment Games Course	Online	X		X	
25 - 29 Jan 2027	Certificate in Wargaming	Online	X	X	X	
8 - 10 Feb 2027	Certificate in Homeland Security Gaming	Online	X		X	
23 - 25 Mar 2027	Gaming Weapons of Mass Destruction Course - From Policy to Practice	Online	X		X	

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 UNCLASSIFED/OPEN SOURCE level.

Playing and Designing Assessment Games Course

Dates: 8 January 2027

Location: Online

Registration: Register here.

Fee: $225 - $300

Description: Recently, the Department of War has indicated that it will begin using game elements in the Joint Warfighter Evaluation (JWE) as well as in grading for Senior Service Colleges. This class is designed to provide insights and discussion from experienced designers and players. Since most of the JWE games have not yet been designed, it is not predictive or capable of discussing particular games. The instructors have been chosen to represent a variety of experiences and involvement in PME assessment games.

Certificate in Wargaming

Dates: 25 - 29 January 2027

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.

Certificate in Homeland Security Gaming

Dates: 8 - 10 February 2027

Location: Online

Registration: Register here.

Fee: $1,620 - $1,800

Description: The Certificate in Homeland Security Gaming examines the challenges of gaming homeland security incidents. The course will introduce homeland security operations and how games and exercises can be used for planning, training, and analysis. Lectures will focus on games and game design with their application to homeland security incidents. The instructors will employ a series of case studies and practical exercises to explain how to design and facilitate these games. At the end of the course, the students will be able to evaluate a natural or human-caused disaster and employ design techniques to model and produce a game.

Gaming Weapons of Mass Destruction Course - From Policy to Practice

Dates: 23 - 25 March 2027

Location: Online

Registration: Register here.

Fee: $1,620 - $1,800

Description: Gaming Weapons of Mass Destruction (WMD – defined as Nuclear, Chemical, and Biological agents) will be a three-day course focused on developing and executing games related to WMD in all its forms. While the basics of WMD capabilities and game design will be discussed, this will be a course focused on the intersection of WMD and gaming. It will not be either a WMD or gaming course; for those topics see other offerings.
