

# MA Wargaming and Resilience Planning launch

Dr Iain Farquharson, Brunel University London



- The result of conversations held at DSET 2023 recognising significant academic advances, but limited academic provision of wargaming.
- Clear market in relation to the requirement for wargamers in a professional space in a range of industries and contexts.
  - Increased recognition of its importance, limited throughput and ability to recruit knowledgeable professionals.
- Brunel developed longer-term strategy to develop industry-facing provision providing post-graduate students with route to careers in an expanding field.
- Recognised our unique position in the range of research and teaching expertise available across the university.
- Aim to diversify those making a career as professional wargamers through access to Brunel's diverse student body.

# Programme Team



Justin Parsler – Reader in Games Design



Steven Wagner – Senior Lecturer in International Security



Kristian Gustafson – Reader in Intelligence and War



Matthew Hughes – Professor of Military History



Iain Farquharson [Programme Lead] – Lecturer in Global Challenges (Security)



Stuart Andrews – Senior Lecturer in Theatre (Co-Director of Performing City Resilience)

- Utilised industry contacts to understand the key skills desired of graduates from a Wargaming programme.
  - Design knowledge and facilitation prominent
- Programme development emphasised three core areas, game design, facilitation, academic methods.
- Emphasis on the applicatory learning method – skills-based learning requiring ‘learning by doing’
- Design modules consist of paired sessions – 1<sup>st</sup> briefs on a scenario and design method, 2<sup>nd</sup> play and data extraction.
- Serving as starting point for a suite of programmes around Serious Games
  - Incorporating components of digital and non-digital, drawing on expertise beyond the college.
- Forward-thinking approach and across the board support, allowed the programme to speed through its approval process and be ready for a 2024/25 start.

# Overview of the programme - Structure

29 September 2024

## Term 1:

- Games Design: Mechanics & Context
- Military History & Strategy
- Analysis & Research Methods I

## Term 2:

- Wargames Design & Delivery
- Analysis & Research Methods II
- Performing Resilience

## Final Project

- Design based project requiring completion of a wargame and a write-up.
- Culminating in an 'industry day' where students will demonstrate their games to industry contacts.

**For more information and to apply scan here:**

